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[Auctions](#) | [Bags](#) | [Banking](#) | [Battlegrounds](#) | [Classes](#) | [Damage Reduction](#) | [Death](#) | [Emotes](#) | [Events](#) | [Experience](#) | [Glossary of Terms](#) | [Gold Guides](#) | [Instances](#) | [Items](#) | [KeyBinds](#) | [Macros](#) | [Mail](#) | [Power Levelling](#) | [PvP](#) | [Quests](#) | [Races](#) | [Rest](#) | [Slash-Commands](#) | [Talents](#) | [Trainers](#) | [Transportation](#) | [Zone Levels](#)

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## Auctions

The economy plays an important part in WoW, players are able to collect items and then place them up for auction so that other players can bid on the items. Auction Houses are available for this purpose and give players the facility to sell items away from the trade chat channels.

### Linked Auction Houses

As of patch 1.90 (released 3 Jan 2006) Players are able to buy and sell goods with greater effectiveness using the Linked Auction House system. Auction Houses in Orgrimmar, Undercity, and Thunder Bluff will now share the same pool of Horde player-created auctions, and Alliance players will find the same to be true when visiting Ironforge, Stormwind City, and Darnassus Auction Houses. This system has been expanded to support the neutral Auction Houses as well. Tanaris, Everlook, and Booty Bay are all linked for players of both factions to access. In addition, the "Looking for Group" and "Trade" channels have been unified among the corresponding cities, meaning, for example, that you can trade your goods or look for groups in Ironforge while in Stormwind.

### Finding an Item

There are nine auction houses located in the world:

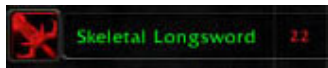
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- Orgimmar, Undercity and Thunderbluff for the Horde. Items placed on any of these will be viewable on the other two.
- Ironforge, Stormwind and Darnassus for the Alliance. Items placed on any of these will be viewable on the other two.
- Neutral auction houses usable by both factions in the neutral Goblin town of Gadgetzan (in Tanaris), Everlook and Bootybay.

In each auction house, the Auctioneer(s) appears as an NPC character standing on raised platforms so that they are easily seen and when talked to, the auction interface opens on your screen. The auction interface is made up of 3 components. The first section, **Browse**, shows all available items for bidding sorted by category and subcategories.

When each category or subcategory is selected, after you click the "Search" button, it displays a list of items on the right of the screen.

Players can search for items in each category by name, by max and min item level or by quality [**All, Poor, Common, Uncommon, Rare and Epic**]. To make it easy to find items suitable for your character you can also have the list only show items that your character can use [**Usable Items**]. When you find the item you are looking for and think it's within your budget or a good deal, you can highlight the item, enter the amount you wish to bid, and then click 'bid' [bottom right]. The default value shown is already the minimum allowable bid above the current bid (about +5%).



Each item has a level [you need to be equal or higher to use it], a rough indicator indicating how long until the auction closes (Short, Medium, Long, Very Long), the name of the seller, the current bid and the buyout price if one is set. If the icon for the item is red, then you are unable to use that item at this time but you can still bid on it and win and use it when you reach the right level.

If you hit the '**Buyout**' button you automatically match the buyout price set by the seller and win the auction immediately. The buyout price set by the seller is the "bid this and the item is yours right now" price. Do not worry about clicking on the 'Buyout' button accidentally because a popup box will appear on the screen listing the buyout price and asking for confirmation.

When players bid on an item, the amount is automatically deducted from their backpack and held by the auctioneer. The remaining time of the auction is extended by approximately one minute.

### Tracking your Bids

The second tab along the bottom is **Bids** which enables you to track items you have bid on allowing you to chart the auction progress for the duration of the auction. Once an auction expires the item is automatically removed from the list. Should you be outbid in an auction, you will receive notification of the outbid via the in-game

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mailbox (along with your money attached). If you are online, you will also see a message flash across your screen and chat log at the moment you get out-bid. If you are in the auction house while you get outbid, the money is returned directly into your pocket and no in-game mail is sent so you can re-bid immediately.

If you are outbid and wish to bid on the item again, you must travel back to the auction house to do so. There is no proxy bidding.

### Selling

The third and final tab, called, **Auctions** shows all the auctions you have created [items you are selling] to help you track bidding progress. It is here you also add your items to the auction system.

To create an auction simply open your inventory/bag and drag the items into the item slot in the left of the Auctions interface. Here you can set the price you are looking for by clicking in the small boxes indicated as gold, silver or bronze and entering your amount. Below this is also a box for a 'buyout price'. This is a price you can set and if a bidder meets this price it will automatically be sold to that bidder. Making this price too high will also mean bidders will not be tempted to bid the higher buyout price.

Players are encouraged to set buyout prices since many people often want items immediately when they bid on them, especially trade goods and raw materials, and are often willing to pay a higher price to buy it immediately instead of waiting for the auction to expire.

You can have your auction run for 2 hours, 8 hours or 24 hours only, no longer.

### Selling Charges

Selling an item does come at a price, there is a fee that has to be paid into the system to place your auction. The fee deposit is calculated as a percentage of the item's value if sold to a vendor. The fee is also **more expensive the longer you set the duration** of your sale so it's important you get the balance just right when putting an item up for auction as you want to keep the fee as low as possible. If the item is sold within the allotted time, the seller will have their fee deposit returned via the in-game mail system along with the money from the bidder minus a transaction fee, which is a small percentage of the ultimate sale price. However if the item fails to sell, the seller loses the deposit fee while the item is returned back to the seller via the in-game mail system for retrieval. The item will remain in the mailbox for a maximum of 30 days. If you are in game when the auction expires, a message will flash across the middle of your screen saying your auction has been successful or unsuccessful.

### Item & Winnings Retrieval

If you win an auction, the item is automatically sent to your in-game mailbox for retrieval. If you are the seller and fail to sell the item, your item is sent back to your in-game mailbox for retrieval. You can then try and sell the items again at the auction house or just keep them. Mailboxes are located outside Inns and Banks and you can

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read all about them in the Mail section. If you do sell the item you an email will be sent to you from the auction house with the winning bid money attached. This will be minus the auction house fee.

## **Pros**

- Easy to post items for auction
- Tracking an item is simple
- Searching through categories is simple
- Good filter system
- Easy item retrieval via mailboxes

## **Cons**

- Losing the deposit fee if the item fails to sell
- Auction house also takes a small percentage of the final sale price (transaction fee)
- Have to stand at the auction house vendor to use the system
- Auction house areas can be laggy due to the amount of players trying to trade
- Can only trade for currency, no item for item trading

## **Selling Tips & Notes**

- Set reasonable buyout prices on common items
- Announce your auction in the trading chat channel when you put up rarer items in the auction house
- You lose your deposit if your item does not sell
- Use the neutral auction house in Gadgetzan for cross-faction trading
- The transaction fee is higher in Gadgetzan than the other two faction-only auction houses

## **Buying Tips & Notes**

- Narrow your searches by using the filters

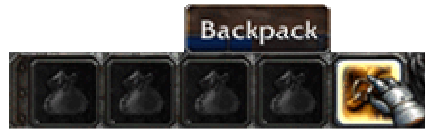
## **General Tips & Notes**

- Traditional methods for trading are still available via the trade chat channel
- Players cannot bid on any items that they put up for auction from the same player account
- Bid increments are 5% of the current bid
- When a bid is made a minute is added to the auction duration.

## **Bags**

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Items play an integral part in your characters progression in WoW. Not only do you have to collect better weapons, clothing, equipment and raw materials such as the various herbs for your tradeskills, you also need to collect special items such as quest items which need to be carried to complete quests. Having so many items causes a storage problem so in this section we take a look at how you can maximise on storage with the use of bags.



16 slot starter pack

## What's the maximum storage slots I can get?

All characters have **5 available bag slots** in which to place bags and these slots are located on the bottom right hand corner of your toolbar. One of them is filled with a 16-slot Backpack that everybody starts out with and this bag is not removable from the fifth bag slot. When you purchase a bag from a vendor, buy a bag at auction or find a bag after looting, you simply slot the bag into one of these four slots. These bags don't take up any additional space in your standard 16 slot Backpack since they are equipped rather than "just being another item in your inventory".

18-slot bags can be made by tailors with the appropriate uber rare recipe and Onyxia also drops Onyxia Hide bags (18 slots) so you can potentially have **88 storage slots** on your person. Inventory-tastic!

## How are items sorted in my bags?

Bags come in various sizes and colours and how you utilise these is up to each individual player. For example you may want a particular bag colour to only hold food items or a bag to only hold quest items which can make it easier to find specific items quickly. WoW does not feature an auto-arrange inventory feature for this reason so where you place the items is where it will stay in the bag.



One of the most useful methods for organizing your items that many players use:

- Leftmost bag contain essential items that you must carry. These items include your skinning knife, mining pick, hearthstone, your pet and your mount.
- Second back contains quest related items.
- Third bag contains raw materials such as herbs and ore and cloth go into the third.
- Fourth for general loot to sell to vendors.
- Fifth (backpack) for general loot to sell to vendors.

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Make it a habit to regularly sort out your fifth bag (Backpack) and move items you do not want to sell into your other bags so that you do not sell them at the vendor with an accidental right click. When you loot items, if the item in question is stackable, it will stack it with an existing stack. If a new inventory slot is required, **the game will always put the item in the Backpack first**, and if that has no space, it will put it in the fourth bag and then the third and so on. This is why players tend to put items they never want to sell in the first bag.

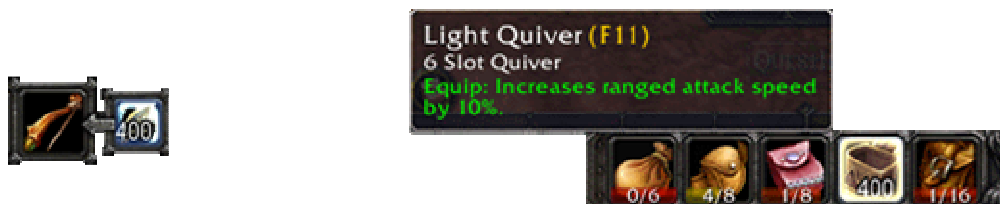
Not every item takes a complete slot in your bag. For example, a quest item may stack so 10 of the same quest item will only take a single slot. With many quests requiring multiple items this is just as well. While quest items stack there are limits on stackable items, some stacks may be a maximum of 5 or 20 depending on the item.

## What different bag types are there?

Bags come in various sizes, 6-slot, 8-slot, 10-slot, 12-slot, 14-slot and the largest ones are **16-slot**ters. 6-slot bags drop very commonly in the low level starting areas (the level 1-5 monsters) but otherwise, they are generally very rare. Bags usually drop off humanoids although they can also drop off other monsters. Some quests also give bags as a nice quest reward so be sure to do these quests.

Bags of all the sizes can also be made by Tailors, however the 16-slot bags recipe (skill 300) is extremely rare. Bag vendors in the cities also sell bags up to 12-slots in size but at exorbitant prices.

There are special bags called **Quivers** and **Ammo Pouches** which can be used to hold Arrows for Bows and Ammo for Guns. These special bags can only be used to hold ammo and they also come with a bonus allowing you to fire your ranged weapon at a slightly faster rate than if the ammunition was just in a regular bag. Thus, it is up to the player to decide whether this benefit is enough to convince him or her to commit a bag slot purely for ammo.



Quiver Bonus

You will need to drag one stack of ammo (or just right click the stack) from your quiver/pouch to your ammo slot in your character screen [Press C] and when that stack runs out it will automatically fill with another stack from your quiver/pouch. You can store a quiver/pouch in another bag but it must be empty.

**Leatherworkers** are able to make Quivers and Ammo Pouches.

## How do I access all my Bags?

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Obviously the more bags you have and the larger the bag sizes, the more you can carry on your person. You can get rid of a bag at any time by emptying it and selling it or dragging it onto the main play area and destroying it like any other item. You can also give or trade the bags away unless they are soulbound. Bags can also be mailed like most other items in the game. Bags cannot be unequipped without first emptying all of its contents so you cannot mail a bag that contains any items.

**Left click** an item allows you to drag it to a bag or from one bag to another. You do not need to open your bag just hover the item over the closed back and release the mouse button. The item will automatically deposit into that bag.

**Right click** an item and it will automatically place it into a bag. If you're at a vendor it automatically buys it and puts it into a bag.

You can access your bags a number of ways:

- Equipped bags can be opened by pressing F8-F12, each key corresponding to one of the 5 bag slots.
- "B" can also be used to open the Backpack along with F12.
- To open all your bags together, press "Shift+B".

Many players rebind opening all their bags to "B" directly while others prefer to use the defaults and just have "B" open a single bag.

### **Can I store full bags at Banks?**

Bags can also be used in the Banks. All players start with a 24-slot bank to store items. In the bank, you may purchase up to 6 bag slots where you can place bags to extend the size of your bank, so if you purchased 3 bank slots and placed 8-slot bags in all 3 of them, you will double your bank space. The costs are as follows:

1st slot = 10 Silver  
2nd slot = 10 Gold  
3rd slot = 25 Gold  
4th slot = 50 Gold  
6th slot = 100 Gold

Note that purchasing the slot merely opens up the bank slot for usage; you still have to find a bag to fill that slot with. Bags may be moved to an empty bag slot in the bank without emptying them. Banks in World of Warcraft work much like the Stash in Diablo II, and can be accessed at many points in the world.

## **Banking**

Characters can only carry a certain amount of items on their person using their standard inventory slots and bags. However with crafting playing an integral part in

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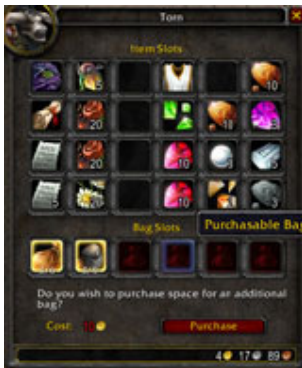
the game, your inventory can get full with all sorts of quest items and reagents. So how do you get around this problem? The solution is simple.

## How do I get an account?

Each of the 6 major capital cities in the game has a bank and these are usually found in a central location within the city, such as the Trade District in Stormwind. Despite being called a bank, you don't actually store any money there, the bank is purely for item storage and if you have played Diablo II before, the word Stash comes to mind. Money is always carried on your person and takes up no weight or space and cannot be stored in the bank. Also, money cannot be lost because players do not lose money or even any experience points through death. [Alright, you have to pay equipment repair costs but that is a separate issue.]

In addition to the 6 major cities in the world, banks can also be found in the neutral towns of Booty Bay, Ratchet and Gadgetzan. Due to the usefulness of the banks, most trading and auctions actually take place in front of them.

## How much will it cost me?



All players start with a 24-slot bank to store items when they start the game. It's free. However, you may purchase up to 6 bag slots where you can place bags to expand the size of your bank, so if you purchased 3 bank slots and placed 8-slot bags in all 3 of them, you will double your bank space. The costs are as follows:

- 1st slot = 10 Silver
- 2nd slot = 10 Gold
- 3rd slot = 25 Gold
- 4th slot = 50 Gold
- 6th slot = 100 Gold

Your bank account

Note that purchasing the slot merely opens up the slot for usage; you still have to find a bag to put in that slot, so placing larger bags in each slot is the best way to maximise your storage space in the bank. You can remove a bag from the slot if you wish, they're not bound there, however once a bag is placed in a slot it becomes soulbound so you can't trade it with another player.

## Where & How do I do my banking?

Like a real bank, your bank account is your own, it can't be accessed by any other player. Getting access to your bank is very easy, just pop into any branch in any friendly city location and you will have access to your bank. You don't have to be in the same bank you placed your items to retrieve them later on, any bank you visit will have all the items you placed in it. This is similar to a cash point system in the real world. To activate the banking window simply talk to the Banker NPC which will open up the banking interface. Items can then be moved between your inventory and your bank account.

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With the two factions of the Alliance and Horde playing an integral part in the game, Alliance players cannot access Horde banks and vice versa. Each character you create also has its own bank and you cannot share one of your character's bank accounts with another of your characters. However, you can mail items using the postal system to your other character assuming they are both on the same server and faction. [See Postal System]

It is important you use your space well and due to the nature of the questing system, it is sometimes worthwhile holding on to certain items that may crop up in a later quest. A prime example of such an item is Murloc fins, these have a tendency to crop up in more than one quest so having a store of these to utilise later may be a good idea, saving you time on completing a quest.

## Battlegrounds

WoW, by design, is not a revolutionary game as much as it is an evolutionary one, perfecting practices found in other online RPGs. The battlegrounds (or BGs, as cool, “in the know” people refer to them) are among the most riveting of these practices. Players who wish to engage in some PvP action against the enemy faction (hey, that rhymes!) can do so almost instantly, simply by talking to the appropriate NPC. These battle-thirsty players are then shuttled into the battleground of their choosing, in which the action is instant and non-stop.

The overall outcome of these battles results in some accumulated honor, some reputation rewards, and a heck of a good time. The goal of this guide is to spell out for you, dear reader, the dirty little details of how the battlegrounds work, in order to minimize frustration, maximize your enjoyment, and to give you an edge over your enemies.

### Basic Battleground Concepts

Unlike other online RPGs, there are three battlegrounds to choose from when playing WoW. This is a huge improvement over other games in this genre, and contributes significantly to players' enjoyment of the end game. The three battlegrounds are:

- Alterac Valley (AV)
- Arathi Basin (AB)
- Warsong Gulch (WG)

Each battleground is substantially different from the others in terms of objectives, rewards, and tactics. I'll explain each in detail later on.

The lore behind the battlegrounds is that certain areas of Azeroth are simply dominated by conflict. These “choke points” are the locations of frequent outbreaks of violence between the two factions. By entering these areas, players are choosing to enter a zone, but not for the normal purposes of questing, grinding, or other normal

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activities. In entering one of these “conflict” zones, players are choosing to fight for their side against the enemy. The concept, from Blizzard’s mouth(s) reads as follows:

*"In the battle for Azeroth, certain territories have become focal points for conflict between the Horde and Alliance. Battlegrounds represent key locations where this struggle has escalated into all-out war. Each battleground presents a different challenge and environment, and victory here must be achieved not through sheer numbers, but through strategy, skill, and grit."*

## Joining the Battle

To join a Battleground, a player need merely talk to the appropriate “battlemaster”, the NPC that controls access to an individual Battleground. Where are these battlemasters? They are located, appropriately, immediately next to the warrior trainers in each side’s major cities. If you are at all uncertain as to where this is, just ask a guard.

There are also secondary entrances to each battleground. These are located not in major cities, but in various outdoor zones in several places around Azeroth. Later in the guide I discuss each battleground in detail, at which time maps with the locations of these battlemasters are included.

Once you’ve **located the battlemaster** for, say, Warsong Gulch (assuming that is the battleground you wish to join), a player need merely speak to him briefly, and the battle master places the player in the WG queue. The queue is an important feature of the three battlegrounds. The game does a lot of automatic matching of players, based upon character level and team size, to ensure that the match-ups are ostensibly even. The key word here is ostensibly. The game has used some quirky mechanics to determine fairness (I’ve been put into matches with a team of five Horde players, only to find that there are fifteen players on the Alliance team) but in most cases it works out quite well.

Rest assured that, as a player, you are not waiting in the queue for no reason. The game is attempting to place you in a game with appropriate numbers of enemy players your level. If you have a long wait, it means that there are too many, or too few, players on one side or the other, and the game is simply doing its best to sort out the various difficulties this causes.

It’s also important to note that the battlegrounds are instances. They are not normal, static zones on the map. This means that there are an infinite number of battlegrounds going at any given moment, and that the all-knowing Blizzard servers have done their best to provide even match-ups to all players. It also means that whenever a player enters a new battleground, the NPCs, resources, mobs, and other whatnot are all freshly spawned, shiny and new for your bloodthirsty enjoyment. Lucky you.

If you find yourself stuck in a queue for a while, sometime later a pop-up window will appear on your screen, confirming that you wish to enter the battleground. While waiting, feel free to check your mail, do some window-shopping at the auction house, or engage in some suggestive emotes with that hot night elf chick standing nearby. Once this window pops up, however, you have two minutes to accept. If you cannot

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finish up whatever the heck you are doing in 120 seconds, you'll find yourself summarily bumped out of the queue. The moment you accept, you'll be transported to your battleground.

It's also important to note that you can **do anything you want while waiting for a BG** to open up. There are really no limits. If you are flying halfway across the world on a windrider or griffon, sitting on the boat to Booty Bay, shopping for roasted quail, banana bread, and morning glory dew (mmmm, delish!), waiting for the Deeprun Tram, making thorium hand grenades, browsing the auction house, reading your mail, or simply dancing in the streets, the battleground queue pop-up window will find you. One click of the mouse and you'll be instantly transported from wherever you are to your chosen battleground. It's all easy peasy.

You can, if you wish, **join all three battleground queues at the same time**. This is done, as you might imagine, by talking to all three battlemasters. (In the capital cities, they make this oh so convenient; heck, they're standing practically right next to one another.) Quite simply, the battlemasters put you into the queues for AV, AB, and WG, and you'll go to the first one with availability. In yet another quirky game mechanic, you will not be purged from the other two queues when you accept your first battleground invitation. You'll still be waiting in line for the other two BGs. In other words, if you are really hoping to get into an Alterac Valley fight, but want to jump into a quick Arathi Basin brawl while waiting, your place in the AV line remains secure. In fact, if your spot in the AV queue comes up, you'll get a pop-up window offering to transport you to AV, even if you are right in the middle of that Arathi Basin fight. It's a very unusual design decision, but Blizzard, in their wisdom, felt this solution was best and most enjoyable for everyone.

## Leaving A Battleground

While we are on this topic, let's talk for a moment about exiting the battleground. You'd think this is too small a topic for our consideration, but there are a couple of things you need to know. When you leave a battleground, you go back to the location you signed up, not the location you were at when you entered. Sound confusing? That's probably because that last sentence was so badly structured, it violated every rule of grammar ever written. I'll try again.

When you leave a battleground, the game transports you back to the battlemaster. If you joined the battleground queue in Ironforge, it's back to the Ironforge battlemaster you will go when you leave the BG. The game will not magically restore you to wherever you were when your place in the queue came up. In other words, if you got bored waiting for Warsong Gulch to start, and decided to fly to Gadgetzan while you were waiting, the game isn't going to place you back in Gadgetzan after your WG match. It puts you back where you joined the queue, right in front of your battlemaster. If you want to go back to Gadgetzan after your battleground, you'll have to fly there again later.

The same is true when a particular battleground is over. Win or lose, when a battleground ends, you are magically **transported right back to wherever you signed up**. You cannot stay and hang out. Besides, that would be like staying at a bar after they stopped serving drinks and all the hotties went home. And a bar without

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booze and hotties is, well, unimaginably boring. Besides, the bouncers kick you out. (It's the same with the battlegrounds.)

On a side note, the primary mechanic for leaving a battleground in the middle is to use the command /afk. The game is very strict about going /afk (away from keyboard) in a battlefield. The short and sweet of it is that if you type /afk, you'll find yourself instantly transported back to your battlemaster. Be very careful of this feature though. Blizzard has magically figured out a way to make players abstain from leaving battles prematurely. When you /afk out or leave before the battle is through, you will be given the penalty of a fifteen minute wait until you can be accepted again into another queue. Details follow.

### **A Quick Word About Cowardice**

When the battlegrounds were first introduced, they were fun, they were exciting and, on most servers, they were dominated by a few dedicated guilds. These guilds had the foresight and vision to put together PvP teams that fought in the BGs every day. They did this for hours on end. On my server, Warsong Gulch was owned, completely and totally, by an Alliance guild named Kaizen. Because they PvPed so much, Kaizen players had scary, purple, PvP epics. Kaizen had a lot of battlefield organization. Kaizen had strong leadership. It seemed that Kaizen never lost a WG match, ever. Kaizen was scary. Scary as crap.

As you can imagine, lots of guilds like Kaizen got to be pretty good at kicking people's unmentionables in the various BGs. Not wanting to give Kaizen and their ilk another victory -- along with a bunch of easy honor kills, and some BG reputation (more on reputation later) -- players began to go /afk the moment they saw these guilds in a BG. In fact, as soon as people got into a battleground with one of these uber guilds, there were a lot of conversations that went like this one:

*Sneezle: "Woot, finally in! I love Warsong Gulch!"*

*Boredwithlife: "Who's inviting?"*

*Gayasafruittart: "Yeah, who's inviting?"*

*Dominatorz: "I'll invite."*

*Heckle: "Lol, nice name, Gayas. I'm surprised the GMs let you keep it."*

*Gayasafruittart: "Hehe, no one's reported it yet. If they make me change it, I'm going to try for 'Lesbeans.' I'll tell them I'm French."*

*Heckle: "Lol. Good luck with that."*

*Sneezle: "Who's inviting? Invite me, dammit!"*

*Dominatorz: "I am, I am, hold your horses, Sneez."*

*Browncow: "Invite plz."*

*Warsong Gulch Herald: "The battle for Warson Gulch will begin in 30 seconds!"*

*Dominatorz: "Browncow, it says you're grouped."*

*Browncow: "Ok, try it now."*

*Boredwithlife: "Uh, guys, look at the battlefield roster."*

*Boredwithlife: "It's Kaizen."*

*Browncow: "Crap. I hate them."*

*Boredwithlife: "Everyone just afk out."*

*Dominatorz: "Yep, no sense giving them easy honor and rep."*

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**Gayasafruittart:** *“Who’s Kaizen?”*

**Sneezele:** *“They dominate WG. We better afk out, or gonna get pwned.”*

*Heckle has left the battle.*

*Browncow has left the battle.*

*Boredwithlife has left the battle.*

*Dominatorz has left the battle.*

**Gayasafruittart:** *“C’mon, how tough could they be? Show some spine...”*

*Sneezele has left the battle.*

**Gayasafruittart:** *“Guys? Guys?”*

**Gayasafruittart:** */rollseyes*

*Gayasafruittart has left the battle.*

When you stop and think about it for a moment, the reaction demonstrated above pretty much defeats the whole purpose of the battlegrounds – hardcore PvP action. **/Afking out** is, in no uncertain terms, saying “I want to fight in the BGs, but not lose and get my face rubbed in it.” It’s weaksauce, plain and simple.

It also accomplishes little. Common belief is that if everyone on one side goes /afk, the battle will end, and that scary PvP guild on the other side will get no honor, no reputation, and basically make no progress. This is a myth. The fact is that, whether opposing players fight or /afk out, PvP guilds are still getting some serious honor and reputation just by entering the BG.

If players fight guilds like Kaizen, Kaizen players do get a bit more of both honor and reputation, simply because they’re good. But so do the players with the courage to stay and face them, even if these players lose. These courageous players also have a chance of defeating Kaizen-like guilds. By /afking out, opposing players gain zero honor and rep as they simply concede the battle to these uber guilds – and these uber guilds still get honor and rep for free. The battlegrounds are structured in such a way that even if everyone on the other side goes /afk, honor and rep are still awarded. Going /afk and fleeing a BG doesn’t slow down the progress of guilds like this. It doesn’t keep them from gaining honor and rep. It doesn’t deny them a victory. In fact, it hands them one, dipped in easysauce.

In fact, the only people who got zero honor and rep were the people going /afk.

Another problem was that people were going /afk for the most trivial of reasons. Players would enter a battleground, see that the opposing team had one more player than they did, and go /afk. They reasoned that the game was “unbalanced.” These players didn’t try to make a go of it with a small numerical disadvantage, or to wait the 30 seconds it would take for someone else to join on their side. Other players would go /afk in the middle of a hard fought and very competitive BG because it was dinnertime (feel free to insert an alternate random reason here), letting down their teammates and guaranteeing a loss. Others would go /afk because they got into a dispute with their teammates, because no one would listen when they gave orders, because no one wanted to use their favorite strategy, or because so-and-so was “cheating.” In short, because there was no penalty to /afking out of a BG, people did it all the time, for the most trivial of reasons. Because Arathi Basin and Warsong Gulch

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are instances with smaller numbers of players, this /afk epidemic had a bigger impact on them. Alterac Valley involves 40 players per side, and lasts much much longer than either AV or WG, so the impact of players going /afk is less dramatic (I'll discuss the whys and wherefores of this later).

Blizzard had to do something about this and their response was to introduce the “deserter” penalty. Any time you leave a battleground before it ends, you are flagged as a deserter. This means you cannot enter another BG for 15 minutes. If your battleground ends normally, you are not flagged and can enter another right away.

This system has a number of advantages, as I'm sure you can imagine. For the most part, it has dramatically reduced the epidemic of /afking out of Arathi Basin and Warsong Gulch instances. People cannot simply quit and get into another battleground right away, as there is now a “downtime” penalty. Although Blizzard's fix did, in large part, solve this problem, it has a major disadvantage: the auto-afk feature.

### **Auto /Afk -- Your New Nemesis**

Until the deserter penalty, the auto /afk feature wasn't a big deal. If you went /afk by accident, you could simply log back into a BG. Not any more.

Why is this a problem? Well, it's really only a problem when fighting in Alterac Valley. You see, Alterac Valley isn't like WG or AB. Those battlegrounds last, at the maximum, about 30 minutes. I've seen AV last for 14 hours. I've never, ever seen one take less than 90 minutes, no matter how dominant or powerful the winning team was. AV has forty players per team, and accomplishing anything in that BG is a major undertaking.

In an epic battle of this kind, can you think of any reason someone might go /afk for a few minutes? So can I. I've answered the door, gotten something to eat, or gone to the bathroom and found myself auto /afked out when I returned. I had to wait 15 minutes, because I was now a “deserter”, to try to get back in. If the U.S. army labeled every soldier that had to go the bathroom a “deserter”, Sadaam Hussein would have not only won the war, he'd be burning Washington and looting every WalMart and Tesco in sight by now.

I mention this because it can be really infuriating. Log into the game, then wait 20 minutes in the queue just to get my character into the game itself. Then run to the battlemaster and sign up for Alterac Valley. The wait time to get in to AV is often 15 minutes or more. After waiting a total of 35 minutes, I'm finally in AV. I PvP for a while, smiting the evil goody-goodies of the Alliance (Is the term “evil goody-goodies” a contradiction? Oh, never mind) and generally have a good time. Suddenly, my neighbor rings my doorbell to discuss my howling chihuahua. After a few minutes of friendly chit-chat, in which I assure her that Rover will be quieter from now on, I sit back down at my computer and....I'm back in Orgrimmar. The game had auto /afked me.



So I wait my 15 minutes to clear my deserter status, then sign back up with the AV battlemaster. The average wait time for AV is now 28 minutes. Sheesh. I hate auto /afk.

## **A Different Kind of Warcraft**

Now that you understand the basics of the battlegrounds, let me discuss another concept with you, my battle-hardened little comrade. The battleground zones are more than just another in-game adventuring zone. Entering a battleground for some PvP isn't like running an instance, nor is it like doing some raid content. Running Dire Maul, or even Molten Core, is nothing like running a battleground. Heading into the battlegrounds is, for the most part, like playing an entirely different game.

Here's what I mean. When playing World of Warcraft normally, even on a PvP server, any combat between you and enemy players is minimal. It's the exception, not the rule. You'll spend 99% of your time playing the PvE aspects of the game, fighting monsters and collecting loot. The tactics, strategies, and overall character abilities you successfully employ while playing WoW are really geared toward this "me versus the world" style of play.

For this reason, players will often begin playing in one of the battlegrounds instances and come, quite quickly, to the conclusion that they suck. And they'd be absolutely right in that assessment.

As anyone who's ever played an online PvP game of any kind will tell you, PvP is tough. It's much, much harder to kill a real human player than some dumb computerized AI. Why is this? Because human beings have been endowed by their creator with a whole lot of intrinsic creativity, craftiness, sneakiness, and deadly cunning. The AI of computer-controlled enemies, no matter how well-designed, cannot match up to this in the least. Humans rule.

## **The BGs: Different Game, Different Goals, Different Rewards**

So the battlegrounds are much more challenging than regular PvE play. They are different in a number of other ways as well. Despite the fact that PvP is so challenging, you don't get any drops, any loot, any money, or any treasure from fighting in the battlegrounds. Further, you don't get any experience from killing other players.

I can almost hear you asking, "If I don't get any drops, or money, or experience, why would I waste my time in the freaking battlegrounds?" Hang on there, little Conan, and I'll tell you. As the whole purpose and intent of these conflict-laden zones is different from normal zones, so are the rewards and objectives. No, it's not about killing mobs, completing quests, collecting herbs, or doing some fishing. The purpose in entering a battleground zone is to kill your enemies, and in so doing, gain both reputation and honor. Achieve enough honor, enough reputation, or both, and you can purchase epic-quality gear at bargain-basement prices.

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It's important that you understand the previously-stated concept very clearly: you won't make money, get drops, or anything of the sort while in the BGs. (In fact, although the game allows you to loot enemy corpses of trivial amounts of cash, the BGs will probably cost you some money in repairs, potions, bandages, and other whatnot. It's a small price to pay.) The rules of the game are simply different.

## **Honor, Faction, and Reputation**

You hear players blather on about honor, faction, and reputation quite a bit, and they often use these terms interchangeably. It can be a bit confusing. Let me clarify what these folks are trying to say.

### **Faction**

A faction is a group of NPCs in the game. These NPCs can come to love or hate you, depending, basically, on what you do for them. If you complete quests for them, kill their enemies, or give them certain items (like cloth or herbs), they become friendlier and friendlier.

### **Reputation**

Reputation is your standing with one of the above-mentioned factions. One of the factions in World of Warcraft is the Timbermaw Furbolgs. If you want to improve your reputation with the Timbermaw, they'll want some enemy furbolgs (from a different tribe) killed, and they'll want some quests completed. Each enemy you kill gains you a bit of reputation with the Timbermaw, as does completing each quest. If you gain enough reputation, the Timbermaw will let you pass through their territory unmolested. If you continue to gain reputation, you'll eventually be able to buy some highly prized items (mostly tradecraft recipes) from them. Gain even more reputation with the Timbermaw faction, and they'll sell you some of the most rare and sought after trade recipes in the game. Basically, you'll be able to make some very nice (and very profitable) stuff.

Similarly, fighting in an individual battleground earns you reputation with specific battleground factions. The Horde factions are as follows: The Warsong Outriders (for Warsong Gulch), the Defilers (for Arathi Basin), and the Frostwolf (for Alterac Valley). The Alliance factions are: The Silverwing Sentinels (for Warsong Gulch), the League of Arathor (for Arathi Basin), and the Stormpike (for Alterac Valley).

Gaining reputation is a slow process. For each of the battleground factions, players start out as neutral. Gaining reputation elevates them to friendly status, which allows players to buy some moderately useful items from faction vendors. If, for example, you become friendly with Silverwing Sentinels, they'll sell you some bric-a-brac commensurate with your reputation.

Additional reputation elevates players to honored status, at which level a faction will sell them some truly good items. At revered status players can buy some powerful and useful knickknacks, and at exalted, the items a player can purchase from a battlegrounds faction are truly epic. Getting to exalted status with a single battleground is really quite difficult, and takes a lot of dedicated fighting over many

slide 12545678

weeks. However, most people consider the purchasable rewards worth the effort. Of course, there are the rare individuals that are so dedicated that they've achieved exalted status with all three battlegrounds. The technical term for people with this much free time and devotion is ubergeek extreme fanboys.

### **Honor**

Honor is completely unrelated to the above two concepts. This can be confusing, because people tend to mix it into any discussion involving faction and reputation. Honor is what you get by killing members of the opposing faction anywhere in the world. (These enemy players have to be suitably close to you in level. You gain no honor by ganking newbs). You gain honor in direct relation to how much damage you do to them. If you kill an enemy player by yourself, you gain all the honor. If you and a friend gang up and kill him, you get a portion of the honor based on how much damage you did to him; your friend gets a similar portion based on his damage.

The amount of honor you gain in a given week results in your honor rank. The ranks for the Horde and the Alliance are called different names, but they are equivalents. You accumulate honor for killing the enemy anywhere in Azeroth, not just in the BGs. There are still hotspot locations around the world where people gang up to ruthlessly gank one another. Prior to the implementation of the battlegrounds, the hottest of these hotspots was Tarren Mill-Southshore corridor. The Alliance raided TM every day, and if they didn't, the Horde raided Southshore. The area basically served as a big, informal battleground. If you wanted to accumulate some honor, TM was the place to go. Even today, if you try to get into Upper Black Rock Spire, for example, there will be a gaggle of angry, overdressed, homicidal Alliance dandies waiting to gank the living crap out of you. Best of luck getting past them.

Your honor rank allows you to purchase items from special vendors in your capital city. These items range from very good to truly epic, depending on your rank. Unlike reputation (which is permanent) honor is very temporary. If you PvP a lot, you'll go up in rank. If you don't PvP much at all, you'll go down in rank.

In addition to killing enemy players, you can also gain bonus honor by accomplishing some objectives in the various battlegrounds. In Alterac Valley, for example, you gain bonus honor by killing various NPC commanders and leaders, and by destroying towers or capturing graveyards. In Arathi Basin, you gain bonus honor according to how many resources your team gathers. Generally speaking, the relative value of bonus honor varies. Remember, the most consistent method of gaining honor is to kick the living crap out of your enemies.

Just as each of the battlegrounds has a different system of accumulating bonus honor, each has a radically different set of objectives. These require some in-depth explanation, as there are numerous nuances. In each of the below sections, I'll do my best to lay out the various subtleties, some suggested strategies, and the rewards for gaining reputation with each of the three battleground factions.

Please also note that Blizzard's honor and reputation systems are so poorly documented, and so subject to change, that researching them was a nightmare. It is obvious to anyone who's spent some time in the battlegrounds that, at various points in time, bonus honor and bonus reputation was being gained. These same veterans are

often at an utter loss to explain exactly why this was happening, however. In the sections below I've done my absolute best to document what is known about accumulating both honor and reputation in each battleground.

## Warsong Gulch

**Overview:** Warsong Gulch is, both literally and figuratively, a game of capture the flag. There are 10 players on each team. The Horde team must work their way into the Alliance base and grab the Alliance flag. The Alliance team must do likewise to the Horde. Each team must then return the enemy flag to their own base to score a point. The first team to score three points wins the match.

**Length:** Usually under 30 minutes. 15 to 20 minutes is common.

**Battlemasters:** As always, there is a Warsong Gulch battlemaster in each faction's major cities

**Insight:** Sounds simple, right? There are several complications.

The moment you grab the enemy flag, you become a shining beacon – almost literally – running across the battlefield. The flag itself is a bright red or blue banner on a long pole, and carrying it makes you stand out. You also have a colored tail behind you, and it follows you as you run. In short, you are the most obvious thing on the entire field.

Of course, if you are killed by an enemy, you drop the flag. If they pick it up, it's summarily returned to their base, and you've accomplished nothing. Since you are the most prominent moving object in the entire game while carrying the flag, everyone on the opposing team will be doing their utmost to kill you. Generally speaking, they succeed.

Further, you cannot score if the opposing team has possession of your flag. The significance of this rule is not to be overlooked. Unless your team's flag is sitting securely in its scone, you gain nothing by stealing your opponents' flag. Thus the very design of Warsong Gulch requires you to practice offence and defense simultaneously.

**Strategies:** In every battleground, there are numerous strategies that have proven successful. Below are listed a few that I've seen work.

The "Stick Together" Strategy. This is the strategy that made Kaizen famous. In WG, Kaizen stuck to each other like glue. They traveled in a big, scary, unkillable mob. This mob marched right down the middle of the gulch, and they chewed up anyone they met along the way. Then they marched right into your base, and stomped on any defenders. Then the mob marched out of your base, with your flag, and back to the middle of the field. There they usually met some hastily gathered defenders. Kaizen summarily ground these stragglers to powder. If any Hordies had the audacity to take Kaizen's flag while they were out, this is where the deadly Kaizen mob of death met them, too. Kaizen then stomped them and took their flag back. The mob then continued onward to their base, where they scored a point. They then repeated the

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above stomping, mashing, grinding, marching, chewing, killing rampage two more times. Game over.

The “Five Rogue” Strategy. This is a good strategy as well. The idea is that all your team’s rogues and druids go out on offense. Everyone else stays back on defense and protects the flag.

If you find yourself asking how this baby works, let me explain. Ideally, five rogues or druids head off to the enemy base, leaving 5 defenders at home. You see, rogues and druids have the only method of instantly turning their opponents into useless, immobile statues, incapable of doing anything. It’s called Sap, and it’s the freaking bomb. Generally speaking, the rogues stealth into the enemy flag room, sap everyone, and take the flag. Then they run as a group back home. If anyone attacks the flag carrier, that attacker is immediately sapped, gouged, stun locked, garroted, spit on, and had his pimply face ground into the dirt. If the carrier gets into any real trouble, he sprints. Rogues get 15 seconds of sprint, and that’s enough to take them most of the way home. This team of stun-locking sprinters is usually quite successful at getting the flag where it needs to be.

In the meantime, the defenders should not be simply standing around. Casters should be keeping busy casting level 1 AE spells in the flag room while the rogues are out. Why? Because it will unstealth the group of rogues the enemy is sending to your flag room, that’s why. (Did you think your team was the only one to try this? Sheeesh.) Generally speaking, having the mage, hunter, etc firing off some low-level AE attacks is enough to give approaching team of rogues a bit of a challenge. The key to success is to keep up the AE constantly; any break in the low level AE barrage will give the enemy rogues a chance to sap-and-steal, so keep it up.

Note: Stealth prevents players from picking up a flag. It also causes players to drop a flag if they already have one. (The same is true of invulnerability spells and mounts).

The “Meet in the Middle” Strategy. I’m hesitant to actually call this a “strategy”, but people love it. I’m also still pretty unclear as to why it works, but it does. The whole idea is to keep your team in the middle of the field, killing any enemy it sees. If anyone on your side dies, they need to rush back to the group in the middle of the field ASAP. This tends to give the enemy fits, since getting to your flag, or getting that flag back home to their base, is like trying to outrun a swarm of angry killer bees. Of course, someone on your team has to occasionally run up to the enemy base and try to steal their flag from time to time, but that always seems an afterthought to the folks that live by this strategy. There is no subtlety to this one; this strategy is exactly as simple as it sounds.

Gaining Honor: You gain honor in WG by killing your enemies, as usual. You also gain bonus honor by capturing the enemy flag, returning your flag to its base, and by winning the match. The amount of bonus honor you gain by winning the match is equivalent to soloing a maximum level enemy player. (If you are in a match with level 60 players, the bonus is the same amount of honor you’d get by solo killing a level 60. If you are in a lower level WG match – the WG match for level 10-19 players, for example – you’d get a bonus equivalent to soloing a level 19 player.) The amount of

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bonus honor you receive for capturing a flag is three times this amount. These bonuses are given to everyone on your side.

**Gaining Reputation:** You gain reputation with the Warsong Outriders (the Horde faction) or the Silverwing Sentinels (the Alliance faction) each time your team captures a flag, and also at the end of every match. You also gain reputation by turning in honor tokens, which you receive at the end of each match. You gain one token when you lose a match, and three when you win. (Turning these in also gives you an honor bonus). You turn in these tokens to a quest giver near the battlemaster, or a duplicate quest giver near to the exterior entrance to the battleground.

**Reputation Rewards:** Good reputation with the Outriders or the Sentinels yields identical rewards for both Alliance and Horde. You start out as neutral with the Outriders (if you are Horde) or Sentinels (if you are Alliance), but you can rather quickly achieve friendly or honored status. Gaining revered takes more work, and getting to exalted status is extremely difficult to do. The rewards, however, are commensurate with the level of difficulty.

Depending on their reputation with the Outriders or Sentinels, players have more than 50 rewards available to them. The complete list of rewards for each tier of reputation can be found [here](#). Suffice to say, there are epics to be had. If WG is your battleground of choice, the purchasable reputation rewards are really pretty great.

### **Arathi Basin**

**Overview:** Arathi Basin is the classic game of “domination.” There are 15 players on each team. There are 5 “resource nodes” and the goal of both sides is to capture and control as many of them as possible. If your team controls a node, the node gives you resources. Accumulate 2000 resources and your side wins.

The five nodes are the farm, the blacksmith, the mine, the lumber mill, and the stable. The farm is closest to the Horde entrance, and is usually controlled by them. The stable is the node closest to the Alliance starting point, and is usually controlled by them. The other three nodes are in a perpetual state of dispute. The blacksmith is right in the middle of the map, and usually is the most hotly contested node.

Controlling three nodes will guarantee your team a victory, but it will take a while. If you control three nodes, the resources dribble in, albeit somewhat slowly. If you control four, you’ll win more quickly. If you achieve the near-impossible feat of controlling all five resources, your team can score 2000 points inside of 5 minutes. (Best of luck with that.)

**Length:** A hotly contested match lasts about 30 minutes. Depending on how dominant one team is, a match can be much shorter.

**Battlemasters:** As with every other battleground, there is an AB battlemaster in each faction’s major cities.

**Insight:** This game is arguably the most popular of the three battlegrounds. It combines a seemingly simple concept – control the nodes – but is full of subtleties.

slide 125 of 1678



Many players feel the reputation rewards given by the Defilers (the Horde faction) and the League of Arathor (the Alliance faction) are among the best in the game.

Strategies: Four strategies are commonly used when fighting in Arathi Basin.

The “Zerg” strategy: A Blizzard game (Starcraft) gave rise to the concept of zerging. Let me assure you, that concept is alive and well in Arathi Basin. For those unfamiliar with the term, “zerging” is nothing more than the mindless throwing of troops at your enemy.

In AB, it simply involves everyone on your team running from node, to node, to node, capturing each one as you go. No effort whatsoever is made to defend these captured nodes. If your enemy is confused or disorganized or easily intimidated, this strategy can win. An enemy with the IQ of a paladin (I’m sorry, did I say that?), however, can easily come up with a strategy to overcome these tactics (see below).

The “Capture and Hold” strategy. Again, this one is obvious. The idea is to break your team up into three groups of five players each. Each group goes out and captures one node. After capturing the node, the players stay and defend it.

Although this isn’t rocket science – heck, it couldn’t be more simple – this strategy generally works pretty well. It’s not a pretty victory, nor is it a fast one, but it wins AB matches.

I’ve seen some pretty interesting matches take place between zergers and capture-and-holders. The holders cannot defend against the zerg, so they’ll lose their node. But the zerg can only be in one place at a time, giving the holders ample opportunity to grab another node. It’s a game of cat and mouse, and can be fun to watch and play.

The “Floater” strategy. This strategy is almost exactly like the Capture and Hold strategy above, but with a twist. The deal is that you divide your team into four groups. The first three groups go out, grab a node, and hold it. The fourth group is the floater, whose job is to assist whatever group needs it at the moment.

In order for this to work, communication is really important. After capturing a node, the capture and hold teams – generally a team of three or four people – must start screaming the moment they are threatened. This gives the floaters time to get there. If the floaters are slow, or if the defenders didn’t say anything as the enemy approached, this won’t work. The defenders must also shout out when a threat evaporates. It generally looks like this:

**Panickyshaman:** *“Help at the mine!”*

**Invisirogue:** *“8 inc at mine!”*

**Bgleader:** *“On our way”*

*Several seconds pass.*

**Panickyshaman:** *“Mine ok. They took off.”*

**Bgleader:** *“ok.”*

**Skinnymage:** *“Smith needs help. Incoming!”*

**Bgleader:** *“On our way”*

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Anyway, you get the idea. It's not complicated, but communication is the key. The floater group is also critical, and must be flexible and responsive to emerging threats.

The "Run Around Like Headless Chickens" strategy. Ok, so this isn't really a strategy, but it sometimes wins AB matches. It basically works by luck, or because a handful of players actually know what they are doing while the rest just do pretty much whatever.

If your AB group doesn't have a cohesive strategy, you just might be able to pull the match out anyway. Do one of the following effective things, according to your class and ability:

1. Defend a node. With a good combination of panicky screaming and delaying tactics, you might be able to get your mindless comrades to help you defend a single resource node whenever it's threatened. This alone can win matches. Well, sometimes.
2. Ninja a node. A lot of teams leave nodes unattended. Run (or stealth) in there, capture it, and take off. Even if you can't hold the node, you can keep them from having it. If they can't hold it, they cannot score points. Repeat this as often as possible.
3. Group up. Even if the leadership sucks and no one has a plan, you might find a few like-minded individuals to hang with. While everyone else is running around, fighting in random places, capturing and losing various nodes, your ad hoc group can effectively zerg and capture a node or two.
4. Follow your zerg. Sometimes the "chickens" strategy will automatically evolve into a nice zerg. Contribute your fair share.

**Gaining Honor:** Honor is gained by killing enemy players, as usual. Bonus honor is gained according to the amount of resources your side has gathered. In a nutshell, even if you are losing a match, it's important to score as many resource points as possible. The more points you have at the end, even if you've lost, gives you a greater honor bonus.

As with Warsong Gulch, each player gets an honor token for a loss in Arathi Basin, and three tokens for a win. Turning these in gives both honor and reputation gains.

**Gaining Reputation:** Gaining reputation in AB is something of a mystery. The official WoW site gives out the following, uh, useful information:

*As players compete, they will improve their reputation with the Defilers or League of Arathor, thereby earning many new and powerful rewards.*

Gee, thanks for the specifics, Blizzard! Anyway, it is known that you gain rep when you win (or lose) a match. To be sure, you also gain reputation at various times when the resources reach certain points. As with every battleground, you gain reputation when you complete quests for the quest giver, who can be found at the exterior entrance to AB. There is also some speculation that you gain reputation with each honor kill, or for each killing blow, but this information is nothing short of rumor.

Although many of the specifics of gaining reputation in AB are not well understood, it is known that playing more ABs results in greater reputation gains. In fact, each match results in noticeable (if not exactly quantifiable) reputation gains. AB reputation gain is not considered extremely difficult (as is the case with Alterac Valley).

**Reputation Rewards:** Just like in WG, the reputation rewards for both Alliance and Horde are virtually identical. Although all players start out with neutral reputation with the Defilers (for Horde players) or the League of Arathor (for the Alliance), building up to friendly or honored isn't too difficult. As you'd expect, getting to revered or exalted status is far more challenging. As with WG, exalted status enables players to purchase epic quality rewards from the Arathi Basin vendor.

Depending on their reputation with the Defilers or the LoA, players have 60 rewards that they can purchase. The vast majority of these are armor, though a few weapons can be found. The complete list of rewards for each tier of reputation can be found [here](#). Noteworthy is the trinket that can be purchased upon achieving "friendly" reputation. Considering how easy friendly status is to achieve, it is extremely popular. It absorbs 550 physical damage on average, and as such is useful in both PvE and PvP. As mentioned earlier, many consider the AB rewards the most desirable of the three battlegrounds, so the trinket is only one of many sought after rewards.

## Alterac Valley

**Overview:** Alterac Valley is very different, on many levels, from either Warsong Gulch or Arathi Basin. In short, WG and AB are shorter, on smaller battlefields, and have a game-like quality to them. AV is war.

The goal in AV is nothing short of total conquest. Players form large, 40 man raids. The goal is to destroy the enemy's forts and forces in the field, then to force your way into the main fortress. Once inside, players must kill the enemy general. Killing him results in victory.

None of this is easy. In AV, you will fight, and fight hard, for every step leading up to the general. The game is designed to give your side an advantage whenever you take a tower, fortress, or graveyard. Capturing even one of these takes time and considerable, concentrated effort. Because of the time and effort involved at every step, winning in AV usually takes hours. An AV match can easily take an entire day to complete.

**Length:** Let me put it this way: you could start an AV match, play for an hour, log out, go to work, go out for drinks with the guys, go home, have dinner, take your wife to the movies, take her for dessert afterwards, come back home, log on, and find that the exact same AV match is still going strong.

**Battlemasters:** As with the other BGs, there is an AV battlemaster in each major city, as well as in the other major cities for your faction. There is also a battlemaster, as well as a quest giver and a reputation rewards vendor at the field entrance to AV.

Insight: AV has a heck of a dedicated following. Some folks just love AV, despite its many difficulties. Often you'll log in to see the same folks fighting in AV day after day. Personally, I enjoy AV much more than either of the other two battlegrounds. I find that I fight for at least a little while in AV every day.

Unlike the other battlegrounds, which cater to all levels, you have to be level 51 or higher to enter Alterac Valley. Sorry, no newbs allowed!

Another difference from the other battlegrounds is that AV has NPCs. These NPCs are not pushovers, and are formidable adversaries. There are a series of generic guards at various points on the battlefield, and aggroing them can cause you some difficulty. These generic NPC guards respawn and, most often, end up being defensive in nature. I.e., these NPCs end up doing a lot of the work protecting your bases, towers, forts, and whatnot.

More serious are the NPC elite officers. There are six lieutenants (staged at various points on the battlefield), four commanders (in charge of towers), a captain (who commands a mid-field fortress), and a general. The general is so tough that it will take most of the raid to take him down, and only if there is some dedicated effort. He is truly epic.

Another big difference between AV and, say, Arathi Basin is the time required to capture a tower or graveyard. In AB, capturing a spawn point means controlling its flag for a mere one minute. In Alterac Valley, your side must maintain control of a graveyard's or tower's flag for five long minutes for it to be considered "captured." A lot can happen in five minutes, including a lucky push by the other side to keep you from holding onto that banner. It is because of this feature – one that makes it extremely difficult to capture anything – that making progress in AV often takes so long.

Strategies: Remember, fighting in AV isn't an event, it's a process. Each of the strategies below is effective, but you've got to use them wisely. The first three are closely related, but particular details require that each receive some individual attention.

The "Fight for Control Points" strategy. This is one of the basics. If you are going to accomplish anything in AV, you must realize that fighting in the Field of Strife is a complete waste of time. Sure, the Field of Strife is tempting, since your enemies are probably gathering there, but it accomplishes nothing to fight there. Instead, you must focus, and choose to fight at a control point (a tower or graveyard). If you wipe out some snotty Alliance players in the field of strife, what have you gained? Nada. If you wipe them out at the Stonehearth Bunker, you are now in a position to rush the bunker, kill the NPC guards, and capture the banner inside. Taking out that bunker is the first step to defeating them utterly. The same holds true for Alliance players; fighting at Iceblood Tower not only wipes out the Horde forces gathered there, but grants you the opportunity to capture it.

The "Piece by Piece" strategy. This is the next logical step derived from the previous strategy. After capturing their first tower, move on and capture your enemy's closest graveyard. After capturing that, move on to the next tower, then the next, then the

next. It's all very sequential, but capturing each control point on the map is a strategy lost on most players. However, without doing this, it is nearly impossible to win in AV.

The "Graveyard Zerg" strategy. Capturing a tower doesn't do all that much in AV; it merely eliminates a spawn point for enemy NPCs, and gets everyone some bonus honor and bonus rep. Capturing a graveyard, however, gives your side a new spawn point. This spawn point is closer to your next objective, so it's actually critically important.

Consider that every time you die, you'll normally have to run a considerable distance to return to the action. If your side has captured a graveyard nearby, however, you'll spawn only a few steps away. In effect, by capturing a local graveyard, you've created a constant zerg – your troops keep flowing from the graveyard and right at your enemy. This is a major advantage, so use it whenever possible. It is for this reason that graveyard fights are so hotly contested; if you control one, it's much easier to win. Lose one, and the enemy has a significant edge over you.

The "Skip Snowfall" strategy. Some have postulated that capturing the only neutral graveyard in the game, Snowfall, is important to overall victory. I don't agree; I think in most cases it's a significant waste of time. Here's why.

Snowfall is really somewhat out of the way, so holding it gives your side little advantage. The whole point in controlling a GY is to spawn closer to the action, and effectively zerg your enemy. Snowfall just doesn't really do that. In addition, there is an NPC at that graveyard – Korrak the Ravager – who, unlike most NPCs, totally lives up to his name. This guy is a freakin' killer, folks. It will take most of your 40 man raid group to kill him. In short, Snowfall just isn't worth your time.

The "Planes, Rams, and Shreddermobiles" strategy. There are a series of quests that can be completed during the course of an AV matchup. The quests generally involve gathering something, and turning that something in to an NPC. After enough of that critical something has been gathered, you get your reward. The reward is a powerful NPC or gaggle of NPCs that are somewhat controllable, and will fight for your side.

- Upgraded NPCs. You can upgrade the generic NPC guards that already exist at various points on the battlefield, making them higher level, by turning in 20 armor scraps to an NPC in your fortress. You'll have to repeat this quest many times to qualify for each upgrade, but several upgrades are available. You pick up armor scraps from dead players, so killing a lot of the enemy faction helps here. This counts as a 'turn in' quest, so it also gives you a reputation increase (but more on that later).
- The Portable Shredder: By rescuing Engineer Zinfizzlex at the Snowfall Graveyard and escorting him back to your fort, you earn the right to operate one of his shredder units. Well, after you bring him a bunch of other valuable and expensive supplies, of course! (This is one quirky quest.) When Zinfizzlex gets the supplies you'll get a portable shredder unit, an item that, when you click on it, turns into a level 60 shredder. The shredder is a death-dealing machine, lasts until killed (not easy), and can turn the tide of a battle by itself. It's fun to operate too, but you have to realize that you actually channel the

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darned thing. Your character stands around, zombified and helpless, while you control the shredder. Obviously, it's best to hide somewhere safe, then activate the shredder.

- **Deadly Foot Soldiers:** By capturing a mine, gathering the supplies found inside, and turning them in (over and over again) to the NPC in your base, you'll be able to launch an assault of elite ground troops at your enemies. The troops take general commands from you, but aren't exactly controllable. The big downfall to their use is user stupidity. Most people simply send these guys as far up field as possible, which results in their early destruction. Conserve them, and use them only as reinforcements to players trying to take a particular objective.
- **Deadly Ram Riders:** This is a very similar concept to the previous one. First, gather wild rams (if you are Alliance) or wolves (if you are Horde) using a special harness, and return them to the appropriate NPC. Then go out and gather hides from enemy mounts. (Hordies must gather ram hides, and Allies must gather wolf hides.) After enough of everything has been turned in, you gain control over some cavalry. Again, use as you would the infantry, above. Throwing them at your enemy is wasting them.
- **Deadly Flyboys:** This is a two-step quest. First, you must rescue one of several wing commanders. These are held in your enemy's towers or in other dangerous locations. After you free them, you have to escort them back to your base. Not satisfied with being rescued, these ingrates want you to turn in items you gather from dead player characters. The Alliance must turn in medals of various kinds, while the horde must turn in actual chunks of flesh. (Wow, the Horde sure are icky, aren't they?). After you've turned in enough medals or chunks of flesh, you'll be given an item that creates a flying wing commander. Basically, these dudes are not controllable, but instead hover over a section of the battlefield, dropping firebombs on everyone's heads.
- **The Big Dude:** Each side can create a huge elemental to fight for them. Ivus the Forest Lord fights for the tree hugging, bunny kissing Alliance, and Lokholar the Ice Lord fights for the Hordies. The Allies obtain Ivus by turning in Storm Crystals, which they loot from dead Horde players. The Horde, once again demonstrating their ickiness, turn in blood that they gather from dead Alliance players. After copious quantities of both are turned in to the appropriate NPC in your main fortress, druids saunter out to the Field of Strife and begin a summoning ritual. Players must participate, both by assisting them in summoning the Big Guy and by keeping the druids alive while they summon. After a few minutes of summoning have passed, the appropriate elemental appears. He is pretty small at first, but marches around the Field of Strife like an angry PCP addict. Each time he kills an enemy, he grows. After he is full size he marches up field toward your enemy base.

Note: Keeping your giant elemental alive is a really, really good idea. I'm not sure why I have to say this, except that some people – especially healers – just don't seem to understand the concept. Heal him, buff him, kill anyone that attacks him. He is the second most powerful thing in all of AV, and can totally turn the tide of the battle.

If your opponent spawns the Big Guy, try really really hard to train him to the toughest thing in AV, your general. As big as he is, your elemental isn't smart, and will follow the first player to whack him until that player is dead. So whack the Big

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Guy hard, then run like the dickens to your general. Your general will make short work of the enemy elemental, ridding you of a really large problem.

If you are good enough to get an elemental, prevent the above from happening to you. How? Simply by killing any enemy players near him. The Big Guy will help you, no questions asked, so this isn't hard to do. In particular, a timely root, snare, frostbolt, etc will generally hold the player in question right in place, and Ivus or Lok will finish the job. Again, most players don't understand the need for this and simply allow their hard earned elemental to be trained and killed the moment he is created. Bad idea; protect him, and he'll carry your team right into the enemy fortress.

In choosing to generate the above units – each of which takes a lot of work – you are doing your side a LOT of good. As indicated, however, this can go to waste if you and your teammates don't play things smart. Don't throw them at your enemy mindlessly, heal them, and protect them a bit, and you'll be giving your side a very big advantage. I've seen a single shredder turn the tide of a losing battle, simply because the player was skilled and she got a fair amount of support. You should do likewise, my young padawan.

**Gaining Honor:** You gain honor in AV just like anywhere else – by killing enemy players. The kicker to AV is that since there are 40 players per team the honor from every kill is divided with numerous other people. This means that even if you manage to kill that irritating gnome rogue or slippery dwarf hunter, you may only get 15 honor points. Contrast this to WG or AB, where the amount of honor per kill is divided by 10 or 15 other people at most, and you get the idea. You also get bonus honor according to Blizzard's formula, reproduced below:

- Killing the enemy General - 6 Bonus Kills
- Killing the enemy Captain - 3 Bonus Kills
- Killing enemy Lieutenants/Commanders - 1 Bonus Kill each
- Destroying an enemy tower - 2 Bonus Kills each
- Keeping your captain alive (until game end) - 2 Bonus Kills
- Owning an intact tower (at game end) - 1 Bonus Kill each
- Owning a graveyard (at game end) - 1 Bonus Kill each
- Owning a Mine (at game end) - 1 Bonus Kill each

As you can see, although many of the bonuses are awarded mid-game, many others are only awarded at the end of a particular AV match. Thus to maximize the amount of honor you receive from fighting in AV, you'll just have to fight until the end.

**Gaining Reputation:** Alliance players are attempting to build reputation with the Stormpike; Horde players are attempting to build rep with the Frostwolf. For both, reputation in AV is gained primarily from turn-ins. Turn-ins are items you receive from dead enemy players. Humans, for example drop bone chips. Gnomes drop tufts of hair, trolls drop mojo, orcs drop teeth, etc. Players also drop some of the quest turn-in items mentioned earlier: armor scraps, medals (dead Horde only), chunks of flesh (dead Alliance only), and some pocket change. Every time you turn in an item, everyone in the zone gains one reputation with either the Stormpike or the Frostwolf. Small amounts of bonus reputation can be earned by slaying the named elite NPC officers.

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**Reputation Rewards:** The rewards given for the various levels of Frostwolf or Stormpike reputation are various. There is some armor, some weapons, and some jewelry. Most of it is actually quite good, and some of the items available at exalted rep are deep and purple epic. The pig-headed hammer (no, really, it's a pig) known as The Unstoppable Force is one of the more popular items, as is a dagger named The Lobotomizer. You can find the great big list of uber reward items [here](#).

**The Reputation Farming Controversy:** AV is so different from the other battlegrounds that it has given rise to its own unique phenomenon: reputation farming. Rep farming is a fact of life in AV. In fact, it is common to find half your forces functionally doing nothing during an AV battle. That's because those folks are farming. The following is a very honest discussion of rep farming, including the specific ins and outs of how it's commonly done. In the below paragraphs, I'm neither advocating nor condemning rep farming, but I do discuss the problems that have given rise to the phenomenon. Feel free to make your own assessments.

The first problem is that it takes an eternity to gain exalted status in AV, and people get tired of waiting for the reputation to trickle in. Initially, it may appear that you're gaining a lot of reputation when you see someone turn in half a dozen elf heads or tauren hooves. That's a total of +6 to your AV rep, scrolling up impressively on your screen. Soon, however, many players realize that reaching exalted status means gaining a total of, oh, 40,000 reputation points and, at this rate, it's going to take forever. The slow trickle of reputation in AV – seemingly much slower than in the other BGs – is the first reason many people farm for reputation.

Another reason people farm for rep is because the auto-afk feature is such a royal pain in the arse (in a short time, you too will come to hate this hellish “feature”). On top of this, the deserter penalty is quite the lovely kick in the nards, and these two go hand-in-hand. Real life sometimes gets in the way for a few minutes and you simply have to deal with the dogs, your mom, my mom, your girlfriend, a phone call, or some other temporary distraction. Getting kicked from an AV match because of the /afk feature, especially after waiting in a long queue to get in, is infuriating. Then getting stung with the deserter penalty to top it off will make the anti-afk techniques listed below look a lot more like a “reasonable workaround” than “cheating” to many people.

Some folks go a bit further in their thinking on this subject, especially considering that AV matches take hours to finish. Consider the following: You've played in AV for three hours, but the match is nowhere near ending. You've killed several of the elite NPCs, you've defended your towers and graveyards, but you simply cannot play any longer. All the bonus honor and reputation you've worked for, because it will only be awarded at the end of the game, will not be credited to your account. You will not get any honor tokens. Other players will reap the benefits of all your hard work – the bonus rep, the bonus honor, and the honor tokens – simply because they log in after you've had to log out. Many players, experiencing the above situation one-too-many times, consider rep farming techniques legitimate solutions.

Considering the above problems with AV, some have gone so far as to voice the idea that reputation farming in AV is Blizzard's fault, simply because the system they've set up in AV is intrinsically unfair. Although people still enjoy AV – the combat is

great fun – many folks feel that the AV systems for both rep and honor are just plain broken.

As a result of the above difficulties, some folks have taken to using a variety of techniques to “even the odds” and get the reputation they feel they deserve. Some of these techniques ensure a steady flow of rep to the player, while others – specifically macro programs – may even be used not for reputation farming per se, but as a preventative workaround to subvert the auto-afk feature during hours-long AV match ups. Below I’ve listed some specific techniques.

- Getting in just as an AV starts, if you can manage it, is a solid way to get rep. People tend to turn in items right at the beginning of a match, so this is a good time to gain a bit of favor with your AV faction. After being in the match for 5 or 10 minutes, these farmers then log out.
- Getting into an AV match that is about to end is equally good. You’ll gain some bonus reputation when the match ends whether you win or lose, as well as at least one honor token, so signing up for the end of the battle has its benefits.
- “Keyboard tapping” is as common as dirt. The idea is to sit at your computer, get into Alterac Valley, and then watch TV or read a book or do your homework. Every couple of minutes or so, tap a key on your keyboard to keep from going /afk. (Blizzard’s auto-afk feature is built around detecting key presses. As long as keystrokes are detected, you won’t go /afk.) In short, if you press a key, any key, this simple action subverts the mechanism of the hated auto-afk. This is probably not a violation of Blizzard’s rules in regard to going afk, at least technically. However, if a GM contacts you about being /afk, you may not be paying enough attention to respond. As a result, you’ll be kicked and possibly punished.
- Macro programs are also common, but you can get in trouble for these. Macro programs can be found easily on the web. They simulate keystrokes. Thus you can use a macro program to press your spacebar 10,000 times, once every 30 seconds. If you are logged into WoW while a macro program is running, it will cause the spacebar to be pressed, and your character to jump in the air. This prevents you from going /afk, and allows you to remain in the field without the need to tap your keyboard every few minutes. Get caught using one of these, and you’ll be kicked and possibly punished.
- While not a macro program per se, there are numerous mice and other peripherals on the market that can be programmed to circumvent the auto-afk feature of the game. These work in functionally the same way as the above example.

While I am not advocating the above, I am passing it on to you as it is. Bottom line is that no matter what your reasons, if you get caught using a macro program, or even engaging in some absent minded keytapping, or you come up with some other workaround to remain in AV and subvert Blizzard’s strict kick-em-out mechanisms, you’ll get the following little love note, full of run-on sentences, from the WoW GMs:

Again, I am not recommending rep farming. I am, however, realistic about it, and I’m presenting it to you as it is. Like it or not, agree with it, embrace it, or hate it, rep farming is currently a fact of life in AV. It will only change when Blizzard changes

some of the rather harsh kick-out mechanisms they've put into place; these impact AV far more than any other BG, and make this particular battleground seem less than fair to the average player. If you do choose to do a bit of rep farming, even as a workaround of the above-mentioned problems, I can only remind you of the aforementioned risks.

## General Strategies

When discussing the battlegrounds, it's important to include some general PvP tips. The battlegrounds are unbelievably tough, and new players will generally get pwned. In an effort to keep that from happening, I've included the following suggested tactics.

- Do NOT over-penetrate. This is listed first because it is, without any question, the first rule of PvP. PvP generally evolves into two unorganized groups of enemy players facing off on the battlefield. The principle is a basic one: if you get too close to their lines, and too far from your own, you'll get dog piled. Be disciplined. Don't chase runners too far to get the kill; don't charge forward to get someone on their front line; always be aware of where your front line is, and don't get in front of it.
- Kill the enemy penetrators. This is the counterpart to the above tactic: when an enemy over-penetrates, pounce on them. Practice this a bit and you'll be able to read what the enemy is going to do, and anticipate who is going to over-penetrate.
- Have an exit strategy. No matter where you are, or who you are fighting, have a safe place to run to. Generally speaking, these are guards or your fellow players. Don't get too far away from these guys, either. Having a safe place to run doesn't do you any good if you can't actually get there.
- PvP is generally about burst offense. Put your best moves together, so that they can be used in rapid succession. This will do you a lot more good than you think. In the battlegrounds, a good offense IS the best defense.
- Any spell or maneuver that requires a long casting time is of very limited usefulness. The naked truth is that you probably won't be able to get your Uber Fireball or Instant Death to actually launch before your target is dead or out of range, or before you get interrupted twelve times. Use instacast abilities instead, even if they are of lower power.
- Snare and snare again. If you have an ability that limits enemy movement, use it. This is surprisingly effective – probably more than any offensive ability you have – because snared/frozen players tend to get dog piled.

Aside from the above individual strategies, I've included a few for you burgeoning leaders out there. Here goes:

- Use your paladins (Alliance only): Paladins are famous for several things: whining about how underpowered they are, tirelessly posting on the official boards about how rogues, shaman, warriors, warlocks, hunters, etc need to be nerfed, and for being a dominant force in PvP. Here's the deal: two paladins can hold a node in Arathi Basin as well as any group of four or five, if they play reasonably well. This would include using their shields wisely, healing themselves and each other, using their 'lay on hands' spell when things get

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desperate, stunning, interrupting spellcasts, and generally meleeing any interlopers to death. While it is true that many paladins lack the aforementioned skills, a skilled (and patient) paladin can defeat any other class in the game, and quite easily too.

I've also seen a single paladin hold off four of us veteran Hordies in the middle of nowhere simply by playing to his defensive strengths. We even had a couple of near-death experiences at his hands, and several of us would have died but for our experience. Even badly outnumbered, pallies can be impressive.

In short, place a pair of skilled paladins at a node (non-whiney ones are preferable, if you can find any) or any other defensive location, and this frees up a few other players to go out on offense.

- Use your NEs (Alliance only). Night elves have one of the best racial skills in the game: shadowmeld. This can be a tremendous PvP tool, if several NEs gather around a defensive point and meld. Horde players walk up for an easy flag capture and bammo!, they're perforated with arrows, daggers, and maces (Um, I meant bludgeoned with maces. Yeah.).
- CC the Pallies (Horde only). Every Horde player knows what a nightmare paladins are. They cannot be snared, they cannot be rooted, and it takes about 10 freaking minutes to kill one. They are able to stay in the field longer than anyone else, and they'll be harassing your efforts the entire time. The only effective strategy to deal with them is to utilize, as much as possible, crowd control. Sheep them, fear them, mind control them if possible. It is often advisable to dedicate an appropriate caster to this task. After the other threats have been eliminated it's possible to dog pile and, eventually, kill the pallie.
- Use the warrior-healer combo. This is surprisingly effective, probably because no one seems to notice the healer. A warrior can be a force to be reckoned with, but they are surprisingly fragile. Having a healer nearby transforms a warrior from a momentary danger into an unkillable monster.
- Have a defensive team in AV. While the temptation is to put every single player on the front line (and this does work), consider putting together a small team of rogues and druids to simply harass the enemy. Any time the enemy force is trying to capture a graveyard or tower, don't simply ignore them. Instead, have the rogues (other characters can do this as well) sap, gouge, or otherwise try every trick in the book to interfere with their progress.

Of course, there are numerous other survival tactics that are useful and effective in the BGs. The above tricks and tips are only my suggestions. Feel free to use these, and to develop your own techniques as you gain experience.

## Classes

[Druid](#) | [Hunter](#) | [Mage](#) | [Paladin](#) | [Priest](#) | [Rogue](#) | [Shaman](#) | [Warlock](#) | [Warrior](#)

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## Classes > Druid



"Druids are the keepers of the world. Locked in slumber for generations, they awoke to meet the threat of the Burning Legion during its recent invasion. After Archimonde's defeat, the Druids chose to remain in the waking world and help to rebuild their shattered lands. The Legion's attack left a terrible scar on the natural order, and the Druids seek to heal it." - Blizzard

To play as a Druid you need to be either Night Elf or Tauren race. The Druid gives players several play style options. The Druid in normal form is a caster that can fight with spells or via melee combat. In Bear Form, the Druid becomes a Warrior with Rage. While in Cat form, the Druid becomes a Rogue with Energy and

stealth. The Druid can also transform into two other special animal forms. The Druid can also take on the role of a Priest, casting spells to heal itself and fellow characters. A Druid is not as versatile in their abilities as a Priest is, lacking the spells Holy Word: Shield and Resurrection, but is otherwise a very capable healer.

Druids live in a state of unparalleled union with nature. Tightly bound to the plant and animal kingdoms, they are natural shapeshifters, and so they know firsthand the abuse visited on their wild brethren. In consequence, despite their numbers, druids tend to be wary, reclusive and difficult to spot. Few outsiders have plumbed the depths of their secrets.

### Race Availability & their Racial Bonuses

#### Night Elf (Alliance)

- Shadowmeld: Activate while immobile and out of combat to enter stealth mode. Lasts until canceled. 10 sec cooldown.
- Quickness: +1% to Dodge
- Wisp Spirit: Become a wisp when dead with movement speed increase of 50% (25% faster than other races)
- Nature Resistance: +10 to Nature Resistance

#### Tauren (Horde)

- War Stomp: Activate to stun up to 5 opponents within 8 yards. Lasts 2 secs. 2 min cool-down.
- Endurance: +5% to Max Health (after items)
- Cultivation: 15 skill bonus to Herbalism
- Nature Resistance: +10 to Nature Resistance

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## Resources Used

- Health & Mana (Druid/Aquatic form)
- Health & Rage (Bear form)
- Health & Energy (Cat form)

## Classes > Hunter



The World of Warcraft is a wild land. Between the towering cities are vast landscapes of untamed wilderness, and beasts from all corners of the imagination. Most comfortable within these isolating lands is the Hunter. A creature of the land, the Hunter is an adventurer and explorer with keen knowledge of beasts, deadly aim, and quick light reflexes. Within the world of Azeroth, the hunter is the balancing force in the wilderness. Some protect, some cleanse, and some dominate. Which will you be, if

not all?

The skills and abilities of Hunters are defined by the land. Perhaps most uniquely, they are masters of animals and their ways. Beyond simply tracking and taming, Hunters can often to have befriended a beast of the wild. From raptors to zebra striped unicorns, from tigers to spiders, each bond unique. Guiding or commanding his pet, the two will travel and battle together. A Hunter will only ever be found with one creature by his side, and as hunters invest time and energy into their pets, they grow stronger and more knowledgeable along with their masters. The land of Azeroth will offer a Hunter the opportunity to search far and wide for new and curious beasts to adapt to as easily as the seasons change.

Hunters are light fast warriors that shun the heaviest armour. Their agility and training afford them many defensive manoeuvres and the use of large variety of weapons in either or both hands. To survive in the wild, Hunters have learned to be the masters of deadly shots with bows or guns, as well as expert trappers. Their swiftness and expertise with ranged weapons is a sight to be seen. And their abilities only further the effectiveness of such weapons.

Hunters also often learn the skills to be self sufficient, be it fishing and cooking for food, skinning and leatherworking for their gear, or mining and engineering for gunsmithing.

Hunters bring the World of Warcraft alive with their diversity of companions, ways, and personalities. They are a wonder support for communities and groups of all kinds.

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## **Race Availability & their Racial Bonuses**

### **Dwarf (Alliance)**

- Stoneform: While active, grants immunity to Blood, Poison and Disease effects. In addition, Armor increased by 10%. Lasts 8 secs. 3 minute cooldown.
- Gun Specialization: +5 to gun skill
- Frost Resistance: +10 Cold Resistance
- Treasure Finding: Activate to see treasure chests on mini map - lasts until canceled - no cool-down.

### **Night Elf (Alliance)**

- Shadowmeld: Activate while immobile and out of combat to enter stealth mode. Lasts until canceled. 10 sec cooldown.
- Quickness: +1% to Dodge
- Wisp Spirit: Become a wisp when dead with movement speed increase of 50% (25% faster than other races)
- Nature Resistance: +10 to Nature Resistance

### **Orc (Horde)**

- Blood Fury: Increases base melee attack power by 25% for 15 seconds and reduces healing effects on you by 50% for 25 sec.  
Hardiness: +25% resistance to stun effects
- Command: Pet melee damage increased by 5%
- Axe Specialization: +5 to Axe skill

### **Tauren (Horde)**

- War Stomp: Activate to stun up to 5 opponents within 8 yards. Lasts 2 mins. 2 min cool-down.
- Endurance: +5% to Max Health (after items)
- Cultivation: 15 skill bonus to Herbalism
- Nature Resistance: +10 to Nature Resistance

### **Troll (Horde)**

- Berserking (active): Increases your melee, ranged, and casting speed by 10% to 30%. The value scales upwards towards 30% depending how low your health is when you activate the ability. Requires a small amount of mana, rage, or energy (depending on your class) to activate. Does not require being struck by a critical to activate. Lasts 10 seconds with 3 minute cooldown but no global cooldown.
- Regeneration (passive): Increase health regen bonus by 10%. 10% active in combat.
- Beast Slaying (passive): Increase damage bonus to Beasts by 5%
- Throwing & Bow Weapon Specialization (passive): Increase Throwing Weapon skill by +5 and +5 to Bows

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## **Hunter Abilities**

### **Pets**

Hunters can tame almost any kinds of normal or elite beasts, however elites will lose their bonus hit points in the process. Hunters can name their pets and take them to Stables if they wish to keep a few for later use, since hunters can be accompanied by only one pet at the time. Hunters can call their pets whenever they need them, heal them through channeling spells during combat and revive or dismiss them whenever it's needed. If fed properly pets will remain happy and able to do their full damage in battles. If not, they will start to lose their strength and will eventually abandon their hunters or even attack them.

Perhaps the most powerful feature in pets is to be able to increase hunters' knowledge in beast abilities. Making them able to train new pets with abilities of previous, different kinds of pets.

### **Beast Spells**

Hunters' Beast Spells provide lots of help in many situations. Through Beast Lore they can evaluate all beasts that come across in the wilderness and make their decisions whether or not those possess qualities that hunters might need in their pets. Damage output, health amount, armor, possible resistances, and diet are some of those attributes they can find out by just observing the animal from afar. Before entering the unknown hunters can observe its possible dangers with their Eagle Eye vision. And when things get tough with animals, they can scare a beast to give them some space for the use of ranged abilities or time to prepare before facing that beast again.

### **Aspects**

Hunters can find a great asset in many animal aspects, though they can relate to only one aspect at the time. When relating to animal aspects they can sneak around the wilderness tracking down any animals that they need to find, have superior dodging ability in battles or fast movement speed whenever it's needed and share it with their whole group if they wish so.

### **Traps**

Hunters are skilled in making several different types of traps, which increase their importance as a pulling class. Traps can be enemy specific or area of effect, and do direct damage, damage over time or slowing effects, whichever suits the situation best. Only one trap can be placed at the time and the hunter must be out of combat to be able to set it up and pull the target straight into it.

### **Melee Combat**

Hunters aren't very strong in melee combat. It's the type of combat that should be avoided whenever possible. Though, through the use of many different melee weapon types and dual wielding possibility, they can use their melee abilities to finish off enemies or slow them down while getting back to ranged combat.

## Ranged Combat

Ranged combat is where hunters shine in their expertise. They master large variety of ranged attacks and can easily adapt to facing different kinds of enemies. They can attack multiple targets at once as well as launce a powerful area of effect attack. When focusing on a single target, hunters are strong pullers and can Sting their targets with mana drain, damage over time or debuffs. Hunter's Mark is their trump card in all situations. Hunters can place it on their targets, making them visible to hunters even through stealth and invisibility as well as trackable from mini-map. By placing their mark on a target, hunters can point out their next target to the whole group, since the Ranged Attack Power of all attackers will be increased against that target.

## Other Abilities

Hunters have many special abilities, which accomplish their combat skills as well as help them stay alive in tough battles. While Rapid Fire enables them to significantly increase their attack speed, Flare will expose all hiding and invisible enemies near the hunter. By feigning their death hunters can save themselves from a certain death, and with Disengage they can cancel their combat stance and trick the enemy to turn away from them. This is especially useful when managing the monster agro between the hunter and its pet.

## Strengths

- Swift and powerful ranged fight with great pulling
- Special beast crowd control abilities
- Can use various beast special abilities through their pets
- Beast tracking, which also makes them untrackable
- Fast personal traveling and party traveling abilities

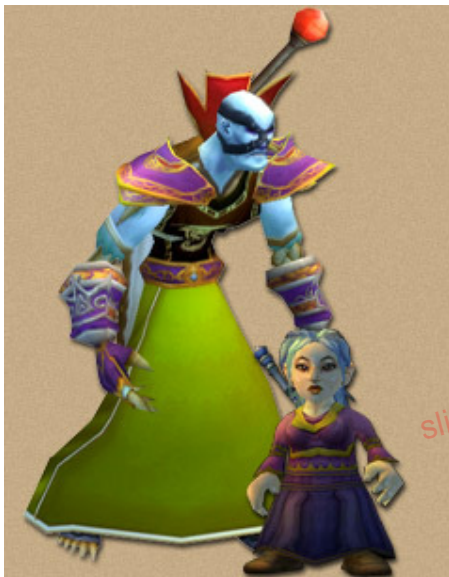
## Weaknesses

- Melee combat, since they specialize in ranged fight
- Can't take great amounts of damage since they can initially wear only leather armor
- Unable to heal themselves, therefore trade skills with healing abilities are highly recommended.

## Classes > Mage

"The Mages of Warcraft once centered their powers within the mageocracy of Dalaran. After that kingdom's destruction by the Burning Legion, however, the arcane arts spread to the far corners of the world." - Blizzard Entertainment.

Magi are wizards of immense knowledge and skill. Their obvious physical frailty is deceptive, for they can call upon the cosmic



energies of the Twister Nether. Rarely do magi engage in melee combat. Instead, they prefer to attack from a distance, hurling powerful bolts of frost and flame at their unsuspecting enemies.

When seeking someone to introduce monsters to a world of pain, the Mage is a good choice. With their elemental and arcane attacks, it's a safe bet something they can do won't be resisted by your chosen enemy. Damage is the name of the Mage game, and they do it well. Their arsenal includes some powerful crowd control spells, also, giving them the ability to keep hordes at bay -- in fact, these abilities can be used on the most common creatures in the game, thus making them extremely valuable for this purpose.

The mage class in World of Warcraft is the typical spellcaster that specializes in frost and fire spells. The mage is also capable of casting many useful spells that benefit themselves and their party members.

### **Race Availability & their Racial Bonuses**

Note that during the closed beta testing dwarves could be mages and as such you may see shots or here people talk of them. They were removed to further differentiate them from gnomes and the Dwarven lore didn't sit well with exploration of magic. Also the Alliance had one more race/class combination than horde and dwarven mages drew the short straw.

#### **Gnomes (Alliance)**

- Escape Artist: Escape the effects of any immobilization or movement speed reduction effect. 0.5 sec cast. 1 min cooldown.
- Expansive Mind: +5% to intelligence
- Arcane Resistance: +10 to Arcane Resistance
- Engineering Specialist: 15 skill bonus to Engineering

#### **Humans (Alliance)**

- Perception: Increased detection bonus - lasts 20 sec. 3 min cooldown
- The Human Spirit: +5% to Spirit
- Diplomacy: 10% bonus to faction point gain
- Sword Specialisation: +5 to Sword Skill
- Mace Specialisation: +5 to Mace Skill

#### **Troll (Horde)**

- Berserking (active): Increases your melee, ranged, and casting speed by 10% to 30%. The value scales upwards towards 30% depending how low your health is when you activate the ability. Requires a small amount of mana, rage, or energy (depending on your class) to activate. Does not require being struck by a critical to activate. Lasts 10 seconds with 3 minute cooldown but no global cooldown.
- Regeneration (passive): Increase health regen bonus by 10%. 10% active in combat.

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- Beast Slaying (passive): Increase damage bonus to Beasts by 5%
- Throwing & Bow Weapon Specialization (passive): Increase Throwing Weapon skill by +5 and +5 to Bows

### **Undead (Horde)**

- Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects and can be activated whilst under the effects of fear or sleep. Lasts 5 sec. 2 min cool-down
- Cannibalize: Increase health regeneration by 7% of total health every 2 sec while consuming human/undead corpses. Lasts 10 sec. 2 min cool-down
- Underwater Breathing: Underwater breath +300% longer than normal
- Shadow Resistance: +10 to Shadow Resistance

### **Strengths**

- Many useful utility spells
- Quick heavy spell damage
- Powerful area of effect spells
- Crowd control capabilities

### **Weaknesses**

- May only use cloth armor, low hitpoints
- Longer downtime than other classes
- Monster resistances and immunities

### **Challenges**

- Mastering kiting techniques
- Managing monster hate in group play
- Using polymorph effectively
- Co-ordinating DoTs with other spell casters

All the spells that the mage can learn are clearly divided into 3 categories of magic: Arcane, Frost and Fire. There are many other schools of magic such as Holy, Shadow and Nature but those are not available to the mage class. Nevertheless, the mage is able to perform a wide variety of tasks and packs a major punch in combat.

- Arcane Spells
- Frost Spells
- Fire Spells

### **Summary of all Mage Spells**

Almost all the spells available to the mage can be improved in one way or another by mage Talents. Spells in World of Warcraft can also be divided into various categories according to their uses:

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### **Utility spells**

One of the many reasons why players like to play mages is due to their utility spells, offering convenience and saving time. Teleport relieves the tedium of traveling back to town on foot. Portal spells allows mages to do the same for the entire party. Mages even have a spell called Slow Fall that lets Mages leap from high places and survive! The most useful aspect of mages though, is their ability to Conjure Food and Drinks for everyone.

### **Heavy spell damage**

Mages are able to dish out damage quickly; their damage output is unparalleled over a short period of time compared to the other classes. There are many different direct damage spells from both the fire and frost magic schools, each with varying effects and damage. Generally, fire spells deal more damage than frost spells but frost spells have the capability to slow down the enemy or even freeze them in place.

### **Area of Effect spells**

Some spells such as Blizzard and Flamestrike target an entire area and damage all enemies in it. These spells have the ability to cause a huge amount of damage to many monsters simultaneously. However, the drawback is that some of these spells are channeling spells and require the caster to remain stationary. Not only so, channelling spells get interrupted completely by any attack, but their damage output capability is very high.

### **Crowd control**

With Polymorph, mages can selectively disable monsters that threaten to overrun them, and with frost spells such as Frost Nova and Frostbolt, they can also slow down enemies in pursuit, allowing for better party tactics. Killing monsters is that much easier with the ability to slow down one or two monsters, polymorph another while the party can all focus on a fourth. Polymorph is also capable of interrupting enemy spellcasting.

### **Cloth armour**

Mages are only allowed to equip cloth armour. Since cloth armour has the weakest armor ratings, this makes the mage unsuitable for melee combat beyond the beginning levels of the game. The mage also receives one of the lowest hitpoints per level making them physically fragile. The mage's margin for error is one of the lowest while soloing. While mages have spells to increase their armour such as Ice Armor, their defense capabilities still falls below the melee based classes.

### **Longer downtime**

Due to the mage's reliance on mana to accomplish everything, this means that in solo battle, the mage will run out of mana fairly quickly and have longer periods of downtime between battles. Fortunately, this downtime can be reduced with the use of

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Conjure Food and Water. Even so, efficient use of mana while in a group battle is important to maximize group efficiency.

### **Monster Resistances**

Higher level monsters have resistances to spells. Although it is generally rare to find monsters that are both resistant to fire and frost, this does mean that the mage must diversify its spell base, otherwise the mage will be severely limited in the areas in which it can fight in. It is important for a mage to learn which monsters are immune or resistant to what type of magic and adapt quickly to the situation.

### **Kiting techniques**

Kiting refers to a style of combat in which a player continually stays out of combat range of an enemy usually by running around or away from it, while simultaneously causing damage to it. This is especially important for mages because they are physically fragile as mentioned above. Spells that are often used include Polymorph and Frost Nova, and learning how to kite effectively is a very big challenge.

### **Monster hate**

Monsters maintain a hate list and remember the names of players who have recently dealt them heavy damage. As the mage can deal a large amount of damage, this can cause monsters to stop attacking the tankers and start attacking the mage instead. This is especially true for spells that damage a wide area, or Counterspell. Learning how to manage monster hate is an integral part of being a mage.

### **Using Polymorph**

Polymorph is an extremely effective tool for crowd control and creature disabling. However, deciding which monster to turn into a sheep in an enemy group could sometimes affect the outcome of the battle. Mages may only sheep one monster each at any one time. Hence, group communication is important should there be more than one mage in the party as well as informing other players not to accidentally attack the polymorped enemy (or he will transform back). It is a good idea to sheep an enemy in an area not too close to the actual battleground if possible.

### **Damage over Time (DoT) Spells Stacking**

DoTs of different spellnames stack together, with the exception of Fireball/Pyroblast (these 2 overwrite each other, the larger damage has precedence). DoTs of the same spellnames do not stack together, that is, you cannot have 2 Scorch DoTs or 2 Ignite DoTs going concurrently, but you can have one of each. DoTs of the same spellnames only stacks if they are from different players. However, you can stack as many copies of Flametrike as you want, Flametrike works seperately and differently on an area basis and cannot be dispelled from a player unlike normal DoTs.

### **How Ice Barrier and Mana Shield interact**

Ice barrier absorbs all forms of damage (including falling damage and suffocation damage), while Mana Shield only absorbs physical damage (melee, bows/guns,

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falling damage and Arcane Spells). Should a mage have both spells casted, the Ice Barrier takes precedence first and absorbs damage. Note that Ice Barrier doesn't use up any mana to absorb damage (although it has a significant casting cost) while Mana Shield does.

### **Difference between Chill and Freeze effects**

Chill effects slows down the enemy's movement speed. Freeze effects completely stop the enemy from moving. These 2 effects are not the same; spells and abilities (such as Permafrost) that affect chill effects do not affect freeze effects.

Both chill and freeze effects can be dispelled, otherwise chill effects will last for the full stated duration. Freeze effects is a little different in that they can end early by itself randomly, and freeze effects additionally have a chance to end early whenever the target takes damage. Fire spells and effects have a higher chance of breaking freeze than other forms of damage.

### **How +spell damage (and +healing) items work**

These items add an amount of damage up to the stated amount. However, many people think that this type of bonus on items gives a RANDOM amount per spell cast when this is not true. The bonus it gives is determined by the casting time of the spell. A spell that takes 4 seconds to cast will most likely get the full bonus, while a shorter or instant cast spell will get a much smaller bonus.

The effect of having a smaller damage bonus for shorter casting time spells means that spell DPS is increased by roughly the same amount no matter what the spell is since you can cast a shorter casting time spell more often and hence get the smaller bonus more often.

+Damage items also only add to the total spell damage (or healing). For example, +10 damage would mean it gives each of the "5 waves" of a single casting of Arcane Missiles +2 damage, and not +10 to each wave for a total of +50 damage.

## **Classes > Paladin**



Holders of the Holy Light and defenders of the Alliance, the Paladins can be found from the northern forests of the Tirisfal Glades, fighting back the advance of the Forsaken, to the southern reaches of the Blasted Lands, ceaselessly upholding their vigil against demonic forces from beyond the Dark Portal. Wielding their mighty hammers and the strength of the Light, these holy warriors command forces in battle, all the while throwing themselves to

where the fighting is the thickest. - Blizzard Entertainment

The Paladin is a holy warrior. A fierce opponent on the battlefield. He jumps into the heat of battle bolstered by his courage and divine abilities. He fights for his land and for all that is good. If you have a particular dislike for all things undead the Paladin even has specific skills for dealing with this race. He heightens the abilities of his friends with auras and divine seals and when all seems lost and hopeless the Paladin will bless those that are falling with Holy Light. He makes them healthy and strong and together they crush and drive back their evil enemies.

The Paladin is a mix of a tank and a support caster, ideal for groups. That means he will fight with hand to hand weapons and also be able to cast group friendly buffs.

### **Race Availability & their Racial Bonuses**

#### **Human (Alliance)**

- Perception: Increased detection bonus - lasts 20 sec. 3 min cooldown
- The Human Spirit: +5% to Spirit
- Diplomacy: 10% bonus to faction point gain
- Sword Specialisation: +5 to Sword Skill
- Mace Specialisation: +5 to Mace Skill

#### **Dwarf (Alliance)**

- Stoneform: While active, grants immunity to Blood, Poison and Disease effects. In addition, Armor increased by 10%. Lasts 8 secs. 3 minute cooldown.
- Gun Specialization: +5 to gun skill
- Frost Resistance: +10 Cold Resistance
- Treasure Finding: Activate to see treasure chests on mini map - lasts until canceled - no cool-down.

### **What can the Paladin do?**

#### **Hand to hand combat**

1 handed weapons will hit faster and will therefore be better to use against casters because of the increased chance to interrupt their spellcasting. The Paladin is a class that is part warrior meaning that he can use heavy armour and most of the weapons. It seems that Paladins in WoW favour hammers in their quest for glory. After all, a big hammer is better against the bony undead than let's say a sword or a spear. They can use blunt weapons, swords and also learn polearms. If a two handed sword or mace is better than a one handed and a shield is up to the player to decide. Do you want to trade the extra damage for less protection or the other way around? Many people claim that it is better to use a shield that will give you an extra slot to gain bonuses on items from. But what really is the best is probably decided by the situation at that time. Keep a good choice of weapons in your backpacks along with shields and armour

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with different resists. You never know if that monster takes more damage from your fire sword or from your stone mace.

It is better to use 2 handed weapons on monsters with a high armour class (ac). The 1 handed weapons will hit faster and will therefore be better to use against casters because of the increased chance to interrupt their spellcasting. It is advised to train all the weapon skills since you never know what mighty weapon you might find in your travels.

The Paladin has plenty of "tank" abilities that he can use in battle. Special attacks with his weapons and defensive abilities as well. Do not expect anything close to the fighting prowess of the Warrior though, neither the damage ability of the Rogue. But do expect that the Paladin will be hard to kill in all his armour and defensive training especially boosted with healing spells and divine buffs.

### **Spell casting**

Casting holy spells is a part of the Paladin's every day life. He has spells that buff other people's abilities. As an example, can cast a spell that increases the armour class of another character. The Paladin can also heal his friends with Holy Light. His healing is compared to the Priest and Druid. But the divine ability "Lay Hands" will use up all of the Paladins mana and in return heal a friend to full hit points.

When the Paladin casts a spell he uses up his mana. When the Paladin is resting or eating food he will regain mana. So don't forget to bring food if you are going to hunt alone and plan to cast a lot of spells. Later in the Paladin's life he will be able to bring his friends back to life after they have died. Not as good as the priest and it will probably cost the Paladin a lot of mana to cast these spells.

### **Auras**

Enhance abilities of him and his party within a certain radius. Only one aura can be active at a time. However, different auras from different paladins can stack. For example three Paladins with Devotion {boosts armor level} aura active will not stack on top of each other giving everyone three times the boost. But three Paladins, one with Devotion aura, one with Divine Shield and one with Retribution will stack, applying all effects to everyone in the party. So good co-ordination within a party can create a formidable group.

### **Seals**

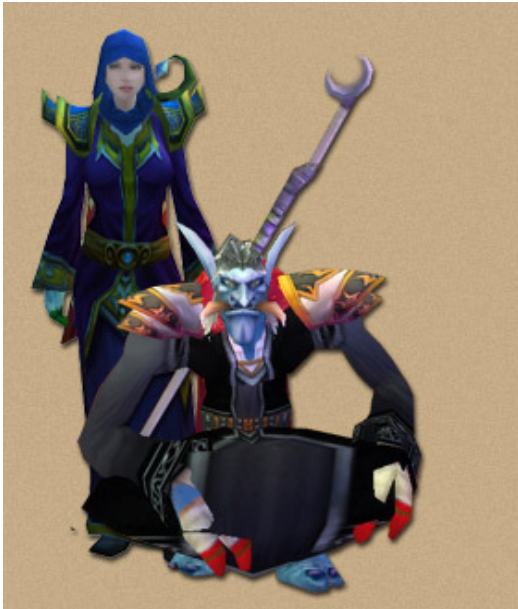
Offensive and defensive short term buffs that are non-stackable onto the Paladin. Only one Seal can be active on him at the time.

### **Blessings**

Blessings are a little like Seals but can be applied to friendly players. Each Paladin can apply a different Blessing to other players. One Paladin can't apply multiple Blessings to an individual player.

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## Classes > Priest



Priests lead the many faiths spread throughout the disparate lands of the world of Azeroth. In Kalimdor, Night Elf Priestesses revere the moon goddess Elune, while Dwarven priests in Khaz Modan deliver the message of the Light to their people. In the ruins of Lordaeron, the undead priests of the Forsaken, their faith twisted and tainted by their tortured existences, spread a dark interpretation of the Holy Light. Regardless of their faith, however, all Priests share in their ability to manipulate the minds of those who turn to them for spiritual guidance. - Blizzard Entertainment.

The priest class is less like a conventional cleric class and more like a spell caster with influence over an opponent's mind. They have been described by many as the best healer and buffer in the game which is just as well as they can only wear cloth armour. However, they can apply buffs to themselves to focus their attacks when engaged in melee combat to stop their spell casting being interrupted when hit by a melee weapon. They can wield one-handed maces, daggers, staves and wands.

The Priests are adept at controlling the mind of his enemy, although only one mind at a time. Never-the-less he can dominate and mesmerize them to his will. He can also see through an enemy's eyes with a 'remote vision' skill. Interestingly, priests can walk the world of Holy Magic or Shadow Magic 'curse-type' spells that damage over time as well as direct damage.

### Race Availability & their Racial Bonuses

#### Human (Alliance)

- Perception: Increased detection bonus - lasts 20 sec. 3 min cooldown
- The Human Spirit: +5% to Spirit
- Diplomacy: 10% bonus to faction point gain
- Sword Specialisation: +5 to Sword Skill
- Mace Specialisation: +5 to Mace Skill

#### Dwarf (Alliance)

- Stoneform: While active, grants immunity to Blood, Poison and Disease effects. In addition, Armor increased by 10%. Lasts 8 secs. 3 minute cooldown.

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- Gun Specialization: +5 to gun skill
- Frost Resistance: +10 Cold Resistance
- Treasure Finding: Activate to see treasure chests on mini map - lasts until canceled - no cool-down.

**Night Elf** (Alliance)

- Shadowmeld: Activate while immobile and out of combat to enter stealth mode. Lasts until canceled. 10 sec cooldown.
- Quickness: +1% to Dodge
- Wisp Spirit: Become a wisp when dead with movement speed increase of 50% (25% faster than other races)
- Nature Resistance: +10 to Nature Resistance

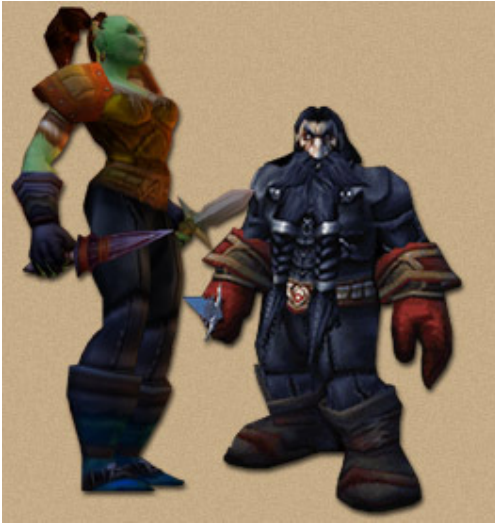
**Undead** (Horde)

- Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects and can be activated whilst under the effects of fear or sleep. Lasts 5 sec. 2 min cool-down
- Cannibalize: Increase health regeneration by 7% of total health every 2 sec while consuming human/undead corpses. Lasts 10 sec. 2 min cool-down
- Underwater Breathing: Underwater breath +300% longer than normal
- Shadow Resistance: +10 to Shadow Resistance

**Troll** (Horde)

- Berserking (active): Increases your melee, ranged, and casting speed by 10% to 30%. The value scales upwards towards 30% depending how low your health is when you activate the ability. Requires a small amount of mana, rage, or energy (depending on your class) to activate. Does not require being struck by a critical to activate. Lasts 10 seconds with 3 minute cooldown but no global cooldown.
- Regeneration (passive): Increase health regen bonus by 10%. 10% active in combat.
- Beast Slaying (passive): Increase damage bonus to Beasts by 5%
- Throwing & Bow Weapon Specialization (passive): Increase Throwing Weapon skill by +5 and +5 to Bows

## Classes > Rogue



At home in the shadows and skilled at disappearing from sight, the Rogues of Azeroth are most comfortable when acting in the background. Twisting events to their favor, striking only when advantage is greatest: this is where a Rogue excels. With their cunning tricks, physical abilities, and mastery of concealment and disguise, Rogues have no trouble finding employment as thieves, cutthroats, spies, and assassins. - Blizzard Entertainment

Rogues are most successful when their deeds never come to light. Fond of poisons and silent projectile weapons, rogues rely on a blend of stealth and minor

mysticism.

Rogues work best as backup to the main tank (Paladin or Warrior) within a group and can apply quick damage with skills such as Ambush and Garrot before her target has had chance to land a single blow. They are able to effectively put humanoid mobs to sleep with Sap to help take the heat off a situation and they are not bad pullers either. Good for thinning the crowd if your party is outnumbered.

With Stealth and Vanish skills they are able to scout out situations in order to assess the lay of the land and report back to the party to prepare attack strategies. These two skills are useful for slipping past a mob you don't wish to fight and you can even activate Sprint whilst in stealth.

### Race Availability & their Racial Bonuses

#### Dwarf (Alliance)

- Stoneform: While active, grants immunity to Blood, Poison and Disease effects. In addition, Armor increased by 10%. Lasts 8 secs. 3 minute cooldown.
- Gun Specialization: +5 to gun skill
- Frost Resistance: +10 Cold Resistance
- Treasure Finding: Activate to see treasure chests on mini map - lasts until canceled - no cool-down.

#### Gnomes (Alliance)

- Escape Artist: Escape the effects of any immobilization or movement speed reduction effect. 0.5 sec cast. 1 min cooldown.
- Expansive Mind: +5% to intelligence
- Arcane Resistance: +10 to Arcane Resistance
- Engineering Specialist: 15 skill bonus to Engineering

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**Human** (Alliance)

- Perception: Increased detection bonus - lasts 20 sec. 3 min cool down
- The Human Spirit: +5% to Spirit
- Diplomacy: 10% bonus to faction point gain
- Sword Specialisation: +5 to Sword Skill
- Mace Specialisation: +5 to Mace Skill

**Night Elf** (Alliance)

- Shadowmeld: Activate while immobile and out of combat to enter stealth mode. Lasts until canceled. 10 sec cool down
- Quickness: +1% to Dodge
- Wisp Spirit: Become a wisp when dead with movement speed increase of 50% (25% faster than other races)
- Nature Resistance: +10 to Nature Resistance

**Orc** (Horde)

- Blood Fury: Increases base melee attack power by 25% for 15 seconds and reduces healing effects on you by 50% for 25 sec.  
Hardiness: +25% resistance to stun effects
- Command: Pet melee damage increased by 5%
- Axe Specialization: +5 to Axe skill

**Troll** (Horde)

- Berserking (active): Increases your melee, ranged, and casting speed by 10% to 30%. The value scales upwards towards 30% depending how low your health is when you activate the ability. Requires a small amount of mana, rage, or energy (depending on your class) to activate. Does not require being struck by a critical to activate. Lasts 10 seconds with 3 minute cooldown but no global cooldown.
- Regeneration (passive): Increase health regen bonus by 10%. 10% active in combat.
- Beast Slaying (passive): Increase damage bonus to Beasts by 5%
- Throwing & Bow Weapon Specialization (passive): Increase Throwing Weapon skill by +5 and +5 to Bows

**Undead** (Horde)

- Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects and can be activated whilst under the effects of fear or sleep. Lasts 5 sec. 2 min cool-down
- Cannibalize: Increase health regeneration by 7% of total health every 2 sec while consuming human/undead corpses. Lasts 10 sec. 2 min cool-down
- Underwater Breathing: Underwater breath +300% longer than normal
- Shadow Resistance: +10 to Shadow Resistance

### **Resources Used**

- Health & Energy

### **Rogue Skills**

The Rogue skills can be broken into five categories - Assassination, Combat, Poisons, Subtlety and Abilities with three supporting Talent Trees; Combat Mastery, Assassination Mastery and Subtlety Mastery.

### **Opening Moves**

Similar to the Assassin in Diablo II, the Rogue in World of Warcraft can build up power while attacking an enemy. These moves are called Opening Moves and allow the Rogue to accrue Combo Points. You cannot have more than 5 combo points at a time and switching targets will remove all current combo points. Once you have at least 1 combo point, you can unleash a Finishing Move.

### **Finishing Moves**

Similar to Assassins in Diablo II, Rogues in World of Warcraft can unleash powerful Finishing Moves. The Rogue first needs to build up Combo Points from Opening Moves. once there is at least 1 Combo Point, you can execute a deadly attack on your enemy. After a Finishing Move, all combo points will be gone.

Generally she has a few areas of expertise that distinguish her from other classes.

### **Combat**

The rogue acts differently that all other classes when it comes to fighting. Every time they use an Opening Move, they acquire at least 1 Combo Point. Once they have at least 1 Combo Point, they can unleash a Finishing Move.

### **Stealth**

Rogues are also the masters of Stealth. Using the skill makes the rogue invisible to the untrained eye and allows entry into areas other classes would not normally be able to go. You should always be using Stealth when approaching an enemy. Once the enemy turns towards you, stop. They will then make a check to see you. If they succeed, they will run towards you, else they will turn back around.

### **Pick Pockets**

Pick Pockets is a staple of the Rogue's repertoire. once a Rogue is in Stealth mode, they sneak up towards an enemy and kindly remove their possessions. This is not taken from the target's standard loot table, rather a separate table meant solely for pick pocketing.

## Weapons

Rogues have the ability to use daggers and swords as melee weapons. They can only backstab while having a dagger equipped. Once they acquire the Dual Wield skill, a Rogue can use both a sword and a dagger while still retaining all of their offensive skills.

Rogues can use Thrown weapons as well as Bows and Crossbows. Thrown weapons are weak compared to Bows and Crossbows.

## Poisoning

Once a rogue hits level 20, they can start making and applying poisons to their blades. They will need to complete a quest (Horde \ Alliance) to get the skill though. Like other crafting skills, this is done by having the ingredients and selecting the proper recipe. The ingredients can be bought, or can be harvested using the herbalism skill (Blinding Power only). Once you poison a weapon, you usually have 30 minutes before the effects wear off or perhaps a limit of charges.

- Poisons can be resisted through Nature Resistance.
- You can only poison melee weapons.
- Ranged weapons cannot be poisoned.
- You cannot poison Soulbound weapons, so you more than likely will not be poisoning other people's weapon.

## Classes > Shaman



Shamans are the spiritual leaders of their tribes and clans. They communicate with spirits, have visions of the future, and guide their people through the darkest of times. Many mistake their wisdom and serenity for a pacifist nature. When challenged, though, shamans have a range of powers available for dealing with threats to the natural order." - Blizzard Entertainment

The Shaman, like the Paladin for the Alliance, is available only to the Horde. It is a very balanced, "hybrid-type" class. The Shaman is a very versatile class. A Shaman can be either spell-based or combat-based, or a combination of the two. A Shaman can also focus on healing and defensive spells and/or offensive spells. Your role in a party will be determined by your play style and talent selection. However, if you are most interested in filling the healer role within a party the Priest still reigns supreme in that area.

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This class can inflict much more direct damage than their human and dwarven counterparts but that damage is still magic based. They rely on elemental magic as well as spiritual guardians as protection for themselves and team mates. They can also set totems such as stasis fields or sentry wards {Serpent and Healing}. They are able to wear cloth, leather and bucklers and can use One-handed maces, one-handed axes and staves.

### **Race Availability & their Racial Bonuses**

#### **Orc** (Horde)

- Blood Fury: Increases base melee attack power by 25% for 15 seconds but - 25% base melee attack power for 45 sec. When it fades base melee attack power is reduced by 25% for 45 seconds.
- Hardiness: +25% resistance to stun & knockout effects
- Command: Pet melee damage increased by 5%
- Axe Specialization: +5 to Axe skill

#### **Tauren** (Horde)

- War Stomp: Activate to stun up to 5 opponents within 8 yards. Lasts 2 mins. 2 min cool-down.
- Endurance: +5% to Max Health (after items)
- Cultivation: 15 skill bonus to Herbalism
- Nature Resistance: +10 to Nature Resistance

#### **Trolls** (Horde)

- Berserking: Is usable after being the target of a critical hit. Increases melee, ranged and spell casting speed by 25% but increases all damage taken by 10% for the duration of 20 secs. 2 min cooldown
- Regeneration: Increase health regen bonus by 10%. 10% active in combat.
- Beast Slaying: Increase damage bonus to Beasts by 5%
- Throwing Weapon Specialization: Increase Throwing Weapon skill by +5

### **Shaman Abilities & Skills**

#### **Enhancements (Buffs)**

Enhancements build on the Shaman's ability to deal damage indirectly while resisting attacks. Weapon buffs, damage shields, and totems add to resistances, increase attributes, and do magical damage. Enhancements aid the Shaman in basic survival while increasing damage to their enemies.



## Restoration (Healing)

Restoration spells are how shaman keep their allies and themselves alive during harsh battles. These spells turn the Shaman into a secondary healer and even resurrect the fallen.

## Elemental Combat (Offensive/Defensive)

Elemental Combat offers the damage dealers of the Shaman spellbook. They deal direct damage through offensive spells and totems. Deal multiple strikes with Chain Lightning or taunt enemies away from you with StoneClaw Totems. Elemental Combat can get the job done.

## Totems

Totems are a type of spell unique to the Shaman. It is a small, magical totem that appears on the ground where the Shaman casts it. A totem has a radius in which it is effective and outside of this "perimeter" it doesn't do anything. Totems are stationary and do not move. There are 4 elemental totems available to the Shaman: **Earth, Fire, Water** and **Air**. Each Totem spell requires a physical elemental Totem to be carried in the inventory of the caster. The totem for each element is gained through questing and has unlimited uses once it is obtained.

Once the player has the physical totem in his inventory for a specific element, he or she can cast all the spells of that element that they have. For example, if a player has the Fire totem in their inventory, then they can cast Searing totem as a spell. You can only have 1 totem of each element cast at a time. If you cast two totems from the same elemental tree, the most recently cast one will be in effect and negate the older totem.

## Classes > Warlock



Warlocks were mages that delved too deeply into the roots of demonic power. Consumed by a lust for dark knowledge, they've tapped into chaotic magics from beyond the world. The Burning Legion now feeds them their powers, allowing them to channel destructive energies and call upon the powerful emissaries of their demon masters. - Blizzard Entertainment

The Warlock, the class of dark demonic magic enjoyed by the Orcs, Gnomes, Humans and Undead. They possess direct fire magical attacks such as Fire Bolt and Immolation as well as the more sinister Death Coil and

Corruption.

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While delving in the dark arts, the Warlock has harnessed the power to summon demons such as Infernals, Fel hunters, imps, Succubi and Void Walkers. These are controllable pets with their own interface. The Warlock can equip only cloth armor and use daggers, staves and wands.

Those players looking for a class that will require a bit of a learning curve, and a lot of nuance, should look no further than the Warlock. Similar to the Necromancer class in Diablo 2, a balance must be made between the many different spell types in the Warlock arsenal. With proper care, the Warlock can be formidable indeed.

Being adept at dark magic, the Warlock has a variety of sinister spells at his disposal. First and foremost are his many summon spells which call forth a magical creature to fight for you. To compliment these summons, the Warlock will have a variety of damage dealing spells, including direct damage and damage over time. To cast many of their more powerful spells, the Warlock will have to make use of mana as well as magical shards known as "Soul Shards." These Soul Shards will have uses outside of spell casting as well. For instance, they can be used to create powerful stones that can be given to allies for resurrection and healing.

In a group setting, the Warlock can help in a variety of manners. Staying safely behind the lines, the Warlock can send his summons to take the brunt of monsters that are found. With such spells as Banish, the warlock can also help out with crowd control. Then of course you have the powerful damage spells that the Warlock can safely cast from a distance.

Combine these abilities with many more that aren't mentioned, the Warlock can be quite a force to reckon with. Pairing class uniqueness with some very powerful abilities, the Warlock is certain to be a great class choice in World of Warcraft.

### **Race Availability & their Racial Bonuses**

#### **Orc (Horde)**

- Blood Fury: Increases base melee attack power by 25% for 15 seconds and reduces healing effects on you by 50% for 25 sec.  
Hardiness: +25% resistance to stun effects
- Command: Pet melee damage increased by 5%
- Axe Specialization: +5 to Axe skill

#### **Undead (Horde)**

- Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects and can be activated whilst under the effects of fear or sleep. Lasts 5 sec. 2 min cool-down.
- Cannibalize: Increase health regeneration by 7% of total health every 2 sec while consuming human/undead corpses. Lasts 10 sec. 2 min cool-down.
- Underwater Breathing: Underwater breath +300% longer than normal
- Shadow Resistance: +10 to Shadow Resistance

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### **Gnomes (Alliance)**

- **Escape Artist:** Escape the effects of any immobilization or movement speed reduction effect. 0.5 sec cast. 1 min cooldown.
- **Expansive Mind:** +5% to intelligence
- **Arcane Resistance:** +10 to Arcane Resistance
- **Engineering Specialist:** 15 skill bonus to Engineering

### **Humans (Alliance)**

- **Perception:** Increased detection bonus - lasts 20 sec. 3 min cooldown
- **The Human Spirit:** +5% to Spirit
- **Diplomacy:** 10% bonus to faction point gain
- **Sword Specialisation:** +5 to Sword Skill
- **Mace Specialisation:** +5 to Mace Skill

### **Soul Shards**

#### **What are Soul Shards?**

Warlocks need more than just mana to cast many of their spells. In addition to mana, many of their spells require "Soul Shards." These are non-stackable items, so each one takes up a slot in your bags. This obviously restricts the number of them you can have on you at any one time.

#### **How do I get Soul Shards?**

Getting a soul shard can be kind of a tricky process. You must cast the spell "Drain Soul" on a monster just as he is dying. Sounds simple doesn't it? Well the tricky part is that the spell itself will not kill them. While you are casting Drain Soul, you must have something else to finish off the monster. This can be done with a pet, or with a damage over time spell, to name two. Additionally, you can't move, attack, cast while casting Drain Soul, otherwise the casting will be interrupted and fail.

#### **When is the best time to cast Drain Soul to receive the soul stone?**

It only needs to be active the instant the monster dies. This means that under best circumstances, you should cast it just before the creature dies. It is therefore important to pay very close attention to the creature's health and how quickly it is being killed.

#### **What is stopping me from getting all the soul stones I need from low-level monsters?**

Soul Shards can only be received from monsters that would also afford you experience from killing. This means that if the creature is too low-level to gain experience from any more, then it is also too low-level to gain soul shards from.

### What can I do if I run out of Soul shards?

If you have run out completely don't fret. The Imp summonable, as well as damage over time (DOT) spells will be accessible to help you replenish your supply of soul shards.

### Warlock Felsteed

At **level 40** Warlocks should visit a Warlock Trainer to receive a quest which sends you to Ratchet to speak with another NPC. Once there you will be awarded the Summon Felsteed skill. When cast it costs a little mana but has a short casting time. Apart from the mana cost it's managed in the same way as any other mount. Dismount and it disappears, hit the summon felsteed skill to resummon. It doesn't require stabling.

At **level 60** you have the opportunity of getting an Epic Felsteed. There is a chain of several quests which are started by a Demon Trainer which calls for you to speak with Mor'zul Bloodbringer. Follow the '*next quest*' links to see the entire quest line with maps.

In a nutshell, these will call for you to collect all sorts of reagents. Some must be purchased from the quest givers (several hundred gold are required) and others can be gathered (i.e Arcanite bars, Felcloth, Shadowy Power Potions, Xornthian Dust). After gathering all of these and turning them in, there are two legs of quests left. One to Scholomance (5-man) and another to Dire Maul, also 5-man.

## Classes > Warrior



Warriors are the melee-centered class. These characters are tough as nails and masters of weaponry and tactics. The special abilities of the Warrior are naturally combat-oriented. The Warrior is the ultimate toe-to-toe fighter with the most options available to him. Unlike other Warriors you might have played in other games, the Warrior of World of Warcraft has many different options and abilities to use during combat. - Blizzard Entertainment

Warriors are ever-present across the battlefields of the WarCraft world. So long as wars are fought, foot soldiers are a necessity. Horde and Alliance alike **all employ Warriors** who comprise the majority of their forces. Their strength, characteristic heavy armour plate and weapon prowess make their presence known on the frontlines, where blows and blood are exchanged in a frightening fury. Experience in battle has hardened their bodies against damage

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and disciplined their minds to keep cool under pressure and rally their brethren to victory.

The Warrior is the melee guru of WoW. They are adept at 'tanking' for a group and dealing back damage of their own with any one of their many weapon choices. Another tool of their trade are their shouts, which can temporarily buff their teammates and grant them a limited amount of crowd control. Different stances are available to suit any situation a Warrior may find themselves in, whether they're soloing or with a group. And lastly, a plethora of combat abilities are at their disposal that have a range of effects from plain direct damage to stuns and damage over time. The World of WarCraft Warrior is definitely a step in the right direction for melee classes of MMORPGs.

### **Race Availability & their Racial Bonuses**

#### **Dwarf** (Alliance)

- Stoneform: While active, grants immunity to Blood, Poison and Disease effects. In addition, Armor increased by 10%. Lasts 8 secs. 3 minute cooldown.
- Gun Specialization: +5 to gun skill
- Frost Resistance: +10 Cold Resistance
- Treasure Finding: Activate to see treasure chests on mini map - lasts until canceled - no cool-down.

#### **Gnomes** (Alliance)

- Escape Artist: Escape the effects of any immobilization or movement speed reduction effect. 0.5 sec cast. 1 min cooldown.
- Expansive Mind: +5% to intelligence
- Arcane Resistance: +10 to Arcane Resistance
- Engineering Specialist: 15 skill bonus to Engineering

#### **Humans** (Alliance)

- Perception: Increased detection bonus - lasts 20 sec. 3 min cooldown
- The Human Spirit: +5% to Spirit
- Diplomacy: 10% bonus to faction point gain
- Sword Specialisation: +5 to Sword Skill
- Mace Specialisation: +5 to Mace Skill

#### **Night Elf** (Alliance)

- Shadowmeld: Activate while immobile and out of combat to enter stealth mode. Lasts until canceled. 10 sec cool down
- Quickness: +1% to Dodge
- Wisp Spirit: Become a wisp when dead with movement speed increase of 50% (25% faster than other races)
- Nature Resistance: +10 to Nature Resistance

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### **Orc (Horde)**

- Blood Fury: Increases base melee attack power by 25% for 15 seconds and reduces healing effects on you by 50% for 25 sec.  
Hardiness: +25% resistance to stun effects
- Command: Pet melee damage increased by 5%
- Axe Specialization: +5 to Axe skill

### **Tauren (Horde)**

- War Stomp: Activate to stun up to 5 opponents within 8 yards. Lasts 2 mins. 2 min cool-down.
- Endurance: +5% to Max Health (after items)
- Cultivation: 15 skill bonus to Herbalism
- Nature Resistance: +10 to Nature Resistance

### **Troll (Horde)**

- Berserking (active): Increases your melee, ranged, and casting speed by 10% to 30%. The value scales upwards towards 30% depending how low your health is when you activate the ability. Requires a small amount of mana, rage, or energy (depending on your class) to activate. Does not require being struck by a critical to activate. Lasts 10 seconds with 3 minute cooldown but no global cooldown.
- Regeneration (passive): Increase health regen bonus by 10%. 10% active in combat.
- Beast Slaying (passive): Increase damage bonus to Beasts by 5%
- Throwing & Bow Weapon Specialization (passive): Increase Throwing Weapon skill by +5 and +5 to Bows

### **Undead (Horde)**

- Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects and can be activated whilst under the effects of fear or sleep. Lasts 5 sec. 2 min cool-down
- Cannibalize: Increase health regeneration by 7% of total health every 2 sec while consuming human/undead corpses. Lasts 10 sec. 2 min cool-down
- Underwater Breathing: Underwater breath +300% longer than normal
- Shadow Resistance: +10 to Shadow Resistance

### **Resources Used**

- Health & Rage

### **Strengths**

- The warrior can take a lot of punishment, which while good in itself, also means that there is more chance of him escaping safely from mobs.
- The warrior does not need to recharge anything other than his health, and he is ready for battle.

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- The warrior can control crowds by taunting.
- The warrior excels as a close combat tank, being able to take more punishment than other melee classes.
- The warrior has a series of shouts which help all nearby party members.
- The warrior is designed for taking on more than one enemy simultaneously if needs must.
- The warrior can use the toughest and strongest armour.

### Weaknesses

- The warrior has to expend lots of saved up points to obtain a ranged attack (e.g bow).
- The warrior has a hard time "pulling" specific creatures, due to his close combat nature.
- The warrior has to build rage to use his best abilities.
- The warrior cannot output as much damage as some other classes (such as mage or rogue).
- The warrior abilities are all focused on close combat fighting.

### Warrior Abilities

#### Understanding the Rage Bar

So just what is the rage bar? The red rage bar replaces the mana bar many of us are familiar with from almost all RPGs right under our health bar and functions in a different, almost reversed way. The basic principle is still the same, this is the pool you draw from to cast your spells and use your abilities. However, when a Warrior is at rest, the rage bar is empty. Rage is generated during combat by damage you cause, receive or block and there are also abilities that can raise your rage instantly, should you find yourself low in a tight situation.



Once rage is generated, you can then use this rage to activate your abilities just as you would use mana. After combat, rage will slowly fade to 0 and you'll have to build it back up again to continue using skills. Rage is instantly reset to 0 when switching stances, as well.

### Rage Tips

- When switching between stances, all accumulated rage is reset! Keep this in mind, plan ahead and choose your stance carefully so you don't have to start from scratch in mid battle!
- Rage slowly resets to 0 after battle so try to get back into combat quickly to keep up the momentum you gained from your last fight

### Understanding Stances

Stances are a nifty feature of the Warrior that allow them to adapt to whatever play style they are in the mood for. Currently, there are three available: Battle, Defensive and Berserker. Located above the action bar you'll find the button used to switch your

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stance. Each stance has it's own set of icons you can set for it, so you'll be ready with the skills you prefer for that stance when you switch to it.

### **Stance Tips**

- All accumulated rage is reset to 0 when switching stances, however stance switching in combat is a viable way to slay your foes. If you are say, in a group, you could begin attacking enemies in Battle Stance with DOT attacks like Rend, expend all rage you've acquired through direct damage attacks then switch over to Defensive Stance to begin tanking.
- Rage slowly resets to 0 after battle so try to get back into combat quickly to keep up the momentum you gained from your last fight.

### **Understanding Shouts**

Shouts function much like Diablo II Barbarian Warcries. Once cast, these spells have a range of effects. They can temporarily buff you or your teammates, de-buff your enemies or allow you to control a crowd by drawing some or all monsters to you and away from your group. All shouts require rage.

### **Shout Tips**

- Keep your party buffed with Battle Shout if possible. Especially with other tanks in your group.

### **Understanding Combat Abilities**

Combat Abilities function much like many Diablo II Barbarian Combat Skills and Paladin Combat Skills work. Some Combat Abilities are available all the time, most others are only available in certain stances.

### **Warrior Talents**

Each talent is assigned talent points which you gain when your character reaches a new level, starting at level 10. Each level after 10 you are assigned 1 talent point and you can then spend that point in one of the trees. Some talents have prerequisites, so spend the point wisely.

The warrior class is one that can take a constant barrage of blows from a horde of enemies and keep on dealing out death to those who cross him. Warriors use their skill with a blade, cunning tactics, brute strength, and unbridled wrath to bring opponents to their knees. Every warrior has a different fighting style, from heaving giant axes to making devastating cuts with a cruel sword, but they all specialize in one field or another. Along with their chosen weapon of destruction come their chosen talents. Warrior talents can help them hit harder, last longer, attack faster, or get angrier. By choosing the right talents for your own personal style, you can become more powerful than you ever imagined.

## Arms

The Arms mastery is one that will dramatically increase your damage dealt. Every ability in the Arms tree will give your opponents less time before you end their life. The Arms tree is closely tied with the Battle and Berserker Stances, but it can increase weapon damage in the Defensive Stance as well. For fighting alone against mobs of enemies, this master is a perfect choice. The best way to advance in the Arms mastery is to choose one weapon type you want to specialize in, and then put points into that weapon type and the special ability improvements. There are also three entirely new abilities, Sweeping Strikes, Mortal Strike, and Deep Wounds. All three will bring down anyone foolish enough to cross your path.

## Protection

Bolster your defenses and skill with a shield by taking up the Protection mastery. A warrior customized in the Protection tree will take more punches and live much longer in battle. The Defensive Stance best accommodates the Protection mastery because it is geared toward the same combat style. For group-play, it is good to have at least a few points in this mastery. The majority of skill improvements for Protection are for the Defensive Stance skills, and are mostly for protecting a group. If you like to play the role of tank or defender, you are most suited for the Protection mastery.

## Fury

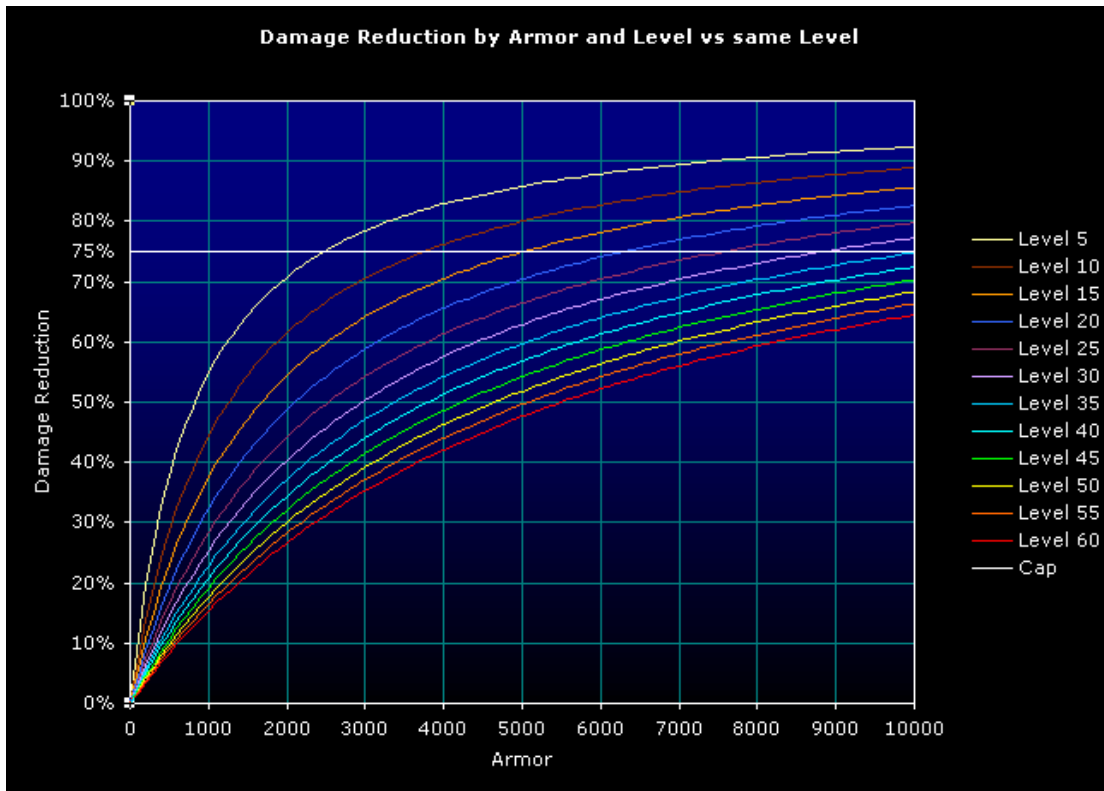
Brave and fearless are those who undertake the Fury mastery. Warriors who specialize in the Fury mastery hold nothing back, assaulting their foes in a controlled frenzy of blows powerful enough to shatter any remaining fire in the eyes of your enemies. You will intimidate the sturdiest opponent as you unleash your wrath with this unique set of talents. Many of these talents will only activate after landing a critical strike, and will leave your target begging for mercy. The Fury mastery goes well with all combat stances, and will benefit anyone who chooses to customize their warrior with talents from that tree.

# Damage Reduction

The formula for working out damage reduction is:

$$\text{Armour} / (\text{Armour} + (85 \times \text{Level}) + 400)$$

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## Death

Death is never a pleasant experience but it's inevitable at some point when playing. When a player's hp drops below 1, he or she will die. A dialogue box will pop up asking the player to "Release Spirit" and this comes with a 6 minutes countdown timer. While in this mode, you can still see and hear everything that is surrounding your corpse, but you will not be able to perform any action, not even open your inventory or quest log. You may still swivel your camera and talk in party chat and guild chat (private chats) but not by using zone chat or /say or /yell etc (public chats).

### Where do I go when I die?

Once you click on the button to release spirit or your 6 minute timer is up, you will be transported automatically to the nearest graveyard that is designated to be usable by your faction and enter ghost form.

Graveyards are places where your spirit gets sent to when you die. All zones have at least one graveyard and many zones have multiple graveyards located in such a way that players do not have to travel too far (typically less than 5 minutes) in order to reach their corpse.

Most graveyards in the world are designated to be used by both factions while other graveyards are faction specific. Not all zones have graveyards for your faction either and this will bring about some interesting repercussions for dying in PvP as you might find yourself at a graveyard in the next zone instead.

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## How do I come back to Life?

When you are in ghost form, you will have 3 options to resurrect yourself with.

### 1. Corpse Run

The easiest way to resurrect yourself is simply to run from the graveyard to your corpse in ghost form. Players move 50% faster while in ghost form so this should not take too long, typically under 5 minutes.

Once you have reached a location within 30 yards radius of your corpse, a popup will appear, allowing players to resurrect at a safe spot within the 30 yards radius. Monsters and enemies will be visible to the player within a 50 yards or so radius from the corpse. Players will reincarnate with 50% health and mana, allowing them to further run away to safety if no safe spot is found. The location of your corpse is clearly marked on the map and the mini-map will also have an arrow pointing in the direction of your corpse. This makes finding your corpse relatively easy, even if you appeared in a graveyard in an area previously unexplored by you.

If you died in an instance you will reincarnate once you step through the portal or gateway to that instance. You will not need to get within a 30 yard radius of your corpse.

#### Penalty Recap

- All equipped items will have lost 10% durability.
- 50% health and mana once reincarnated.

### 2. Spirit Healer

Reaching your body may not always be possible. For example, you may have been killed in a particularly hostile area of the game world and you know that as soon as you run back to your corpse and bring yourself back to life, you will die instantly as you are attacked by the same or more creatures. To get around this problem you can



release your spirit and return to the graveyard and then speak to the Spirit Healer who will resurrect you there.

Using a Spirit Healer to resurrect, you will incur a 25% loss in durability of ALL items, both equipped and in the inventory. Resurrection via the Spirit Healer will also incur Resurrection Sickness of up to 10 minutes (scales with level). This sickness lowers all of your stats by 75%.

Spirit Healers are available at all graveyards and look like an archangel with wings. Spirit Healers are also ghosts, hence you cannot see them when you are alive.

#### Penalty Recap

- All items (equipped and in inventory) will have lost 25% durability.

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- Stats lowered by 75% for up to 10 minutes (depending on your level) due to Resurrection Sickness

### 3. Player Resurrection

Another way to resurrect is to have one of your party members resurrect you when you die. Many classes such as the Priest have the ability to bring players back to life.

Some items in the world also allow any player to resurrect another. Goblin Jumper Cables are such an Engineering item and of course, the item is designed not to work all the time. Players will return to life next to the caster with a portion of their hp and mana depending on the spell or item used. If you are already in ghost form and running back to your corpse, you can still be resurrected by a player.

If you are able to self-resurrect (via talents, soulstone spell buff from Warlocks or otherwise), when you die and the popup up appears asking you to release spirit with the 6 minute countdown, an additional option appears for you to return to life.

#### Penalty Recap

All equipped items will have lost 10% durability. If you have died repeatedly over a short period of time, subsequent resurrections will incur an amount of waiting time of a few minutes before you can return to life. This waiting time will eventually reset to zero if you stay alive for an extended period of time after resurrection. Conversely, the waiting time will also increase if you keep dying repeatedly. This system is designed such that you cannot use death as an easy method to "hop" past areas that are too difficult for you.

### What can and can't I do in ghost form?

- When you are in ghost form, the game world will appear very different to you and some game mechanics are changed.
- The game world is rendered in an surreal black and white greyscale, with an equally eerie looking spiralling cloud formation. Eerie audios complete the setting.
- Your character will be translucent and look ethereal to you.
- While in ghost form, you have 1 hp. You can levitate over water (run over it) as well as breathe underwater.
- While in ghost form, you cannot interact with objects in the game world. A door that is closed will remain closed until a living player actually opens it at the same time for you to go through.
- You cannot use any spells, items or abilities, but you can still manage your inventory.
- You can see other ghosts as you wander about, including the ghosts from the enemy faction.
- Ghosts can move 50% faster than their normal running speed while alive. This helps out in returning to your corpse.
- Ghosts cannot see any living enemy or player, unless the player is in your party. Players in your party can also see you in ghost form.

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- When you are near your corpse, within about a 50 yard radius, all players and enemies will become visible to you so you can select a good spot to resurrect.
- Public chat (zone, say, yell, etc) is not available to the player but private chat (party, group, guild, etc) is.
- There are a few special creatures in the world that can see and kill ghosts. These are visible to the player. Dying in ghost form will return you to the same initial graveyard you appeared in when you died.
- Ghosts can take falling damage and die. However, the falling range before you start taking damage is extremely high. This is a safeguard to prevent players from accidentally falling into inaccessible place where they will remain stuck after resurrecting there.
- If you died outside of an instance and try to walk into an instance while in ghost mode, you will be teleported to the initial graveyard you appeared in when you died. If you died inside an instance and walk into a different instance, the same thing happens.
- You cannot explore an instance in ghost form. Once you enter the instance in which you died, you will resurrect with half your hp and mana at the entrance. It does not matter if your particular instance no longer exists.
- You can resurrect with any Spirit Healer at any graveyard, but you will be resurrected at the initial graveyard you appeared in when you died. This prevents using ghost mode to travel to far-off locations.
- If you are disconnected or log out in ghost form, you will log back into the game in ghost form.
- You can make use of ghost form to explore nearby terrain.

There are some quests in the game that are given by ghosts! This means you have to die before you can obtain these quests since you cannot see these ghosts until you are dead.

**Night Elves** have a racial trait such that when they die, they will turn into a wisp (a special ghost form for the Night Elves). Wisps move 50% faster than normal ghosts.

## Emotes

Emotes (Emotion codes) are commands which make your character perform movements such as waving, coughing, dancing or pointing. They're an excellent way to convey a feeling to those around you and much quicker with more impact than typing your message in the chat window. WoW supports well over 150 different built-in emotes that can help players immerse even better into the game world especially on the Role Playing (RP) servers.

To perform an Emote, type in the chat window:

/agree  
/plead  
/shiver

This will perform the Emote and anyone around you will see you. You can also direct your Emote to an individual by selecting the person and then typing /whistle and you will whistle to that particular person. It will also automatically generate "You whistle

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## World Of Warcraft Guide

to <person's name>." Another way to personalise your ingame messages is to type /e first and it will insert your name and then type any message you want. The text will appear in the orange emote text colour so it stands out from the other typed messages.

Making your own emotes will not work for cross-faction communication, someone on the opposing faction would only see "Fred performs some strange actions."

Standard emotes are the only way a player can communicate with players of the opposing faction; they can see the emotes that you perform. On the PvP servers, waving to a player of the opposite faction is a good way to indicate that you do not wish to engage in PvP with them. Or performing the /chicken emote leaves them in doubt they're a cowardly custard.

Name	Text		
/agree	[Player] agrees with [Player].	/cower	[Player] cowers in fear at the sight of [Player].
/amaze	[Player] is amazed by [Player]!	/crack	[Player] cracks his knuckles while staring at [Player].
/angry	[Player] raises his fist in anger at [Player].	/cringe	[Player] cringes away from [Player].
/apologize	[Player] apologizes to [Player]. Sorry!	Name	Text
/applaud	[Player] applauds at [Player]. Bravo!	/cry	[Player] cries on [Player]'s shoulder.
/attackmytarget	[Player] tells you to attack [Player].	/cuddle	[Player] cuddles up against [Player].
/bark	[Player] barks at [Player].	/curious	[Player] is curious what [Player] is up to.
/bashful	[Player] is so bashful...too bashful to get [Player]'s attention.	/curtsey	[Player] curtsies before [Player].
/beckon	[Player] beckons [Player] over.	/dance	[Player] dances with [Player].
/beg	[Player] begs [Player]. How pathetic.	/drink	[Player] raises a drink to [Player]. Cheers!
/bite	[Player] bites [Player]. Ouch!	/drool	[Player] looks at [Player] and begins to drool.
/blink	[Player] blinks at [Player].	/duck	[Player] ducks behind [Player].
/blush	[Player] blushes at [Player].	/eat	[Player] begins to eat in front of [Player].
/boggle	[Player] boggles at [Player].	/eye	[Player] eyes [Player] up and down.
/bonk	[Player] bonks [Player] on the noggin. Doh!	/fart	[Player] brushes up against [Player] and farts loudly.
/bored	[Player] is terribly bored with [Player].	/fidget	[Player] fidgets impatiently while waiting for [Player].
/bounce	[Player] bounces up and down in front of [Player].	/flee	
/bow	[Player] bows before [Player].	/flex	[Player] flexes at [Player]. Ooooooh so strong!
/brb	[Player] will be right back. Sit tight, [Player].	/flirt	[Player] flirts with [Player].
/burp	[Player] burps rudely in [Player]'s face.	/flop	[Player] flops about helplessly around [Player].
/bye	[Player] waves goodbye to [Player]. Farewell!	/follow	[Player] motions for [Player] to follow.
/cackle	[Player] cackles maniacally at [Player].	/frown	[Player] frowns with disappointment at [Player].
/calm	[Player] tries to calm [Player] down.	/gasp	[Player] gasps at [Player].
/charge		/gaze	[Player] gazes eagerly at [Player].
/cheer	[Player] cheers at [Player]!	/giggle	[Player] giggles at [Player].
/chicken	With arms flapping, [Player] struts around [Player]. Cluck, Cluck, Chicken!	/glare	[Player] glares angrily at [Player].
/chuckle	[Player] chuckles at [Player].	/gloat	[Player] gloats over [Player]'s misfortune.
/clap	[Player] claps excitedly for [Player].	/golfclap	[Player] claps for [Player], clearly unimpressed.
/cold	[Player] lets [Player] know that he is cold.	/greet	[Player] greets [Player] warmly.
/comfort	[Player] comforts [Player].	/grin	[Player] grins wickedly at [Player].
/commend	[Player] commends [Player] on a job well done.	/groan	[Player] looks at [Player] and groans.
/confused	[Player] looks at [Player] with a confused look.	/grovel	[Player] grovels before [Player] like a subservient peon.
/congratulate	[Player] congratulates [Player].	/growl	[Player] growls menacingly at [Player].
/cough	[Player] coughs at [Player].	/guffaw	[Player] takes one look at [Player] and lets

slide12345678

## World Of Warcraft Guide

	out a guffaw!		[Player]. So fierce!
/hail	[Player] hails [Player].	/rofl	[Player] rolls on the floor laughing at [Player].
/happy	[Player] is very happy with [Player]!	/rude	[Player] makes a rude gesture at [Player].
/hello	[Player] greets [Player] with a hearty hello!	/salute	[Player] salutes [Player] with respect.
/helpme		/scared	[Player] is scared of [Player].
/hug	[Player] hugs [Player].	/scratch	[Player] scratches [Player]. How catty!
/hungry	[Player] is hungry. Maybe [Player] has some food...	/sexy	[Player] thinks [Player] is a sexy devil.
/incoming		/shake	[Player] shakes his rear at [Player].
/insult	[Player] thinks [Player] is the son of a motherless ogre.	/shimmy	[Player] shimmies before [Player].
/introduce	[Player] introduces himself to [Player].	/shiver	[Player] shivers beside [Player]. Chilling!
/jk	[Player] lets [Player] know that he was just kidding!	/shoo	[Player] shoos [Player] away. Be gone pest!
/joke	[Player] tells a joke to [Player].	/shout	[Player] shouts at [Player].
/kiss	[Player] blows [Player] a kiss.	/shrug	[Player] shrugs at [Player]. Who knows?
/kneel	[Player] kneels before [Player].	/shy	[Player] smiles shyly at [Player].
/laugh	[Player] laughs at [Player].	/sigh	[Player] sighs at [Player].
/laydown	[Player] lies down before [Player].	/slap	[Player] slaps [Player] across the face. Ouch!
/lick	[Player] licks [Player].	/smile	[Player] smiles at [Player].
/listen	[Player] listens intently to [Player].	/smirk	[Player] smirks slyly at [Player].
/lost	[Player] wants [Player] to know that he is hopelessly lost.	/snarl	[Player] bares his teeth and snarls at [Player].
/love	[Player] loves [Player].	/snicker	[Player] snickers at [Player].
/massage	[Player] massages [Player]'s shoulders.	/sniff	[Player] sniffs [Player].
/moan	[Player] moans suggestively at [Player].	/snub	[Player] snubs [Player].
/mock	[Player] mocks the foolishness of [Player].	/soothe	[Player] soothes [Player]. There, there...things will be ok.
/moo	[Player] moos at [Player]. Mooooooooooooo.	/spit	[Player] spits on [Player].
/moon	[Player] drops his trousers and moons [Player].	/stare	[Player] stares [Player] down.
/mourn	In quiet contemplation, [Player] mourns the death of [Player].	/stink	[Player] smells [Player]. Wow, someone stinks!
/no	[Player] tells [Player] NO. Not going to happen.	/surprised	[Player] is suprised by [Player]'s actions.
/nod	[Player] nods at [Player].	/surrender	[Player] surrenders before [Player]. Such is the agony of defeat...
/nosepick	[Player] picks his nose and shows it to [Player].	/talk	[Player] wants to talk things over with [Player].
/panic	[Player] takes one look at [Player] and panics.	/talkex	[Player] talks excitedly with [Player].
/pat	[Player] gently pats [Player].	/talkq	[Player] questions [Player].
/peer	[Player] peers at [Player] searchingly.	/tap	[Player] taps his foot as he waits for [Player].
/pity	[Player] looks down upon [Player] with pity.	/taunt	[Player] makes a taunting gesture at [Player]. Bring it!
/plead	[Player] pleads with [Player].	/tease	[Player] teases [Player].
/point	[Player] points at [Player].	/thank	[Player] thanks [Player].
/poke	[Player] pokes [Player]. Hey!	/thirsty	[Player] lets [Player] know he is thirsty. Spare a drink?
/ponder	[Player] ponders [Player]'s actions.	/threaten	[Player] threatens [Player] with the wrath of doom.
/pounce	[Player] pounces on top of [Player].	/tickle	[Player] tickles [Player]. Hee hee!
/praise	[Player] lavishes praise upon [Player].	/tired	[Player] lets [Player] know that he is tired.
/pray	[Player] says a prayer for [Player].	/veto	[Player] vetoes [Player]'s motion.
/purr	[Player] purrs at [Player].	/victory	[Player] basks in the glory of victory with [Player].
/puzzle	[Player] is puzzled by [Player].	/violin	[Player] plays the world's smallest violin for [Player].
/raise	[Player] looks at [Player] and raises his hand in the air.	/wait	[Player] asks [Player] to wait.
/rasp	[Player] makes a rude gesture at [Player].	/wave	[Player] waves at [Player].
/ready	[Player] lets [Player] know that he is ready!	/welcome	[Player] welcomes [Player].
/roar	[Player] roars with bestial vigor at	/whine	[Player] whines pathetically at [Player].

slide12345678

/whistle	[Player] whistles at [Player].	/yawn	[Player] yawns sleepily at [Player].
/wink	[Player] winks slyly at [Player].		
/work	[Player] works with [Player].		

### Voice emotes

Voice emotes are emotes that have actual speech files that play out when you execute them. For example, typing "/inc" will cause your character to say "Incoming" and everyone that is near you will be able to hear that "Incoming" being played on the speakers. The following is a list of available voice emotes.

/assist, as  
/charge  
/cheer  
/fire  
/flee, run  
/flirt  
/follow, followme, fol  
/goodbye, bye  
/grats, congrats  
/heal  
/hello  
/help  
/incoming, inc  
/no  
/outofmana, oom  
/raspberry, rasp  
/silly  
/thanks, thank, thankyou  
/train  
/wait  
/yes  
/welcome

Every combination of race and gender has their own voiceset, so a Gnome's "/inc" might actually say "Enemies approaching!" while a Troll's one might say "Bad things coming!" Each voice emote usually has more than one possible speech as well, so repeating the same voice emote command will result in different words being heard.

The flirt and silly voice emotes are the funniest ones of all. Try them when you are free.

## Events

### Regular

- Darkmoon Faire - Monthly, alternate factions for 1 week
- Stranglethorn Fishing Extravaganza - Every Sunday
- Battleground Holidays

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- Gurubashi Arena Event - Every 3 hours
- Elemental Invasions - Sporadic

## Annual Events

- Lunar Festival - Jan 27 - Feb 14
- Children's Week - May 1 - 7
- All Hallows' Eve - Halloween (End October)

## Darkmoon Faire

A gathering of the exotic from around the world and beyond, Silas Darkmoon has brought together the Darkmoon Faire as a celebration of the wondrous and mysterious found in Azeroth. While the Faire spends most of its time in parts unknown, they do stop from time to time in Mulgore and Elwynn forest. When the faire is on its way, barkers will stop by Orgrimmar and Ironforge to announce its arrival.

The Darkmoon Faire begins set up on the first Friday of **each month**, and continues for 3 days. On the early morning of Monday (4am server time), the Faire will begin and last for one week. It alternates between Goldshire in Elwynn Forest (A) and just outside Thunder Bluff in Mulgore (H) each month.



You can buy weird and wonderful things from the travelling vendors, such as the Darkmoon Ring, pickled Kodo Foot or the Darkmoon Special Reserve.

## Faire Quests



### Darkmoon Faire Sets

As you'd expect from these colourful characters they have a few tricks up their sleeves and will happily send you on some pretty involved quests.

There are four **Darkmoon Faire Sets** of cards scattered around Azeroth which you must collect. Each deck comprises eight cards - Ace to Eight. Once you have a deck you return it to Professor Thaddeus Paleo at the Faire for a reputation bonus and one of the following trinkets (of which you can carry 2 in trinket slots). Click the drop locations for maps of where each card is dropping.

Deck		Drop locations	Trinket Reward	Effect of Trinket
Beasts		Ace thru 8	Darkmoon Card: Blue Dragon	2% chance on successful spellcast to allow 100% of your Mana regeneration to continue while casting for 15 sec.
Portals			Darkmoon Card: Twisting Nether	Gives the wearer a 10% chance of being able to resurrect with 20% health and mana.

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Elementals		Darkmoon Card: Maelstrom	Chance to strike your melee target with lightning for 200 to 300 Nature damage.
Warlords		Darkmoon Card: Heroism	Sometimes heals bearer of 120 to 180 damage when damaging an enemy in melee.

- The trinkets require clvl 60 to wear.
- Once the cards have been combined to make a deck it can not be separated.

Decks have been known to go for 500+ gold on some servers and you can also sell individual cards of a deck in the Auction House.

Tip from regular faire patron *DrunkCajun*:





"Don't bother collecting them (the decks) unless you come across an Ace for cheap. They're the hardest to find, apparently, and certainly the most expensive. I bought the Ace of Beasts for 250g and sold the deck for 400g. Turned a profit, but a narrow one. The deck I really made a chunk of change on was the Portals deck--I picked up the Ace for 25g. The deck sold for 800.

Still, like I said, don't bother collecting the cards until you have an ace. The rest are easy enough to come by. Without that, you'll just have a lot of used up bag space."

### Darkmoon Prize Tickets



There are also Faire quests to collect varying **quantities of tickets** that will net you tasty prizes once handed in such as this Amulet of Darkmoon. You have to be level 60 to wear it but still, with stats like that it's worth the effort collecting the tickets. Or there's this handy 14 slot storage box.

Visit Yebb Neblegear who will tell you which items you should be collecting. Once collected return to him to exchange them for Darkmoon Tickets. The table below shows you what you can redeem and in return for how many Darkmoon Prize Tickets and the linked names will show you maps of where the items dropped.

Link to Item Drop Location Map	Icon	Qty of items to Redeem	No. tickets rewarded
Small Furry Paws		5	1
Torn Bear Pelts		5	4
Soft Bushy Tails		5	8
Vibrant Plumes		5	12

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Evil Bat Eyes		10	20
Glowing Scorpion Blood		10	20

Once you have enough Darkmoon Prize Tickets you can hand them into Gelvas Grimegate to exchange for items.

Item	Icon	No. Tickets Required
Darkmoon Flower		5
Minor Darkmoon Prize		5
Last Month's Mutton		10
Lesser Darkmoon Prize		10
Greater Darkmoon Prize		40
Darkmoon Storage Box		50
Last Year's Mutton		50
Amulet of the Darkmoon		1200
Orb of the Darkmoon		1200
Submit details of Darkmoon Prizes.		

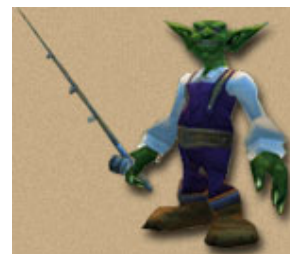
## Mini Game

There's been a distinct lack of mini-games at the faire until patch 1.8 it seems when a cannon game was introduced. Here it is explained by *Havoc Jack*:

"On the eastern end of the faire (in Elwynn at the moment) there's a cannon that's useable. When you use it, it shoots you out over the crystal lake where there's a target floating. The cannon gives you a slow falling debuff, and if you cancel it at the right time, you can hit the target. Now here's the point that will turn most of you off; THERE'S NO REWARD! I haven't been pointed to it by anybody, and nobody will reward you if you hit the sweet spot."

## Stranglethorn Fishing Extravaganza

The Stranglethorn Fishing Extravaganza is a grand event set along the contested coasts of Stranglethorn Vale. On **Sunday's** friendly neighborhood goblins will visit Ironforge and Orgrimmar to inform aspiring anglers of the grand tournament and give instructions. At 2pm, the shout will ring out across Stranglethorn to bait your hooks and cast your



lines!

Up and down the shores of Stranglethorn (but not outside Booty Bay) you'll see small ripples in the water, hover your mouse here and you'll see the above sign 'School of Tastyfish'. You need to fish here. The school will only last for a few minutes and then it disappears. Cast your line into the circle, not outside or you'll not catch any Tastyfish. Once you've caught 40 Speckled Tastyfish return to Riggle Bassbait and if you're first to do so you will win the grand prize which will be one of the following:

#### Arcanite Fishing Pole

42 - 63 Damage Speed 3.00  
(17.5 damage per second)  
Durability 45 / 45  
Requires Fishing (300)  
Equip: Increased Fishing +35.  
"It looks like Nat Pagle himself used this."  
Sells for 21 Silver 75 Copper to vendors  
Item Level 20

#### Hook of the Master Angler

Trinket  
Requires Level 60  
Use: *Turns you into a fish giving water breath and increasing your movement speed, but attacking or casting while in this form breaks the effect. Does not work out of water or at the water's surface.*  
Cooldown: 5 sec  
Sells for 2 Gold 50 Silver to vendors  
Item Level 65

If you aren't the first fear not because you can sell the Tastyfish you've caught to Riggle for 23 silver for each stack of 5. Not bad profit. When fishing in the special schools of fish you also have a chance of catching a rare fish which you can exchange for a special bonus prize at Fishbot who is next to Riggle. If you catch

Rare Fish	Prize (+5 to fishing)
Keefer's Angelfish	Lucky Fishing Hat
Dezian Queenfish	High Test Eternium Fishing Line
Brownells' Blue Striped Racer	Nat Pagle's Extreme Anglin' Boots

Even after a winner has been declared Schools of Tastyfish will appear and only stop when the contest finishes at 4pm (server time) the same day.

## Battleground Holidays

Battleground "holidays" have been added to Warsong Gulch, Alterac Valley and Arathi Basin. Holidays occur during most weekends, starting on Thursday night at midnight and continuing until Tuesday morning. During a holiday, emissaries from that Battleground will be found in the major cities, and honor/faction rewards for performing objectives in that battleground are increased.

## Gurubashi Arena Event

There is now a regular event in Gurubashi Arena in Stranglethorn Vale. Every three hours starting at midnight, a pirate with too much treasure on his hands will drop a

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chest in the center of the arena. Whoever can open the chest first gets the contents! Of course, the arena is a PvP Free for All area, so there might be other players who are trying to open it first...

## **Elemental invasions!**

Invasions by elementals at different locations on Kalimdor have reportedly been occurring sporadically every few days. Concerned adventurers should investigate Silithus, Un'Goro Crater, Azshara, and Winterspring to counter these incursions.

## **Children's Week**

Children's Week is celebrated in Orgrimmar and Stormwind City at the start of May and lasts for a week. It is a time to give back to the innocents of war: the orphans!

## **All Hallows' Eve**



In the run up to Halloween towns become festooned with candles and eerie-looking pumpkin heads and seasonal decorations. If you speak to the Innkeeper he'll even offer you the chance to play Trick or Treat. Select Trick or Treat from the Innkeeper's menu and one of a few things could happen. Here you can see I changed from an Orc into this black-clad Ninja for 60 minutes. Another shot of a demon gnome. Other times you can receive a goody bag which can contain a small gift such as a face mask or a magical wand. You can bob for a stack of apples too which will give you extra attribute bonuses.



In addition to Trick or Treating you can complete a quest. Hallows' End Treat for Spoons for Horde and Hallows' End Treat for Jesper for Alliance. Both quests will task you with performing various emotes for people in other towns. Once you've done that and returned to Spoons or Jesper you'll be rewarded with 30 Hallows' End Pumpkin Treat.

## **Lunar Festival**

Between **January 27th and February 14th** World of Warcraft celebrates the Lunar Festival. Preparations begin on the 27th and the celebrations occur in Stormwind (Elwynn), Thunder Bluff (Mulgore), Booty Bay (Stranglethorn) and Moonglade on 29th January (the lunar new year).

Decorations will be placed in every capital as well as in the regions of Nighthaven and Moonglade. Revelers celebrating the Lunar New Year will be spread throughout the world (the revelers are concentrated in Moonglade, except for those that show up for the fireworks shows in Stormwind/Thunder Bluff/Booty Bay); the lunar festival specific NPCs can be found in each capital and in Moonglade. There are also other NPCs - spread throughout the world - which are ghost-like elders that players must find and honor, as noted below.

The World of Warcraft Lunar New Year events focus on the celebration of the inhabitants of Azeroth's ancestors. Quests can be found throughout the world offering holiday-related items such as fireworks and other memorabilia to celebrate one's elders and ancestors. A number of Elders can also be found throughout the world of Azeroth and each time a player finds a new Elder, he or she will receive a token that can be redeemed for special holiday related items

Some holiday Items that players may recognize from the real world's Chinese New Year include:

- A variety of rockets and fireworks
- Festival Dumplings
- Costumes that depict festive Lunar holiday dresses and suits in a variety of colors besides red
- Recipes that will allow players to create red Lunar holiday clothing
- A special red lockbox with a surprise inside (Inspired by the "Hong Bao" that is given during Chinese New Year)
- And much more!
- Finally, there will be a large raid encounter boss that only appears during this time of year named Omen. Omen's appearance is closely liked to the Lunar New Year and new players will be excited to hear that this will be the only raid encounter where newbies will be able to participate fighting a raid style boss! Omen is inspired by the tale of "Nian" from Chinese lore. In the Chinese version of WoW the boss' name will be left as Nian.

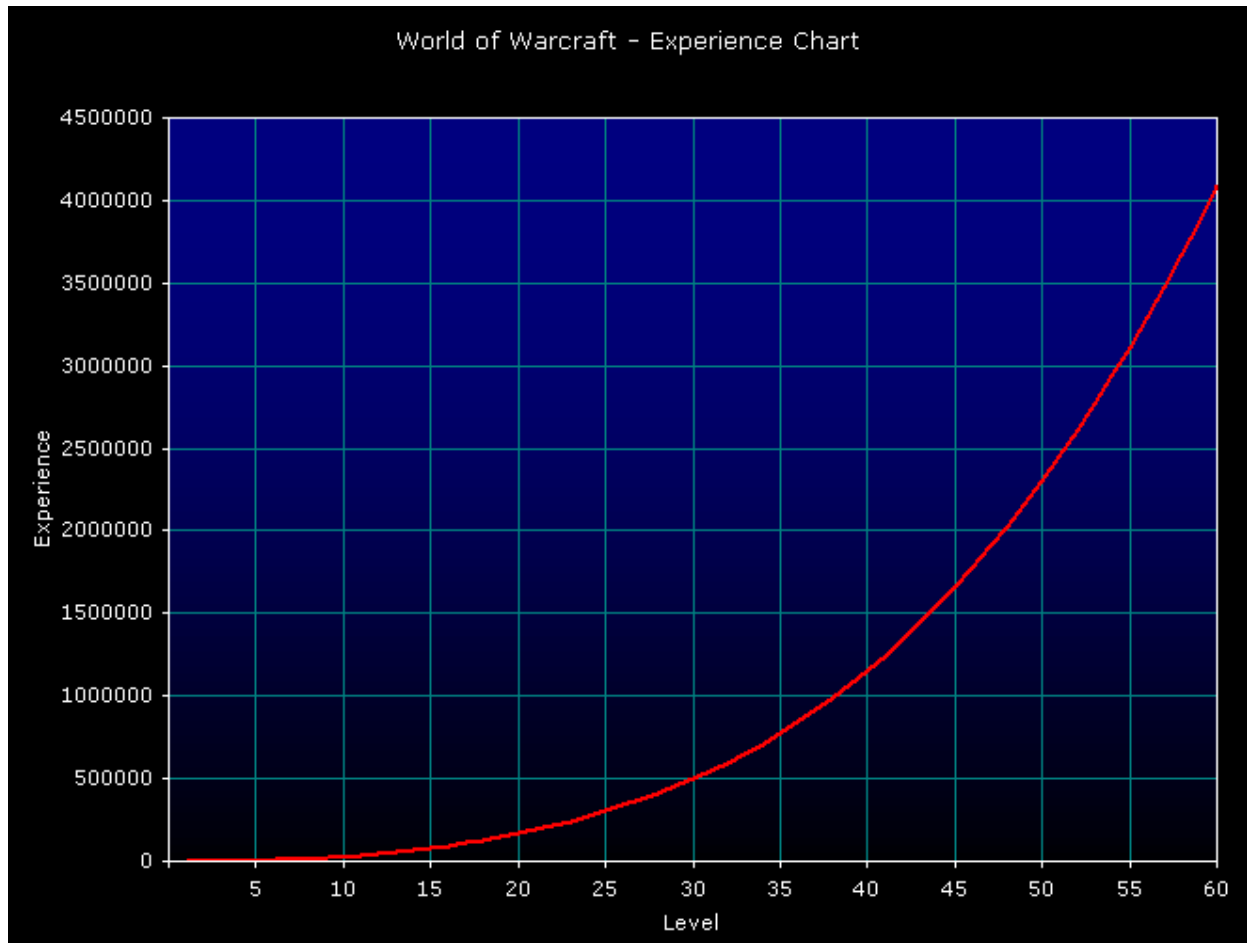
**On February 13th, one last firework** show will be held in Moonglade. This parallels the Chinese "Festival of Lanterns"; extra lanterns are spawned around Lake Elune'ara (the firework show occurs over the lake).

## Experience

Listed below is the amount of experience required by each player to achieve the next character level. There is also a graph showing the experience curve.

Level	Experience	Experience to Next Level	Level	Experience	Experience to Next Level
1	-	400	31	546400	50800
2	400	900	32	597200	54500
3	1300	1400	33	651700	58600
4	2700	2100	34	710300	62800
5	4800	2800	35	773100	67100
6	7600	3600	36	840200	71600
7	11200	4500	37	911800	76100
8	15700	5400	38	987900	80800
9	21100	6500	39	1068700	85700
10	27600	7600	40	1154400	90700
11	35200	8800	41	1245100	95800
12	44000	10100	42	1340900	101000
13	54100	11400	43	1441900	106300
14	65500	12900	44	1548200	111800
15	78400	14400	45	1660000	117500
16	92800	16000	46	1777500	123200
17	108800	17700	47	1900700	129100
18	126500	19400	48	2029800	135100
19	145900	21300	49	2164900	141200
20	167200	23200	50	2306100	147500
21	190400	25200	51	2453600	153900
22	215600	27300	52	2607500	160400
23	242900	29400	53	2767900	167100
24	272300	31700	54	2935000	173900
25	304000	34000	55	3108900	180800
26	338000	36400	56	3289700	187900
27	374400	38900	57	3477600	195000
28	413300	41400	58	3672600	202300
29	454700	44300	59	3874900	209800
30	499000	47400	60	4084700	-

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## Glossary of Terms

Working out chat and game abbreviations is no easy task, especially if you are new to the MMORPG genre. To help you understand what can seem like gibberish we have compiled this extensive glossary of common terms and WoW specific terms you should know.

### Locations

#### Cities

Org - Orgrimmar  
 UC - Undercity  
 TB - Thunder Bluff  
 IF = Ironforge  
 SW - Stormwind  
 DN - Darnassus

#### Towns

BB - Booty Bay  
 GG - Grom'gol Base Camp  
 HF - Hammerfall  
 LHC - Light Hope Chapel  
 RH - Razor Hill  
 RP - Refuge Pointe  
 SS - Southshore  
 TM - Tarren Mill  
 XR - Crossroads

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## Zones

AZ - Azshara  
BL - Blasted Lands (not Badlands)  
EPL - Eastern Plaguelands  
RR - Redridge Mountains  
SF - Shimmering Flats  
SoS - Swamp of Sorrows  
STV - Stranglethorn Vale  
TN - Thousand Needles  
WF - Westfall  
WPL - Western Plaguelands

## Instances

BFD - Blackfathom Deeps  
BRD - Blackrock Depths  
(U/L)BRS - (Upper/Lower) Blackrock Spire  
DM - Dire Maul  
RFC - Ragefire Chasm  
RFD - Razorfen Downs  
RFK - Razorfen Kraul  
SFK - Shadowfang Keep  
SM - The Scarlet Monastery  
ST - The Sunken Temple  
VC - Van Cleef (Deadmines)  
WC - Wailing Caverns  
ZF - Zul'Farrak

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## Common abbreviations and terms

**AC** Armor Class or Defense.  
**Add** An extra monster has joined an existing battle.  
**AOE** Area of Effect Damage. This is a spell that hurts a group of monsters in an area like Blizzard in Warcraft III.  
**AE** Area Effect Damage  
**AFK** Away from Keyboard. This means the player is away from their computer.  
**Aggro** This means the monsters are mad at you and you've "activated" them to attack you. They are now in the motion of trying to reach and attack you. "The Murloc aggroed on me!" or "The Murlocs will aggro if you get to close"  
**Aggro Radius** The radius around the monster where they will "wake up" and attack you.  
**Agi** Agility  
**BAF** Bring a Friend. This means an attacked monster will bring another monster into the battle with it.  
**BBL** Be Back Later.  
**Bind** Determines where you will respawn when you have died. "To Bind" means to set your bind point.  
**Buff** A beneficial spell cast on a monster or player. An example of a "buff" is the Priest's Inner Fire or Shaman's Bloodlust.  
**BRB** Be Right Back  
**BRT** Be Right There  
**BTW** By the Way

**Carebear** Player that prefers to help other players attack monsters rather than attack other players in player vs. player combat.  
**Caster** A character that is not a "Tank" such as a Mage.  
**CC** Copy that, Understood, Yes  
**Char** Character  
**Cheese** To exploit an imbalance in the game.  
**CoC** Code of Conduct. The rules for playing.  
**CON** Consider. The difficulty of a monster.  
**Critters** Monsters that don't attack back like a Bunny or Deer.  
**DD** Direct Damage. This is a spell that does all of its damage in one hit rather than spreading its damage over time.  
**Ding** Term used to tell the group/guild that the player has leveled. Used mostly by EQ veterans.  
**DMG** Damage  
**DOT** Damage over time  
**DPS** Damage per second  
**De-Buff** A negative spell cast on a unit that makes it less powerful. An example of a "de-buff" is Slow.  
**Exp** Experience  
**FH** Full Health  
**FM** Full Mana  
**GJ** Good Job  
**GM** Game Master. Someone employed by Blizzard Entertainment to assist and help players.

**Grief** Bad term to describe how someone can use in game mechanics to spoil or hinder another players fun. IE: Spam PKing or Training.

**GS** Goldshire

**GTG** Got to Go or Good to Go

**HoT** Heal Over Time

**HP** Hit points or Health

**IIRC** If I Remember Correctly

**IMHO** In My Humble Opinion

**IMO** In My Opinion

**Incoming (INC)** This means an attack is coming.

**Instancing** This is a dungeon where you will load into your OWN copy of the dungeon with your group. Only you and your group will be in your copy of the dungeon. Another group that enters the same area will enter their own copy of the dungeon.

**INT** Intelligence

**ISO** In Search Of

**Kite** Or Kiting, the act of killing a creature without getting into melee range with it using a hit-and-run technique of attacking then running away repeatedly.

**KOS** Killed on Sight. If an Orc goes to a Human Guard, the Guard would try to kill on sight (aggro).

**KS** Kill Steal. Try to steal another person's kill.

**LFG** Looking for a group.

**LMAO** Laughing My Ass Off

**LOL** Laughing Out Loud. Indicates something is really funny.

**LOM** Low on Mana.

**LOS** Line of Sight

**LOOT** To take the treasure from a monster that has been killed or from a chest.

**LVL** Level

**MMO** Massively Multiplayer Online

**MMOG** Massively Multiplayer Online Game

**MMORPG** Massive Multiplayer Online Role Playing Game

**MOB** Mobile or Monster. A creature created by the game.

**MT** Mistell. The tell was sent to the wrong person.

**Nerf** To make something less powerful.

**Newbie** A term that sometimes means new player but also is used to mean a player is not very good.

**Newb** Short for Newbie. See above.

**NM** Nevermind

**N00b** An incredibly uncool way to say newb. Don't use it.

**NP** No Problem

**NPC** This is a non player-controlled character. The characters are controlled by the server or realm. A "computer" character.

**Nuke** A spell that does massive damage.

**O.o** Carebear/Newb. This is a "graphical" representation of a cock-eyed newb/carebear expression after being pwned by the 1337 player killers.

**OMG** Oh My God

**OMW** On My Way

**OOM** Out of Mana. People say this to let their party know they are out of mana and can't cast any spells, especially healing.

**Own** To beat someone

**PC** Player controlled character

**Pet** a NPC controlled by a player such as a Wolf, Infernal, and so on.

**PK** Player Kill

**Plz** Please. If you're asking someone for something, you'll get farther by spelling out the full word.

**Puller** Person who pulls.

**Pulling** One of the players in a party heads out and leads one or more of the monsters back to the party so that they can attack them. The idea is to prevent too many monsters from attacking at once.

**Primary Assist** Used on raids to tell everyone who they should be assisting. Also called "Main Assist"

**PvE** Player vs. Environment (monster)

**PvM** Player vs. Monster

**PvP** Player vs. Player. This means for one player to attack another player.

**Pwn** See 'Own'

**Raid** A raid is a large-scale attack on an area by a group of players.

**Rdy** Ready

**Release** To click "release spirit" to resurrect at the Bind Stone

**Re-Spawn** A monster that has been killed has spawned (been created) again.

**RL** Real Life (as opposed to the game world)

**ROFL** Rolling on the Floor Laughing

**ROFLMAO** Rolling on the Floor Laughing My Ass Off

**Sleep** Used to describe a line of spells that "lulls" or "hinders" target movement. IE: rooting, or mesmerize.

**Spawns** The location or process of monsters appearing when they are created in the world.

**SPI** Spirit

**STA** Stamina

**Stack** The Amount of items which stack into one slot.

**STR** Strength

**Strafe** To walk sideways to gain a vantage point on a target or dodge attacks.

**Tank** A melee character that can take a lot of damage like a Warrior.

**Tell** To send someone a message.

**Thx** Thanks

**Toe-to-toe** Melee combat

**Train** To lead monsters into another player. This is not desired behavior.

**TTYL** Talk to You Later

**Twink** Equipping a character with items more powerful than the character could have earned on his/her own.

**Uber** Very powerful

**WF** Westfall

**Woot** Term used to express joy or happiness.

**WTB** Want to buy

**WTS** Want to sell

**WTT** Willing to Trade or Want to Trade

**XP** Experience

**YW** You're Welcome

**Zerg** To rush with great numbers. Borrowed from Starcraft and the Zerglings.

## Gold Guides

### Basic Tips

- This one's really easy and should be done right from the start of the game. Choose the two primary professions, mining and skinning. While you're out and about, you can easily skin the animals. You're bound to eventually enter a mine which will have lots of minerals. Be sure to mine those ores. You can easily sell off these commodities to merchants or players.
- Make sure you grab quests at every chance you get. You can easily gain additional XP, gold, items and faction while you're levelling/exploring. You may even complete some of your quests with out even knowing because they normally require you to kill off mobs or require you to travel/speak to other NPCs. World of Warcraft's quests are more player friendly than other MMORPGs.
- Don't spend any money buying items, equipment or other accessories early in the game. Low level characters from 1–40 are not gear dependent. Along with that fact, you'll get a nice load of items from just completing quests, and save loads of money at the same time.
- While you're out levelling, there are certain monsters that have better drops than others. An example would be humanoids. They tend to drop more gold and items than any other creatures in Azeroth.

### Selling Traveller's Backpacks

A very quick and easy way to make loads of cash is to sell traveller's backpacks. For this you'll need two characters, one Horde, one Alliance. With your Alliance character, go to the auction house, and buy as many Traveller's Bags as you can afford. Then, fly to Tanaris, and put them up for auction with a very low buyout. Then very quickly log back onto your Horde character, and buy the bags. OK, as there are loads more Alliance players than Horde players, there are far more bags for sale and therefore they are much cheaper. Now, sell the bags with your Horde character. You

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should be able to make quite a bit of gold from doing this, and you could even use these principles of supply and demand to make money from other items if you wish.

## **Big Iron Fishing Pole!**

One of the best fishing poles in WoW is the **Big Iron Fishing Pole**. Anyone who wants to max out their fishing ability is going to need it at one point.

It only comes from one place and that is inside the cage traps on the ocean floor near the Horde town on the West coast of Desolace. If you head out near the town there (the area is green and grassy unlike the rest of Desolace) and go into the water directly west of the dock and swim down you will find traps littering the ocean ground there. When you open them you will either find shellfish, spawn a mob, or...get this rare fishing pole.

I was able to find 2 of these in a fair amount of time and guess what? They sell on my AH for over 25 gold!

## **Gold Dupes**

### **Double Your Gold**

I recently just duped about a 1000 Gold, and this is how you do it, I'm warning you now though, its not easy and only do it once...

1. Vendor all your gear, then send all your gold to a friend.
2. Log off and delete your character.
3. About 1 hour later, log on as a level 1 character, and page a GM with a reason why your account was deleted. For example: you got in a fight with your brother, so he deleted your character. However, DO NOT say that your account was hacked – Blizzard may launch a full investigation which will result in your account being frozen for weeks.
4. Give them about 8 hours, and they will restore your character back with all you gold. But they don't take away the gold which you sent to your friend, so just get him to send it back to you (and maybe give him a small percentage), and voila! You've doubled your wealth.

### **Alterac Valley Dupe**

Here is a nifty little bug, which **ONLY WORKS INSIDE ALTERAC VALLEY BATTLEGROUND**S. Here it is:

1. You, as a priest, mind control a player, then cancel the mind control.
2. Another priest mind controls that same player again.
3. Whilst they are mind controlling, you open a trade dialog with the other priest. Normally, this would result in a "player is busy" message. But not in this case.
4. While the trade window is open, trade X gold to the mind controlling priest. Complete the trade.

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5. When the other priest cancels the mind control, he will find that he has X more gold added to their stockpile, whilst you...LOST NONE!

Ctrl-Click [HERE](#) for loads more gold guides

## Instances

Although World of Warcraft is a persistent game world, there are areas of the game called instances. These are separate **private areas of the game** which you enter as an individual or as a party. These areas are usually part of several difficult quests and can be extremely large. Instances in WoW are indicated by swirling portals which can either be blue, green or red. Once you enter the portal, you will see a loading screen and once loaded you or your party will have entered your own special instanced zone.

### A blue instance portal



When you enter these areas, a fresh copy of the dungeon is created and populated with monsters. No other players are in this dungeon and only players in your own party may join your instance. Of course, there are other incarnations of the same dungeon where other groups of players are playing but you cannot interact or meet up with these other players when you are in your instance; your instance is your own or party's own private game area. This solves the problems of boss camping and kill stealing which are prevalent in many other MMOs because a copy of the dungeon (instance) is always created on demand for you or your party.

So what happens if you die? [Also see Death guide] Well ideally you would want a party member to resurrect you, this saves you having to make your way back from the nearest graveyard to the entrance of the instanced zone. Instances are usually tied to an extremely hard quest so it is more than likely you'll be in a party. If you're with a Priest, Paladin, Shaman or Warlock then make sure they are prepared to work together and resurrect other players should they die. If you can't be resurrected, then you need to make your way back to the instanced zone from the graveyard. When you enter the instance as a ghost, you are resurrected with half hp/mana inside the entrance of the instance.

So why have instances at all when this is supposed to be an MMORPG where players are all playing together? There is a reason behind instanced zones and that is to make these unique areas manageable for players. With instanced areas harnessing special quests or tougher monsters, it means they don't become overcrowded with different parties all fighting for the same goal. This prevents players in a party having to hang around for monster respawns for example. Instances also prevent the dreaded kill stealing scenario, there is nothing worse than another player taking the kill credit after all your hard work.

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Typically, most instances contain Elite quests, so it is advisable to form a group that has at least a healer and a tanker. Players should also try to gather all the quests related to a specific instanced dungeon before trying it otherwise they might have to return to it again at a later stage and repeat the whole dungeon. An average group instance (blue portal) takes between 1 to 3 hours to complete so make sure you have sufficient time. Additionally, players should make sure they have enough inventory space to store any loot that might drop before taking part.

Instances have their own zone chat. Most of the instances themselves are also considered Contested Territory (on the PvP server) but again, some are friendly to the Horde while some are friendly to the Alliance. Even so, which faction the instance belongs to bears no relevance completely. Both factions may enter and play the instances no matter which faction the instance belongs to, and since the 2 factions cannot group with each other, they will never enter the same instance. Still, this could lead to some possible group PvP encounters at the entrance area before the portal.

Every instance is "tied" to the party leader of the group on its creation. Should any player not in this person's group somehow end up being in the instance, he or she will be automatically teleported by the game servers to his Hearthstone bind point after 60 seconds. This can occur if a player leaves the party or the leader kicks someone out of the party. Many players use this mechanism as a "free teleport" at the end of an instance after killing the final boss by disbanding the group. This free teleport does not use the Hearthstone itself and hence does not activate its cooldown either.

Another rule on instances: A warlock cannot summon a player while inside an instance unless the target is already in the same instance (and partied). This means that the warlock will have to go outside the instance to summon a member of the group that is far away.

There are different types of instanced zones in World of Warcraft as we mentioned above, each different coloured portals represent a different kind of instance, blue for a group instance, green for a raid (multi-group) instance and finally red for a PvP Battlefield.

### **Group Instances**

Group instances are identified by their blue swirling portal entrances and contain scripted events and quests that are designed to provide a more satisfying game experience tuned for a group of 5 players in a specific level range. To skip these instances would be to miss a lot of special content so everyone is encouraged to set aside some time to enjoy them. Of course, players can always enter and complete the instances at a much higher level than the recommended level range, but the dungeon would not be as challenging and the loot would similarly not be as useful to a player of higher level.

Group instances are not permanent, when everybody leaves the instance, the instance will be deleted after some time (Blizzard states 30 min). This means that if your entire party dies, there will be ample time for everyone to reenter the same instance you died in. Should you wish to replay that instance again then you have to reform a new party outside the instance so that the game treats your group as a new party and spawn a

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new instance. Also, if you log off in an instance for more than 15 minutes and the instance resets, you will log back on at the beginning of the instance.

The following is a list of group instances currently available in the game listed with the recommended level range they are suitable for:

Instance Name	Level	Zone	Status
Ragefire Chasm	13-15	Orgrimmar (Horde only)	Horde
Deadmines	15-20	Westfall	Alliance
Wailing Caverns	15-21	The Barrens	Horde
Shadowfang Keep	18-25	Silverpine Forest	Horde
Blackfathom Deeps	20-27	Ashenvale	Contested
The Stockades	23-26	Stormwind (Alliance only)	Alliance
Gnomeregan	24-33	Dun Morogh	Alliance
Razorfen Kraul	25-31	The Barrens	Horde
The Scarlet Monastery	30-40	Tirisfal Glades	Contested
Razorfen Downs	35-40	The Barrens	Horde
Uldaman	35-45	Badlands	Contested
Maraudon	40-49	Desolace	Contested
Zul'Farrak	43-47	Tanaris	Contested
The Sunken Temple	44-50	Swamp of Sorrows	Contested
Dire Maul	55-60	Ferelas	Contested
Blackrock Depths	48-56	Between Searing Gorge and Burning Steppes	Contested
Blackrock Spire	53-60	Between Searing Gorge and Burning Steppes	Contested
Strathome	55-60	Eastern Plaguelands	Contested
Scholomance	57-60	Western Plaguelands	Contested

Bosses in these group instances drop loot from a very small loot table, typically no larger than 3 or 4 items. Hence if you are looking for a specific piece of equipment that only drops from one of the bosses in an instance, you will usually be able to obtain it within a few tries of the instance. All such loot from the bosses are Bind on Pickup.

## Raid Groups

Raid groups are groups of more than 5 people and are typically used to defeat unique challenges at higher levels. In WoW, up to 8 separate groups can be linked up to form a super-group of 40 players and such a group is called a raid group.

Raid group members cannot earn credit towards most non-raid difficulty quests, or more specifically, the ones involving killing creatures and collecting items. Raid

groups also grant substantially less experience for defeating monsters than normal groups. However, raids allow players to overcome challenges that might otherwise be nearly impossible.

What this means is that most of the quests in the game including the ones involving group instances cannot be completed simply by zerging them with a huge number of players. To be more specific, quests involving group instances must be completed by no more than 5 players since raid groups do not earn quest credit and neither can players bring other players into their own instance if they are not grouped. (Players in the instance which are not in the instance creator's group are automatically teleported to their bind point after 60 seconds.) This is done so that the group instance quests would not be trivialised by numbers.

## Raid Instances

Raid Instances are indicated by their red swirling portals at the entrance. These instances are designed for raid groups of anywhere between 20 players to 40 players.

The enemies in a raid instance are designed to be extremely difficult and require a raid group of experienced players to take down. Raid difficult quests with rare loot goes along with these instances and this prompts for a good amount of communication and cooperation among all the participating players.

In fact, some of these raid instances are so difficult that they require previous raid instances to be defeated allowing players to properly equip themselves for the next raid instance. Some of these instances also require "keys" to be obtained from various players and group instanced dungeons before players can even enter them.

When the final boss of an instance is defeated, the state of the raid instance along with the names all participating raid members are saved. For the next few days (length varies from raid instance to raid instance), these players would not be able to participate in the same raid instance again. Any attempt to enter the raid instance for these players will result in that player entering the copy of the raid instance in which the final boss was slain. Raid instances do not follow the rules of group instances which resets once 30 minutes have passed with nobody in it.

The following is a list of raid instances currently available in the game listed with the recommended level range and raid sizes they are suitable for:

Name	Level	Raid Size	Zone	Status
Onyxia's Lair	60	40	Dustwallow Marsh	Contested
Molten Core	60	40	Blackrock Depths	Contested
Zul'Gurub	60	20	Stranglethorn	Contested
Blackwing Lair	60	40	Blackrock Spire	Contested
Ruins of Ahn'Qiraj	60	20	Silithus	Contested
Temple of Ahn'Qiraj	60	40	Silithus	Contested

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More raid instances will be added in the future.

## Raid Calendar System

The raid-lockout system causes all instances to reset at a certain server time, regardless of when you were actually saved to the instance. The reset schedule is as follows:

- Molten Core: Every 7 Days, resetting during weekly maintenance
- Blackwing Lair: Every 7 Days, resetting during weekly maintenance
- Onyxia: Every 5 Days
- Zul'Gurub: Every 3 Days
- Temple of AhnQiraj (40-man): Every 7 Days, resetting during weekly maintenance
- Ruins of AhnQiraj (20-man): Every 3 Days

All resets will occur during off-hours, when the least amount of raids are active.

## Battleground Instances

Battlegrounds are easily identified by their red swirling portals, and provide an opportunity for everyone to participate in evenly matched PvP battles. Battlegrounds are available on both PvP, PvE and RP servers.

Read more about Battlegrounds.

## Common Instances

There is exactly one "instance" in the game where everybody in the world enters the same single instance (so it is not really an instance anymore since there's only one copy of it all the time) and that is the Deeprun Tram that runs between Stormwind and Ironforge. Players of both factions entering this white instance portal will all end up in the same single zone, grouped or ungrouped. Quite obviously, the Deeprun Tram zone belongs to the Alliance faction.

## To recap on Instances

- Only those in a party can enter the same instance.
- If no one in the party is in the instance for approx 30 minutes it will reset.
- If you die you will resurrect as you re-enter the instance regardless of where you died (unless another player resurrects you).
- You can still talk to people not in your group while you are in an instance.
- There are minimum level requirements on all instances.
- You can do an instance as many times as you wish.
- If you leave a group in an instance you can't complete quest objectives until you rejoin that group.

**Items**

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Items play an integral part of any RPG and WoW is no exception. Not only can they improve your character's performance, they also help drive any in-game economy via trading and auctions.

## Equipment Rarity






WoW features numerous items and the game conveniently colour codes all of them according to their rarity. This makes it easy for players to determine the relative value of any item in the game simply by looking at the colour of the item's name.



Poor Quality (grey) items are also commonly known as "vendor trash" among players and can be sold to the vendor for cash. There are no other uses for them and can be destroyed. Items which are used as components/reagents in a recipe are always marked as Common Quality (White) or better.

## Equipment Types

Items come in several types as well, and this can be mainly divided into equipable and non-equipable. Within the equipable, it is divided into Armor and Weapons. Players may wear 1 item each on the Head, Neck, Shoulder, Back, Chest, Body, Wrist, Hands, Waist, Legs and Feet. 2 items can be equipped on Fingers as well as 2 general Trinkets. There is a special item slot for wearing a guild Tabard as well, and this Tabard will be displayed on your chest and back (a cape on your Back will cover up the back Tabard though). As far as armor goes there are restrictions across the classes and the following is a list of what each class can wear. Some classes such as the Hunter and Shamans can start wearing Mail armor when they have reached level 40.

	Cloth	Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, Warrior
	Leather	Druid, Hunter, Paladin, Rogue, Shaman, Warrior
	Mail	Paladin, Warrior, Hunter (40+), Shaman (40+)
	Plate	Paladin (40+), Warrior (40+)
	Shield	Paladin, Shaman, Warrior

Weapons also come in many forms. Axes, Swords, Maces, Daggers and Fist Weapons are the main categories of melee weapons. Ranged weapons go into a second slot specifically for them, players do not have to swap equipment to use ranged and melee

weapons at the same time. Ranged weapons include Bows, Guns and Wands. Bows and Guns require ammo to use (they come in stacks of 100 or 200), and are also equipable in a special ammo slot.

Axes and Swords can be either 1-handed or 2-handed; all weapons will be clearly marked "**Main Hand**", "**Off-Hand**" or "**One-hand**" to indicate which hand they can be used in. Some classes may learn how to **dual wield** later on and use 2 weapons. The weapon in the off-hand will deal half its listed damage. Depending on your class, playstyle and situation, some players like to use a 1-hand weapon along with a Shield for defense, dual wield two 1-hand weapons for offense, or wield a weapon and hold an orb in the off-hand for stat bonuses.

For the non-equipable items, they can be potions, scrolls, mounts, pets, items with some effects (such as bombs). To use these items, you simply right click on it in your inventory. You can also drag them to your toolbar to hotkey them. Most of these items are also stackable, where you can have several items of the exact same name stacked into a single inventory slot. The number of items you can stack in a slot varies from item to item.

The non-usable items are usually trade goods and recipe components. There are some items that you must also have in your inventory for certain skills to work (for example, a skinning knife for skinning). Along your travels, you may also find books, letters, and many other interesting objects.

## What are Bound Items?

Blizzard has introduced a binding system to particular items.

- **Unbound:** These items are not restricted in any way and can be traded freely. Unbound items are not marked with any bound type.
- **Soulbound:** These items are permanently bounded to a player and cannot be traded to anyone else. To get rid of it, you can either sell it to a vendor NPC or destroy it.
- **Bind on Equip:** These items are treated as Unbound when they are first found and picked up and can be traded freely. Once a player has equipped it, it will change status into Soulbound. A warning popup will appear when a player tries to equip such an item.
- **Bind on Use:** As with Bind on Equip items, these items become Soulbound items once you have used it. The difference is trivial, since Bind on Equip refers to equipable items (such as Armor and Weapons) while Bind on Use refers to non-equipable items (such as Pets and Mounts).
- **Bind on Pickup:** An item marked Bind on Pickup will become Soulbound once a player loots it from a NPC corpse in the loot window. This means in a party/group situation, players have to discuss quickly who gets to loot the item in question. A warning popup box will also appear when trying to loot such items.

This system allows a sustaining economy, especially with regards to lower level equipment. After items have been bound to a player, if he finds a better replacement, the only alternative for the older weapon is to sell it (to an NPC), destroy it, or

disenchant it. This keeps the low level economy in business all the time as low level equipment is constantly being destroyed all the time instead of passing them on to another player.

Rare loots can be generally classified into 2 types. Random drop (it has a random chance to drop from a few monsters), or Instance-Boss drop. Random drops are generally Bind on Equip and hence tradable. The bosses in instances however drop from a very small loot table, typically 2 to 4 items only, so players are almost always able to get the item they want after making a few trips into the instances. This equipment is always Bind on Pickup.

## Quest Items

Often, NPCs will give you quests to collect or obtain certain items. These items are marked Quest items and they cannot be traded. These items are not lootable (they do not even appear in your loot box) if you do not have the associated quest in your quest log.

## Stacking Items

Some items are small and are stackable such as cloth and herbs. Items of the same type automatically stack together in the inventory where applicable. Depending on the item, some items can stack to piles of 5, 10, 15 or even 20 in a single inventory slot. To combine two stacks together, simply drag one stack on top of the other. To split up a stack of items into 2 stacks, shift+click the stack and a popup box will appear asking you how you many items you wish to split away from the stack.

## Player Created Items

<Made by Versus>

As WoW features crafting of items via trade skills such as leatherworking or blacksmithing, players can create numerous items by themselves assuming they have the appropriate resources to do so. Items created by a player are labeled with the name of the person who created the item (as above). The player's name stays with the item even when traded with another player.

## Set Items

In WoW, some of the equipment you find could belong to a set. Generally wearing items from the same set will give your character a look that is matching, so if you want to appear in equipment that is all of a certain colour, you might want to get the equipment from a set. For example, there is the Thunderscale set, where players can find Thunderscale Buckler, Thunderscale Gauntlets, Thunderscale Leggings and many others. Set items can contain partial bonuses based on the number of items you have in the set. The more items, the better the bonus and each new item you add to set will change the bonus you receive.

Example of **Necropile set**:

2 pieces: +5 Defense

3 pieces: +5 Intelligence

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4 pieces: +15 All Resistances  
5 pieces: +12 Spell Damage / Healing

#### Warlock

Dreadmist Raiment (Superior-Blue)  
Felheart Raiment (Epic-Purple)  
Nemesis Raiment (Epic-Purple Tier2)

#### Druid

Wildheart Raiment (Superior-Blue)  
Cenarion Raiment (Epic-Purple)  
Stormrage Raiment (Epic-Purple Tier2)

#### Paladin

Lightforge Armor (Superior-Blue)  
Lawbringer Armor (Epic-Purple)  
Judgement Armor (Epic-Purple Tier2)  
(Not sure on the tiers on these, im horde, so im basing this off what we see drop)

#### Warrior

Battlegear of Valor (Superior-Blue)  
Battlegear of Might (Epic-Purple)  
Battlegear of Wrath (Epic-Purple Tier2)

#### Priest

Vestments of the Devout (Superior-Blue)  
Vestments of Prophecy (Epic-Purple)  
Vestments of Transcendence (Epic-Purple Tier2)

#### Rogue

Shadowcraft Armor (Superior-Blue)  
Bloodfang Armor (Epic-Purple Tier2)  
Nightlayer Armor (Epic-Purple)

#### Shaman

The Elements (Superior-Blue)  
The Earthfury (Epic-Purple)  
The Ten Storms (Epic-Purple Tier2)

#### Mage

Magister's (Superior-Blue)  
Arcanist Regalia (Epic-Purple)  
Netherwind Regalia (Epic-Purple Tier2)

#### Hunter

Beaststalker Armor (Superior-Blue)  
Dragonstalker Armor (Epic-Purple Tier2)  
Giantstalker Armor (Epic-Purple)

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All classes have 3 sets, the blue set and a tier 1 and tier 2 epic set. Tier 2 epics are not yet in the game except for pants from Ragnaros and helms from Onyxia.

## Placing Items

When you pick up or trade for an item, it appears in your inventory. To equip an item simply drag it onto your character's avatar on the main character screen. Each item fits in a specific slot, so for example a shirt can only be placed in the shirt slot on the character screen. When equipped on your character the item does not take up an inventory or bag slot.

Note: Not all equipped items will show on your in-game character, objects such as rings are too small to show on your character.

## Durability

Most items in the game have durability and items will decay slowly when you use them in combat. You won't lose the weapon or armour when the durability reaches zero but you will have to repair the items at NPCs such as weaponsmiths, blade merchants, staff merchants etc. When the item durability runs low, a small paperdoll portrait appears in the top right of the screen right underneath the minimap highlighting the item position(s) that need repairing. The item's colour changes from yellow to red on the paperdoll as the item durability runs down. Blizzard aims to have a situation such that a player would not need to visit a town to repair equipment more than once every two days or so.

- All armor and weapons have durability, but not trinkets, cloaks, shirts, guild tabards, necklaces and rings.
- Items remain at full effectiveness until they have no durability. Their power does not degrade.
- Items cannot permanently break.
- All armor/weapon vendors can repair durability in exchange for cash.
- When an item reaches zero durability, it no longer gives the player any benefit; it acts as though it does not exist until repaired.
- Professions cannot repair durability, but Blizzard will discuss ways for the professions to interact with them in the future.

## Trading Items

Items can be traded between two players using the direct in-game trade interface. For more information on this view the interface section. Players can also place their items up for auction.

To make trading easy, items can be linked into the chat directly so that other players may click on the text and see a popup of the item you are trying to trade. This is also useful for showing others what equipment you have. When players loot items, the looted item is shown to all players in the party as well, allowing others to click on the link text instead of asking the stats of the looted item. To link an item, simply Shift+Click it while typing a chat message. Players can link Bind on Pickup items

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from the loot window as well without actually looting it. WoW also features an Auction House where players can place items on auction for a few hours.

## Key Binds

In the options menu, players can easily rebind and remap all of the hotkeys to their convenience. The following lists all the default settings in the game. Some functions do not have any keys bound by default.

Command	Key 1	Key 2
<b>Movement Keys</b>		
Move Forward	W	Up Arrow
Move Backward	S	Down Arrow
Turn Left	A	Left Arrow
Turn Right	D	Right Arrow
Strafe Left	Q	
Strafe Right	E	
Jump	Spacebar	Num Pad 0
Toggle Sit/Stand	X	
Sheath/Unsheath Weapon	Z	
Toggle Autorun	Num Lock	Mouse Button 4
Pitch Up	Insert	
Pitch Down	Delete	
Toggle Run/Walk	Num Pad /	
Follow Target		
<b>Chat Functions</b>		
Open Chat	Enter	
Open Chat Slash	/	
Chat Page Up	Page Up	
Chat Page Down	Page Down	
Chat Bottom	SHIFT-Page Down	
Chat Reply	R	
Combat Log Page Up	CTRL-Page Up	
Combat Log Page Down	CTRL-Page Down	
Combat Log Bottom	CTRL-SHIFT-Page Down	
Toggle Combat Log	SHIFT-C	
<b>Action Bar Functions</b>		
Action Button 1	1	
Action Button 2	2	
Action Button 3	3	
Action Button 4	4	
Action Button 5	5	
Action Button 6	6	
Action Button 7	7	
Action Button 8	8	
Action Button 9	9	
Action Button 10	0	
Action Button 11	-	
Action Button 12	=	
Self Action Button 1	ALT-1	
Self Action Button 2	ALT-2	
Self Action Button 3	ALT-3	

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## World Of Warcraft Guide

Self Action Button 4	ALT-4	
Self Action Button 5	ALT-5	
Self Action Button 6	ALT-6	
Self Action Button 7	ALT-7	
Self Action Button 8	ALT-8	
Self Action Button 9	ALT-9	
Self Action Button 10	ALT-0	
Self Action Button 11	ALT--	
Self Action Button 12	ALT-=	
Special Action Button 1	CTRL-F1	
Special Action Button 2	CTRL-F2	
Special Action Button 3	CTRL-F3	
Special Action Button 4	CTRL-F4	
Special Action Button 5	CTRL-F5	
Special Action Button 6	CTRL-F6	
Special Action Button 7	CTRL-F7	
Special Action Button 8	CTRL-F8	
Special Action Button 9	CTRL-F9	
Special Action Button 10	CTRL-F10	
Secondary Action Button 1	CTRL-1	
Secondary Action Button 2	CTRL-2	
Secondary Action Button 3	CTRL-3	
Secondary Action Button 4	CTRL-4	
Secondary Action Button 5	CTRL-5	
Secondary Action Button 6	CTRL-6	
Secondary Action Button 7	CTRL-7	
Secondary Action Button 8	CTRL-8	
Secondary Action Button 9	CTRL-9	
Secondary Action Button 10	CTRL-0	
Action Page 1	SHIFT-1	
Action Page 2	SHIFT-2	
Action Page 3	SHIFT-3	
Action Page 4	SHIFT-4	
Action Page 5	SHIFT-5	
Action Page 6	SHIFT-6	
Previous Action Bar	SHIFT-Up Arrow	SHIFT-Mouse Wheel Up
Next Action Bar	SHIFT-Down Arrow	SHIFT-Mouse Wheel Down
<b>Targeting Functions</b>		
Target Nearest Enemy	Tab	
Target Previous Enemy	SHIFT-Tab	
Target Nearest Friend	CTRL-Tab	
Target Previous Friend	CTRL-SHIFT-Tab	
Target Self	F1	
Target Party Member 1	F2	
Target Party Member 2	F3	
Target Party Member 3	F4	
Target Party Member 4	F5	
Target Pet	SHIFT-F1	
Target Party Pet 1	SHIFT-F2	
Target Party Pet 2	SHIFT-F3	
Target Party Pet 3	SHIFT-F4	
Target Party Pet 4	SHIFT-F5	
Target Last Hostile	G	
Assist Target	F	
Show Name Plates	V	
Attack Target	T	
Pet Attack	SHIFT-T	
<b>Interface Panel Functions</b>		

slide12345678

## World Of Warcraft Guide

Toggle Character Pane	C	
Toggle Backpack	B	F12
Toggle Bag 1	F8	
Toggle Bag 2	F9	
Toggle Bag 3	F10	
Toggle Bag 4	F11	
Open/Close All Bags	SHIFT-B	
Toggle Spellbook	P	
Toggle Pet Book	SHIFT-I	
Toggle Talent Pane	N	
Toggle Pet Pane	SHIFT-P	
Toggle Reputation Pane	U	
Toggle Skill Pane	K	
Toggle Quest Log	L	
Toggle Game Menu	ESCAPE	
Toggle Minimap		
Toggle World Map Pane	M	
Toggle Social Pane	O	
Toggle Friends Pane		
Toggle Who Pane		
Toggle Guild Pane		
Toggle Raid Pane		
<b>Miscellaneous Functions</b>		
Minimap Zoom In	Num Pad +	
Minimap Zoom Out	Num Pad -	
Toggle Music	CTRL-M	
Toggle Sound	CTRL-S	
Master Volume Up	CTRL++	
Master Volume Down	CTRL--	
Toggle User Interface	Alt-Z	
Toggle Framerate Display	CTRL-R	
<b>Camera Functions</b>		
Next View	End	
Previous View	Home	
Zoom In	Mouse Wheel Up	
Zoom Out	Mouse Wheel Down	
Set View 1		
Set View 2		
Set View 3		
Set View 4		
Set View 5		
Save View 2		
Save View 3		
Save View 4		
Save View 5		
Reset View 2		
Reset View 3		
Reset View 4		
Reset View 5		
Flip Camera		

## Macros

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## What are macros?

Macros are a way to do various things in-game with one button click.

For example: A simple speech macro for when you log on with and you want to greet your guild.

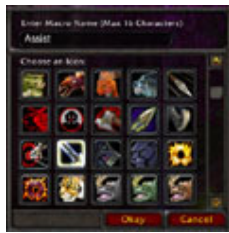
Instead of typing /g and then typing "Hello everyone" or something of that nature you create a macro that will say "hello everyone" in guild chat with the click of one button.

## How do you create a macro?

To create a macro, do the following:

Type /macro, /m, or click on the Macros button in the Main Chat Menu. A box will appear with your current macros. You should have no macros to start.

Click on "New" at the bottom of that box. Another box will pop up, with a place to enter the macro name and a choice of an icon for the macro.



Name your macro. Select a name that will make sense to you when you see it again. For example, "Assist". Select an icon. Let's pick a sword.

Select "Okay" - You should now see the icon you selected (sword) along with your icon name in your current macros box (assist). Now Left-Click on the assist icon to highlight it. There is a button there to change the name or icon for your macro if you later decide to rename it or select a different icon. Once your assist icon is highlighted, move your mouse pointer into the "Enter Macro Commands" box. This is where you can type what you want the button to do when you press it. You will need to add a "/;jsessionid=2F9C80DBD07487F18658D0B92DBC21C9.app04 " in front of the command, if it is a slash command, just as you would enter in your text entry box. Type "/Assist Nebu".

Move your mouse pointer back over the sword icon (assist) and left-click and hold down the button over the icon. Now, drag the icon over to an empty slot on your action bar. To use your new macro icon, press the number associated with that action button, or right-click on the button itself.

You now have a macro button that will assist another player (Nebu) in their attack. When Nebu attacks a player or monster, press your Assist macro button and you will automatically select the same target Nebu is attacking. ~ *Blizzard*

## Finishing Macros

When you are done editing or creating macros, click the "x" in the top right-hand side of the box to close the macro window.

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## Editing Existing Macros

Type /macro then left-click on the macro button you wish to change. You can now make changes in the "Enter Macro Commands" box. Click the "x" to close the macro box when you are done.

## Macro Limit

There is a character limit for each macro you create. If your message is too long, make it shorter!

## Some simple commands used in macros

### Targeting

**%t**

If you do not want to type out "There's a Murloc incoming" or someone in your party has a complicated name you cant type, like "Rêgïs" or something, you can use %t. When you send a message using %t, %t will take the place of your target. So if you make a macro "Watch out! That %t is near!" and you're targeting a Murloc, it'll appear as "Watch out! That Murloc is near!". Likewise if you have Rêgïs targeted, "/tell zekryn His name is %t" will appear "To [Zekryn]: This name is Rêgïs ".

### Attacking & Assisting

**/script AttackTarget();**

This will start attacking the target with your weapon.

By itself, it does not have much use because of all of the other skills used in battle and during PvP. But it gets put to better use when used with other macros, or as part of other macros

**/assist %t**

**/assist \*\*\*\***

These two are good if your a caster/ranger and stand in the back where your tank's back completely covers the enemy. /assist %t will change the target from the party member you're currently targeting to the mob they're fighting. The second one, /assist \*\*\*\*, replace the \*\*\*\* with the players name to target the mob whoever you have listed for \*\*\*\*. You can put the tank's name there so that you can automatically target whatever the tank is fighting.

**/script TargetLastEnemy();**

This is pretty handy for shamans/druids. If you heal someone and the mob you where attacking is hidden in a crowd, use this and it'll auto-target the last enemy you where fighting.

## **Bags, Bags, Bags and . . . More Bags!**

The most important thing to know first when dealing with bags and macros for them is Location.

First, let me explain how to figure the location of each of your items. Say you have a healing potion in the bottom most right hand corner of your mageweave bag. Lets look down at our tool bar. After our Latency bar, we have 5 slots for bags. The numbers go backwards:

|| [4] [3] [2] [1] [0]

First, let me explain how to figure the location of each of your items. Say we have a potion in the bottom most right hand corner of your Green Sack. Lets look down at our tool bar. After our Latency bar, we have 5 slots for bags. The numbers go backwards:

|| [4] [3] [2] [1] [0]

As you can see, our Backpack is 0. It will always be 0, since you can't move it. Now we see that our Backpack ID # is 0, Our Small Pouch is 1, Bag 2, Green Sack 3, and our small quiver is 4. So, we know our potion is in the green bag. So for location so far, we have (3,#). I said it's in the bottom most right hand corner, so looking at our Green sack, we can see that is 10. Our potion's location is (3,10).

### **Bag 0 Backpack**

[ 1][ 2][ 3][ 4]  
[ 5][ 6][ 7][ 8]  
[ 9][10][11][12]  
[13][14][15][16]

### **Bag 1 Small Pouch**

[ 1][ 2]  
[ 3][ 4][ 5][ 6]

### **Bag 2 Small Bag**

[ 1][ 2][ 3][ 4]  
[ 5][ 6][ 7][ 8]

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### **Bag 3**

#### **Small Bag**

```
[ 1][ 2][ 3][ 4]
[ 5][ 6][ 7][ 8]
```

### **Bag 4**

#### **Small Quiver/small bag/ammo pouch**

```
[ 1][ 2]
[ 3][ 4][ 5][ 6]
```

## **Putting Location to Use**

**/script PickupContainerItem(#,#);**

So you know how to find location, how can we use it? If you place our location of our potion in /script PickupContainerItem(#,#);, then when we use this macro, our potion then appears on our cursor.

5c. Open/Close all your bags

```
/script ToggleBag(0);
/script ToggleBag(1);
/script ToggleBag(2);
/script ToggleBag(3);
/script ToggleBag(4);
```

This is a handy little macro. When you run this, it will open all your bags. If you press it again, it'll close them all. Basically this just reverses what you have so if you have bag 1 and 2 open, and 0, 3, and 4 close, using this macro will close 1 and 2, and open 0, 3 and 4.

When looking at your characters equipment:

```
[ 1]*****[10]
[ 2]*****[ 6]
[ 3]*****[ 7]
[15]*****[ 8]
[ 5]*****[11]
[ 4]*****[12]
[19]*****[13]
[ 9]*****[14]
```

```
[16][17][18]<-[0]
```

0. Ammo

1. Head

2. Neck

3. Shoulders

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4. Shirt
5. Chest
6. Waist
7. Legs
8. Feet
9. Wrist
10. Hands
11. Finger
12. Finger
13. Trinket
14. Trinket
15. Back
16. Main Hand
17. Off Hand
18. Ranged Weapon
19. Tabard

**/script PickupInventoryItem(#);**

This is best paired with the bag use. The script above will equip whatever is on your mouse to the item selected. For example we're using a Sword and have an axe in our backpack (location 0,1). Looking back, we can take:

**/script PickupContainerItem(0,1); <- put in item location, 0,1**  
**/script PickupInventoryItem(16); <- put in equip location, 16**

Now we have:

**/script PickupContainerItem(0,1)**  
**/script PickupInventoryItem(16);**

Now when we press this macro, it'll replace our sword with the axe. The sword will be placed where our axe was, so if we press it again, our axe will be replaced with the sword.

**Switch to a 1H weapon and shield from a 2H weapon.**

**/script oi=(GetInventoryItemLink("player",17));if (not oi) then**  
**PickupContainerItem(4,1);PickupInventoryItem(16);P**  
**ickupContainerItem(4,2);**  
**PickupInventoryItem(17);end;**

This one should be exactly 167 characters. Note that this one can also be modified to switch from a Fishing pole to a 1H weapon and shield for those encounters with A Murloc, or Fluffy as we call him. Just be sure to include the correct container and inventory item numbers so it works right.

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## **Switch to a 2H weapon from a 1H weapon and shield.**

```
/script oi=(GetInventoryItemLink("player",17));if(oi) then  
PickupInventoryItem(17);PickupContainerItem(4,2);P  
ickupContainerItem(4,1);  
PickupInventoryItem(16);end;
```

This one should be 162 characters.

## **Pets**

### **Pet Attack**

```
/script PetAttack();
```

Useful for Hunters attach this macro with Concussive Shot so that when used, your pet attacks.

Target Pet's Target

```
/script TargetUnitsPet("Player");
```

This will simply target what your pet is targeting.

### **Feed Pet**

```
/cast Feed Pet
```

This works just like the ability feed pet, but i you add Item Location:

```
/cast Feed Pet  
/script PickupContainerItem (0,1)
```

This will automatically feed your pet the item in Backpack, slot 1. It's very useful, as I don't have to search for the right food, then click my pet.

### **Warlock cast fear, pet stops**

```
/cast Fear(Rank #)  
/script PetFollow();
```

Using this, you'll cast Fear and your pet will turn and sit beside you.

### **Warlock Pets**

Tells the Succubus to attack the target so you can assist it later, makes her cast seduce on the target, and you cast Curse of Shadows which greatly improves seduce times.

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```
/party Seducing %T - Don't attack the mob with the hearts! <3 <3  
/script PetAttack();  
/script CastPetAction(6);  
/cast Curse of Shadow(Rank 2)
```

Casts Amplify Curse if spell is available - otherwise cast Curse of Agony.

```
/script local e, f, g = GetSpellCooldown(16, SpellBookFrame.bookType); if (f <=  
0) then CastSpellByName("Amplify Curse"); else CastSpellByName("Curse of  
Agony(Rank 5)"); end;
```

Casts immolate and gets pet to attack the same target

```
/script PetAttack();  
/cast Immolate(Rank 3)
```

Fel Domination/Summon

Imp

```
/script local e, f, g = GetSpellCooldown(89, SpellBookFrame.bookType); if (f <=  
0) then CastSpellByName("Fel Domination"); else CastSpellByName("Summon  
Imp(Summon)"); end'
```

VoidWalker

```
/script local e, f, g = GetSpellCooldown(89, SpellBookFrame.bookType); if (f <=  
0) then CastSpellByName("Fel Domination"); else CastSpellByName("Summon  
Voidwalker(Summon)"); end;
```

Succubus

```
/script local e, f, g = GetSpellCooldown(89, SpellBookFrame.bookType); if (f <=  
0) then CastSpellByName("Fel Domination"); else CastSpellByName("Summon  
Succubus(Summon)"); end;
```

Felhunter

Casts fel domination and summons pet of choice.

```
/script local e, f, g = GetSpellCooldown(89, SpellBookFrame.bookType); if (f <=  
0) then CastSpellByName("Fel Domination"); else CastSpellByName("Summon  
Felhunter(Summon)"); end;
```

5. This will target YOU, cast devour magic, then retarget what you were attacking.

```
script if (UnitCreatureFamily("pet") == "Felhunter") then  
TargetUnit("player");CastPetAction(4);TargetLastEnemy();end;
```

**Other useful Macros**

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### **Change your Macro page**

```
/script CURRENT_ACTIONBAR_PAGE = X;  
/script ChangeActionBarPage();
```

Change X to the Page.

### **Casting Spells**

Cast allows you to cast spells by name.

```
/cast (spell subtext)
```

Example: "/cast Fireball (Rank 1)". To add spell casting to a macro you can type it manually, or shift-click a spell in your spell book to add the proper /cast line to the macro.

### **Macro to show Map Location**

```
/script px,py=GetPlayerMapPosition("player")  
/script DEFAULT_CHAT_FRAME:AddMessage(format("[ %s ] %s ,  
%s",GetZoneText(),px,py));
```

Once you hit level 60 there is a Macro to join you to the LFG channel of your choice.

It does screw up your normal LFG channel, so if you are still gaining levels and going off to a zone to LFG for an instance in that zone you will be seriously handicapped. However, once you are 60, you will find that the Major instance runs are organised from the main Capitals for each faction.

Strat, Scholo, L&UBRS DME,W,N etc. all get tells from the capital, rather than the area the instance is situated in. If you want to quest and still be aware of any groups or raids forming open a macro and copy/paste the following:

```
/script JoinChannelByName("LookingForGroup - Ironforge", nil, 1);  
ChatFrame1.channelList[5]="LookingForGroup - Ironforge";  
ChatFrame1.zoneChannelList[5]=0;
```

or

```
/script JoinChannelByName("LookingForGroup - Orgrimmar", nil, 1);  
ChatFrame1.channelList[5]="LookingForGroup - Orgrimmar";  
ChatFrame1.zoneChannelList[5]=0;
```

Also, you will need to rejoin the channel each time you log in.

**Mail**

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Mail is the primary communication tool of the Internet so it seems logical that WoW would feature its own mail system. Also, in case you were wondering, the WoW mail system is in-game only, you cannot send mail to standard email addresses.

## How do I send Mail?



Throughout the game world there are mailboxes where players can collect their mail sent to them by other players. The mailboxes are in towns and around key areas such as Inns and Banks. You have to collect your mail from a mailbox by visiting one, there is no other way to check your mail.



So why would you use mail? Mail in WoW is useful for numerous reasons besides being a way to communicate

with your friends who may be offline. Not only can you send messages but you can also attach items to any mail you send. You can even mail items and cash to other characters on your account, provided they are on the same faction and same server.

There are 3 types of mail you can send in WoW:

**Normal Mail:** This contains a message and the recipient receives it instantly in his mailbox. This mail lasts for 30 days before it is automatically deleted.

**Package:** In addition to a message, you can attach an item to your mail. The recipient will receive the item in his mail after one hour of sending it. This mail (along with the item) also lasts for 30 days before it is bounced back to the sender.

Underneath the main message box there is a slot for an attachment. Open up your inventory and drag the item into the slot. This is useful for sending items from one of your characters to another (within the same faction and server).

If you do not type a subject for your email the system will automatically enter the item name as your email subject.

You can also send currency via the mail system by adding in the amount you wish to send into the currency denomination boxes.

**Cash on Delivery (CoD):** In addition to a Package mail, you may wish to receive cash in return for the item. Select the C.O.D (Cash on Delivery) option, enter the amount in gold, silver and copper and then the recipient of the mail will need to pay you that amount before they can get the item you've attached. The transfer of money is done automatically by mailing the cash back to the sender. CoD mails will last for 3 days and if it has not been opened, it'll be returned to sender.

It costs 30 copper pieces to send any mail, regardless if there is an attachment or not, however if you set it to C.O.D., the recipient pays it (if they accept your mail). You

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can't keep copies of mails that you've sent and you can't forward a mail you've received from one person to another, but you can keep copies of mails you have received in your inventory as the game will create an letter containing the text of the mail for you if you want such an item.

There are some rules with sending mail though. You must type a Subject and the target player to send to must exist. You cannot mail conjured items, quest items or soulbound items. You cannot mail someone who has placed you on their ignore list. And finally, there IS a limit to the amount of mail you can receive in your inbox before the excess gets bounced back.

	Normal	Package	C.O.D
Contains	Text Message	Text Message & Item/Cash	Text Message & Item with CoD amount
Transit Time	Instant	Instant if Cash-only, 1 hour if item	1 hour
Duration before Bouncing	30 days	30 days	3 days
Duration After Reading	3 days	3 days	3 days
Cost	30 copper (sender)	30 copper (sender)	30 copper (recipient)

## How do I receive Mail?



If you wish to check your mail you need to be at a mailbox in the game. Once the mailbox opens you will see a list of mail which you have not read or not yet deleted. Selecting the mail you wish to read will open another window to the right showing the body of the message. Read the message then reply, delete or close the mail.

An unread mail will stay in your box for 30 days after which it's returned to sender, once you've read it it stays there for a further 3 days. Move the mail to you backpack and then to your bank account if you wish to keep hold of the mail. The Delete option is not available if there is an item attached to the mail; instead a Return option allows you to return the item to the sender.



If you have unread mail a small mail icon will appear next to your minimap indicating that you have new mail.

## What else can I use the Mail system for?

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The Auction system is also tied to the game mail system. When you win an auction the item will be sent to your mailbox for collection. Should the item you placed for auction not be sold it will be returned to your mailbox and if you were outbid in an auction you will also be notified via the mail system along with your money returned. Similarly, if you successfully sell an item, the Auction House will also send the money to you via mail.

## **Where are Mailboxes located?**

As mentioned earlier, mailboxes are located at key locations, which means outside every inn and bank. Inns and banks are faction specific (a Horde player will not be able to use an Alliance Bank or gain any Rest Bonus in an Alliance inn), and so are mailboxes. Mailboxes look different depending on which town/city it is in but they are all easily identifiable.

Below is a list of mailboxes that we've found.

### **Horde**

- Arathi Highlands, Hammerfall, Inn
- Ashenvale: Splintertree, Inn
- Barrens: Crossroads, Inn
- Barrens: Camp Taurajo, Inn
- Desolace: Shadowprey Village, Inn
- Durotar: Razor Hill, Inn
- Durotar: Orgrimmar, Bank
- Durotar: Orgrimmar, The Drag, entrance to warrior sector
- Feralas: Camp Mojache, Inn
- Hillsbrad Foothills: Tarren Mill, Inn
- Hinterlands: Revantusk Village
- Mulgore: Bloodhoof Village, Inn
- Mulgore: Thunder Bluff, Elevation 1, Inn
- Stonetalon Mountains: Sun Rock Retreat, Inn
- Stranglethorn Vale: Grom'gol Base Camp
- Swamp of Sorrows: Stonard, Inn
- Tirisfal Glades: Undercity, #7, Trade Quarter
- Tirisfal Glades: Brill, Inn

### **Alliance**

- Darnassus: The Inn # 8, Craftmen's Terrace
- Dun Morogh: Ironforge, #3 The Commons
- Duskwood: Darkshire, Inn
- Elwynn Forest: Goldshire, Inn
- Elwynn Forest: Stormwind, Bank
- Redridge: Lakeshire, Inn

### **Both**

- Barrens: Ratchet, Inn

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- Stranglethorn Vale: Booty Bay, 2nd floor, Inn
- Stranglethorn Vale: Booty Bay, 1st floor, Bank
- Tanaris: Gadgetzan, Inn

### **To recap on Mailbox basics:**

- In-game mail system only
- Costs 30 copper to send mail
- Can only attach one item (or one stack of items) per mail
- Can send money with each mail
- Can send mail to another character (but not yourself) on your account (if in same faction)
- Can drag a piece of mail to backpack to store (they do not stack)
- Can't forward received mail to another user
- Doesn't save copy of sent mail
- Have 30 days to read the mail, otherwise it's returned to sender
- After reading, the mail is kept in your mailbox for 3 days
- Players on Ignore list will not be able to send mail to those ignoring them.
- You cannot mail Soulbound, Quest or Conjured items.
- You cannot mail to players from the opposing faction.
- You cannot mail a bag containing any items.
- Can also buy gift wrapping paper from trade goods vendors and wrap up their items in a nice box before sending them to the recipient!

## **Power Levelling**

This is the method the power levelers have used since closed beta. It is by no means the way to go if you want to maximize your experience in the game as this method will bypass almost all the content in the game and essentially ignore many of the fun, unique aspects of WoW. This is not recommended for new players and is meant for players who already have experienced the content and just want to level up an alt to play with their level 60 friends (ie. your level 60 instance group needs a priest and there are no priests to be had). As a benchmark to how successful you are with this, download [Cosmos](#) and use the clock feature to measure your xp/hour. At level 50 you should be getting about 40,000+/hour.

Below are listed the zones you should visit for power leveling:

**1-20:** Newbie lands, stick to the friendly zones (not contested). Just grind. The quests are a waste of time up to level 20 if you are focusing on maxing out xp per hour.

**20-26:** Wetlands quests and raptors/slime/orcs for grinding. Redridge mountain Lakeshire quests.

**26-30:** Duskwood quests and undead for grinding. Hillsbrad critter roamers for grinding.

**30-35:** Daggerspines in Hillsbrad right next to Southshore along the coast. Huge spawn, very fast respawn rate, easy mobs to kill. Purgation isle (island in the very far Southwest water area of Hillsbrad) also a nice secluded place you can grind on undead.

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**36-40:** Hillsbrad southshore quests. Desolace quests and kodo grinding for 36-38, then Undead Ravagers in the southeast for 38-40. Cresting exiles at the circle of outer binding in Arathi also for 37-41; extremely easy mobs with a fast respawn. Alterac ogres from 35-40 for grinding. Drywhisker kobolds in Arathi east of Hammerfall for 36-39 for grinding.

**41-45:** Hinterlands trolls, owl beasts, and wolves for grinding and quests. Badlands ogres, gnolls, and quests.

**45-48:** Tanaris quests and pirates on the eastern paninsula for grinding. Stranglethorn vale quests (only if you need rewards). Badlands greater elementals for grinding.

**48-52:** Felwood deadwood gnolls for grinding and quests from the sanctuary in the south. Blasted lands dreadmauls for grinding. Un'goro crater (best started at 50) for primarily quests and grinding off the plants and tar elementals. Azshara undead highbornes and thunderhead hyppogriffs for grinding.

**52-55:** Azshara blood elves for grinding. Burning steppes dreadmaul rock ogre caves firegut ogres (very low AC) for grinding. Felwood iron tree woods and cave for grinding (great spot). Western plaguelands questing for argent dawn and grinding on undead throughout the various camps.

**55-58:** Eastern plaguelands quests from the sanctuary, grinding on undead at the ruined towns. Winterspring grinding at winterfall village or Lake Kel'Theril undead highbornes (my personal favorite camp). Blackrock Stronghold in Burning Steppes for grinding.

**58-60:** The yeti cave in Winterspring, due Southeast of Everlook (very nice place). Grosh Gok compound ogres in Deadwind pass (great spot, no one knows about it). Eastern plaguelands Fungal Vale undead grinding and argent dawn token farming. Moonowls in northeast winterspring for grinding.

## Player Vs Player

World of Warcraft currently offers 3 types of server for players to play on, each offering a different ruleset in terms of how PvP is implemented in the game. These are called the "Standard Player vs. Environment Server" and the "Horde vs. Alliance Race War Server" which we will abbreviate to PvE and PvP (Player V Player) server respectively. On both servers, players will not be able to attack other players on their own faction other than through a duel, keeping in line with the game world and lore.

The PvE servers are further split into two - PvE standard and PvE Role-playing both have the same combat rulesets however players have an expectation to roleplay their character when typing text on a role-playing server. For simplicity in this guide both PvE servers will come under the one heading – PvE.

### Terminology

**Honorable Kill (HK)** - An honorable kill is gained when you kill an opposing faction member of a similar level. This varies and is very similar to the experience point system. Characters who are more than 12 levels lower than yourself at level 60 will not give you any HKs. This scales down slightly for lower level players. HK's give players Honor Points (HP) which are essential for progression in the PvP ranking system.

**Honor Points (HP)** - Honor points were formerly known as contribution points. Once a player obtains a HK he will be assigned some honor points. Honor points can be gained in three ways : (1) Killing players of a similar level to yourself. (2) Killing racial faction leaders. (3) winning objectives in battlegrounds / killing NPCs in Battlegrounds.

A level 60 player killing another level 60 player will get more honor points than a level 30 player killing another level 30 player. The only NPCs which give out honor are special faction NPCs you cannot gain honor from killing normal mobs / or normal NPCs.

**Dishonorable Kill (DK)** - A Dishonorable kill is obtained by killing a low rank NPC character from the opposing faction. These characters are usually quest givers, vendors etc. DK's reduce your PvP ranking significantly so they should be avoided at all costs. More on Dishonorable kills later on.

**Mobs** - Mobs is a term used to describe PvE opponents, for example spiders, kobolds, orcs etc. A mob is any computer controlled opponent.

**PvP Ranking System** - Players who compete in battlegrounds and who hunt down and kill players on the opposing faction will move up rank. The first level is rank 1, all the way up to rank 14. It should be noted that it is very difficult to do well in the PvP system unless you are very high level, 60 is recommended. That's not saying that your task to get to rank 14 at level 50 is not impossible, it's just it is very

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difficult and that your time would be best spent obtaining a high level before you participate in the PvP system full time.

**Battlegrounds** - Currently there are two Battlegrounds. Alterac Valley is located in Alterac and can be entered from either on site in person, or you can sign up through a Battlemaster at either Iron Forge (Alliance) or Ogrimmar (Horde). Warsong Gulch can be found on the border of Ashenvale forest and the Barrens and can be entered in a similar fashion.

**Warsong Gulch** - This is a 10v10 capture the flag style battleground on a fairly small map. This Battleground is designed for very fast play and can usually be won in around the 15-45 minute mark. More on WSG later on.

**Alterac Valley** - This is a 40 man v 40 man battleground and is designed for more strategic play where players can capture guard towers, graveyards and call in air strikes. Alterac takes a lot longer to complete, anywhere from 1 hour 15 to 6 hours depending on your team. It is also advisable to join Alterac during peak time as on some servers it can be hard to get in due to the 60 players required to start one.

## Special Note on DKs

***Q: I was in a raid group and my teammates killed a civilian & I got a DK***

Ok, there is only one way to get a DK. That is you must of taken part in killing the civilian. Case closed, however the following counts as taking part :

Healing a team mate who caused damage to the civilian, buffing a team mate who attacks a civilian , effects like sap, fear etc if used before the civilian dies.

If you just sit there and don't do anything you will not get a DK. So if you group with random players on a frequent basis just be sure to double check who you are healing or damaging / in case they are going for civilians.

## Player Vs Environment Servers

The PvE server is designed for players who wish to be able to play the majority of the game and quest peacefully without interference from other players, especially from the opposing faction. However, players will still be able to participate in PvP if they choose to do so, particularly in fair PvP battles when Battlegrounds is implemented. On this server, players from different factions may not attack each other unless the target player's PvP flag is enabled.

The following actions will enable a player's PvP flag on the PvE server:

- Attacking an NPC of the opposing faction (NPCs with a faction are clearly marked)
- Attacking a player who attacked an NPC
- Aiding a player engaged in PvP

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- Enable PvP by using the /pvp command
- Walking into an enemy faction city

Once PvP has been enabled by a player regardless of the method, it will remain in effect for five minutes and players from the opposing faction will be able to attack him.

Additionally, Area of Effect spells will not activate PvP. This means that if a player of the opposing faction with PvP enabled walks into your AoE spell effects while you are fighting monsters, your spell will not damage them and activate PvP for you. If your PvP flag is already on, your AoE spell will damage enemy players (those with PvP enabled) as normal.

The whole scoop is that you are not forced to participate in PvP unless you willingly join in such a fight. However, there will be times where some NPCs will not be available because they have been killed by the opposing faction. In such situations, players will have to wait for the NPC to respawn, which typically takes about 5 minutes. Note that it is illegal to camp and kill the same NPC repeatedly.

### **Player Vs. Player Servers**

The PvP server is designed for players who wish to be able to participate in PvP while adventuring throughout the lands. Players from opposing factions will be able to attack each other on sight in most parts of the world, lending to a much more rewarding and exciting experience because you are always constantly in danger of being attacked by other players. This is truly the World of Warcraft, where the races are in constant conflict with each other.

Some players will recognise this system of PvP as being Faction vs Faction (FvF). For the purposes of World of Warcraft, the FvF and PvP mean the same thing, even Blizzard calls their servers "PvP servers", it's just a matter of semantics.

However, there are many things to consider before deciding to play on the PvP server. You will be killed by players 30 levels higher than you. You will be corpse camped. Your questing might be disrupted completely. Hide and seek is a common game. If you are strongly against many of the unfair PvP combats and encounters that will occur randomly whenever Alliance and Horde players see each other, this server is not for you. While all this does sound discouraging, Blizzard has many policies against griefing.

On the PvP server, various zones will be designated as Friendly, Contested or Enemy territories, coloured Green, Orange and Red respectively. When you enter a new zone, you will be informed of its status. The mini-map is also colour coded to indicate who controls the current zone.

- Players in friendly territories are safe unless they decide to engage an opposing faction player in combat.
- Players in enemy territories will always be at risk and can be attacked by all players that belong in the territory.
- All players can be attacked in neutral (contested) territories.

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The following actions will enable a player's PvP flag for 5 minutes on the FvF server:

- Attacking an NPC of the opposing faction (NPCs with a faction are clearly marked)
- Attacking an enemy player
- Aiding a player engaged in PvP
- Enable PvP by using the /pvp command
- Entering or being in a contested or enemy territory

Starting regions between level 1-20 for each faction are designated green while every other region is orange. Whatever is green to you would be red to the opposing faction. The following 11 regions are designated to the two factions, 6 to Alliance and 5 to Horde. All other unlisted regions are Contested. This means that all players should be able to reach level 20 with minimal PvP interference.

Zone	Level	Faction	Notes
Elwynn Forest	1-10	Alliance	Human Starting
Dun Morogh	1-10	Alliance	Dwarf/Gnome Starting
Teldrassil	1-10	Alliance	Night Elf Starting
Loch Modan	10-20	Alliance	Dwarf Favoured
Westfall	10-20	Alliance	Human Favoured
Darkshore	10-20	Alliance	Night Elf Favoured
Tirisfal Glades	1-10	Horde	Undead Starting
Durotar	1-10	Horde	Orc/Troll Starting
Mulgore	1-10	Horde	Tauren Starting
Silverpine Forest	10-20	Horde	Undead Favoured
The Barrens	10-25	Horde	Horde Favoured

### Player Vs Player Rules (for all servers)

There are more special rules that apply only to the PvP server:

#### Death

Players that die in PvP will not suffer the 10% durability loss penalty that they would normally suffer from being killed by a PvE mob.

#### Spell Limits

Control spells such as Charm, Fear, and Stun are subject to diminishing returns. This means that if a second spell of the same type is used against the same player within 15 seconds of the first effect wearing off, the second spell's duration will be reduced by 50%, the third's duration will be reduced by 75%, and the player will be immune to the fourth casting. Other than this spell restriction, all spells function the same on players as on monsters.

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## Zone Under Attack Messages

When a NPC with a faction is attacked by a player, a "xxx is under attack" message is sent throughout the server to everyone on the server via two separate chat channels. By default they are both off; to join either type /join LocalDefense and /join WorldDefense. The first one only reports attacks in your current zone, the other reports all attacks in the world.

## Death Rush (FvF Server Policy)

A single player or a small group of players that die inside of an enemy city may not death rush more than two times. The defending players that are friendly to the city must fully eradicate the invading players in order to put this policy into effect. This policy does not go into effect if a member of the invading force resurrects dead party members back into the fight, since the party member was not fully eradicated from the area. The defending force must clearly demonstrate control of the area. Players that do not adhere to this policy will be asked to leave the area by a GM, but could be subject to further disciplinary action if the GM's instructions are not followed. Players must leave the area for a period of no less than one hour. This policy is subject to change in the future, as the PVP rule set may change.

**Hypothetical Example:** Jonny the Undead Mage (Horde) sneaks into Stormwind (Alliance City) with a raiding party. He and his party are able to kill an NPC that is important to the area. The defending Alliance players are able to kill Jonny and his party or force them to leave the immediate perimeter of the city. After Jonny and his party are eradicated, they decide to come back and attack more NPCs (possibly even the same NPC). According to this new addendum, Jonny and the rest of his party are not allowed to return to do this if he and all the members of his raiding party are eradicated twice. However, if Jonny's raiding party was never killed or forced to retreat, Jonny and the rest of his party can continue to fight in the area as long as they please.

This policy will be enforced on a case-by-case basis determined by the sole discretion of the GMs. This policy is not intended to prevent legitimate raids on an enemy city. This policy is only designed to address players who continually attack enemy towns by dying and returning to harass/grief other players.

A city is defined as any region with either Horde or Alliance guards.

- Death rushing is defined as repeatedly returning to an area after being killed.
- Eradicating is defined as fully defeating an opposing force by either killing the entire raiding party or causing them to retreat to a reasonable distance away from the city.

## Colour of Player's Name

Players in the game have their names (and clan name) floating above their avatars. This option can be turned on or off in the game options. When it is on, the names are colour coded to reflect the PvP status of a player.

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Colour	Status
<b>Dark Blue</b>	PvP flag is not enabled, you may not attack him. Usually seen on all players in your faction in a Green zone, as well as all opposing faction players in a Red zone.
<b>Light Blue</b>	PvP flag is not enabled, he is in your party, you may not attack him. Usually seen on players in your party in a Green zone.
<b>Yellow</b>	Target's PvP flag enabled, but yours is not so he cannot attack you. Attacking him will turn on your PvP flag and change all Yellow names you see to Red. Seen on enemy faction players in a Green zone. The target will see you as Dark Blue.
<b>Red</b>	Target's PvP flag is enabled. He is on the opposing faction and your PvP flag is on. Seen on all enemies if your PvP flag is on. The target will also see you as Red.
<b>Dark Green</b>	Target's PvP flag is enabled. He is on your faction, you may not attack him. Seen on all players on your faction with their PvP flag turned on. The target will see you as Green or Blue depending on your PvP flag.
<b>Light Green</b>	Target's PvP flag is enabled. He is in your party, you may not attack him. Seen on players in your party with their PvP flag turned on.

As a summary, only 3 colours can appear on opposing faction players, Dark Blue, Yellow, Red. Dark Blue means you cannot attack him, Yellow means you can attack him but he cannot attack you, and Red means you can both attack each other.

Similarly, 4 colours can appear on players on the same faction as you, Dark Blue, Light Blue, Dark Green and Light Green. You may not attack your own faction, so the colours merely indicate whether their PvP flag is on and whether they are in your party.

## Duels

At any time in your travels, you may opt to have a 1v1 duel with another player. You do this by selecting and walking up to him, right click on his portrait and choose the Duel option or by using the /duel command. A duel flag will then appear between him and you. If he accepts the duel, the battle will commence; he will turn hostile and his name will change colour to red. During this time, all combat rules specific to your server ruleset will apply, such as the spell limitations of control type spells on the PvP server.

The duel does not end until one of two things occur. When one player's hp is reduced to 1 or less, the result of the duel is announced to the area near the duel flag. No deaths actually occur and the defeated player is simply set to 1 hp. The duelling area is a large area of roughly 50 yards centered on the duel flag. If one player leaves the duelling zone for more than 10 seconds, he is considered to have forfeited the duel. Alternative, a player may also use /forfeit command. The results of this will also be announced to other players nearby.

There is no penalty for winning or losing a duel except that both parties have to spend some time after the battle to heal their hp and mana.

## **NPC Guard System**

Many NPCs in the game will have guards protecting them including quest givers and vendors. Some of these guards are clearly visible while others are summoned only when the NPC is attacked. Some of these guards will keep spawning regularly until the NPC is killed.

Since the introduction of the PvP system some NPCs from the opposite faction will come up with the civilian tag. Killing civilians will now result in a Dishonorable kill.

Guards all have very fast respawn rates. If you want them to stay dead for a longer period of time then don't loot their bodies. As soon as you loot a guards body that body will decay and spawn within minutes. By not looting bodies you can double the re-spawn time.

## **Rock, Paper, Scissors**

Game balance is of the utmost importance to Blizzard and they're approaching PvP with a rock, scissors, paper type solution so some classes will fare better against others in combat. It sounds unfair but Blizzard have made this decision to encourage teamwork and guild formation. A mixed team will always fare better than a team with only one character class. An example of this is that Priests can beat a Mage fairly easily however Priests find it much harder versus a Shaman.

This also allows for exciting gameplay as unlike other fast paced 3D multi player killing games it means that everyone doesn't have the same armor / weapons. It offers an entire new platform of tools to players to offer much more depth to player versus player combat.

## **Level-Based Combat**

PvP Combat in World of Warcraft will be mostly level-based, just like when fighting against monsters. Attacking players higher level than you will result in most of your spells being resisted. This means that a higher level player will always hold a combat advantage unless their levels are very close to each other. Blizzard is aiming for a system where 2 players of a certain level are roughly equal in combat versus one player that is 10 levels higher. There are currently no level restrictions on who you may or may not attack, Blizzard have suggested that there are no short term plans to introduce a system where high level players cannot attack low level players.

## **Arenas**

Arenas are places where players can meet up to battle in pre-arranged PvP battles which would be suited for guild vs guild combat. (although currently it isn't used for this) There are actually 2 known arena spots, one is located in Orgrimmar, the other in

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Stranglethorn Vale, near Grom'gol. These areas are currently designated to be Free For All (FFA) areas where anyone may attack any other person regardless of faction.

Currently the only Arena which is open is Gurubashi. Here players can compete every three hours for treasure which is dropped off by a pirate. This treasure is strongly fought after on all servers and contains items from around level 30-45 which is consistent with the level of mobs in STV. It has been noted that some level 50-54 items have dropped however this is much rarer.

If players wish they can team up to defeat a common enemy, typically this encounter lasts from 5-15 minutes, first one to the chest gets the contents there are no loot sharing rules even if you are in a party.

## Player Vs. Player Ranks & Rewards

There are currently 14 ranks in the player versus player system , these are:

Rank	Icon	Alliance Title	Horde Title	Reward
1		Private	Scout	Tabard
2		Corporal	Grunt	Team insignia trinket
3		Sergeant	Sergeant	Superior-quality cloak, 10% discount on all goods and repairs from your faction's NPCs
4		Master Sergeant	Senior Sergeant	Superior-quality necklace
5		Sergeant Major	First Sergeant	Superior-quality bracers
6		Knight	Stone Guard	Access to officer's barracks, officers tabard and potions
7		Knight-Lieutenant	Blood Guard	Superior-quality boots and gloves
8		Knight-Captain	Legionnaire	Superior-quality chest armour and leggings
9		Knight-Champion	Centurion	Battle standard
10		Lieutenant Commander	Champion	Superior-quality helm and shoulder armour
11		Commander	Lieutenant General	Commander's epic mount
12		Marshal	General	Epic-quality chest armour, leggings and boots
13		Field Marshal	Warlord	Epic-quality helm, shoulder armour, and gloves
14		Grand Marshal	High Warlord	Epic-quality weapon and shield

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## **So how do you progress up the rankings, and what do the items do?**

The most efficient way to move up the ranking is to farm Honor Points in the PvP Battlegrounds. Warsong Gulch is without a doubt the best way to do this. Remember diminishing returns apply to battlegrounds as well, that is the first kill will be worth 100% of the targets HP value, the 2nd time you kill the same person the kill is worth 75% of its HP value and so on all the way to 5th kill and beyond being worth no HPs.

Therefore if you play 3-4 Warsong Gulches in a row against the same players its actually not a good way to get Honor points due to the fact that most the kills you will be getting wont be earning you any honor. It takes 24 hours before the server considers the target to be a fresh target again.

The amount of time it will take to move up the ranks varies from server to server. There are no set hard and fast rules. Unlike for example experience which has pre determined levels – for example going from level 1 to level 2 requires 400 experience points. The honor system ranks you on how everyone else is doing.

Therefore on a hardcore server you may have to fight for weeks in battlegrounds just to get your first rank while on another server you might be entitled to your first rank after only 25 kills, and might go up 2 or 3 ranks in your first week.

Keep in mind that every week you need a minimum of 25 kills to get a PvP ranking. If you get less than 25 kills you will not be ranked for the week and will in fact loose rank. So to progress in the world you will need to compete in battlegrounds on a frequent basis and get 25+ HKs per week.

The first ranks are easy to obtain then it gets progressively harder as there can only be a few at the top, its almost like giant pyramid with the majority of the players around ranks 1-6.

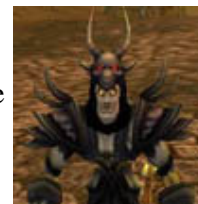
## **Rewards**

Rank 1 – Tabard – Nothing too exciting here just a stock standard blue tabard.

Rank 2 – Trinket – This is an exceptional item it has a slightly different use for each class, for a priest it allows you to automatically break a mage's polymorph, a rogue's stun and a priest's fear. This is one of the more useful trinkets in the game.

Rank 3 – Cloak – This is a blue quality cloak which suits your class. It is a fairly decent low level cape.

Rank 4 – 10 – Here you can start collecting the Rank I PvP combat set. These sets greatly enhance your pvp experience by granting you impressive stats and a set bonus. At rank 6 you also gain access to the officer barracks ( located in Ogrimmar for the horde and at Stormwind for the alliance).



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Rank 9 grants you the use of a battle standard this can be placed in combat and grants all allies 15% more HP for 2 minutes. Be sure to protect it as it can be taken out in combat ( like a Shamens Totem ) (It has 1500 HP)

Ranks 11-13 allow you to work towards your classes epic set items. Rank 11 grants you an epic mount and ranks 12-13 grant you access to your epic armour

And finally Rank 14 Grants you access to your Priests epic weapon, for Horde – High Warlord Staff and for Alliance – Grand Marshal's Stave.

## **F.A.Q**

**What happens if I don't get involved in any PvP for the week, or get less than 25 kills, do I keep my rank?**

No you don't keep your rank unlike experience which stays the same, PvP rank can go decline and you can loose a PvP ranking level The rate of decay is fairly minor though suffice to say that if you were rank 2-5 and you didn't participate for a few weeks that you would probably not loose any rank. In fact it could take a good couple of months to loose all of your PvP rank.

If you are at the top though and you don't compete for the week you could very well loose 1 or 2 ranks just like that, just because it is so competitive at the top.

Remember your goal every week should be to get 25 HKs if you don't then you wont get any Honor points for the week.

For example lets say you got 24 Kills for the week and 2,000 Honor points. The week ends and the server goes down for maintenance.

The following week those 2,000 honor points are wiped completely – meaning that they were worth nothing to you, so be sure to hit that 25 Kill target so that you will at least maintain your rank.

**How are HPs distributed in a raid?**

Very similar to experience points, everyone gets an equal share with minor adjustments based on level. The amount of damage you cause/heal does not impact on the amount of HPs you earn. Keep in mind though that like experience while you are in a raid that you will receive a reduced amount of HPs this is to signify the fact that playing in large groups is much easier than attacking either solo or small parties.

**On my travels I run into a friendly player who is fighting the opposition, should I join in?**

Definitely – if you join in by either healing the friendly player, or by causing damage to the opposing player you will get a HK and will get some Honor points. The amount depends on how much damage you caused and you level compared to your allies level. So you donot need to be in a party to get a HK, merely assisting in the kill will get you a HK. ( unlike PvE mobs which are tagged for one person/party only ) Remember even if you just heal your allied member you will get a HK, so Priests /

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Druids / Shammys / Pallies can also easily get a HK just for keeping your allied member alive.

**Ok, so I found an opponent fighting PvE and I can take him down easily, should I?**

Keep in mind that if a player is worth 100 HPs and he is at 20% health and you kill him then you will only get 20 HPs. The proportion of HPs assigned is in direct relation to the damage done, so if the mob has done most of the damage to the player then you wont get many HPs.

**Ok, so I found an opponent fighting PvE and I can take him down easily, should I?**

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**What happens to my PvP rewards if I go below the required rank?**

In patch 1.5.0 you were penalized and were no longer able to use them, now however in patch 1.6.0 it has been adjusted that once you obtain a certain rank and providing you purchase the rewards then you will be able to use the items even if you drop in rank.

**Is there any dishonor, for example if I kill players lower than me will I be penalized?**

No. You can kill any players that you feel appropriate to do so, the only way to get dishonor is to kill low level opposing faction NPCs. When you click on one of these NPCs the tag "civilian" will show up. Killing civilians impacts on your PvP "experience bar" instantly. Avoid killing civilians.

**When is the PvP experience bar updated and when do we level up?**

Once per week, depending on where your servers are located. When your server goes down for weekly maintenance and comes back up again your rank will be updated. Note that killing civilians will immediately reduce your rank.

**Argggghh a Horde/Alliance keeps killing me over and over what should I do?**

Your best bet here is to try the following:

1. Wait for a good 5 minutes before you spawn, hopefully in this time he will get bored and move on.

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2. Spawn at your graveyard and hearthstone out, try a different location. There should always be around three areas of an appropriate level to your level to quest in.
3. Ask for support using the local area defence channel, hopefully someone will come to your aid.
4. Sometimes just standing there and doing nothing will put them off from killing you. Gankers don't get much satisfaction killing players that don't do anything, its likely he will get bored and move on.

## Quests

### Introduction

World of Warcraft isn't all about fighting the bad guys and levelling up. To draw you into the world's story and encourage you to explore the vast continents, challenges can be accepted through a quest system. These can range from quick gathering quests to those that require you to complete a number of objectives to fully finish, to much lengthier endeavours requiring a group effort and many hours and days to complete. Many of these quests offer coveted items and a good amount of experience points on completion. This will satisfy players with only a few hours free gaming time a week and those with considerably more free time to play.

To ensure that players always have something to do, something to explore, WoW ships with over 2000 quests for players to do, and all of these help to build up an engaging environment in the world of Azeroth. The game is set in a time about 5 years after the end of Warcraft III: The Frozen Throne, and hence many of the story and quest elements take off from there.






### How to get Quests

All quests in the game cannot be accepted willy nilly, there are prerequisites needing to be met first. The level of your character, its reputation, race and class can play a part.

When walking into a town or area NPCs with quests for you will have a yellow exclamation mark above their head. Clicking on one of these NPCs will activate the quest window with a full description and brief overview and the rewards for completing the quest. There will be quests that list a selection of reward items so you can pick and choose which you prefer once you've completed the quest. Once you have accepted the quest, the full details will go into your Quest Log and you can refer to it at any time as you travel.

The table below details the different icons you can find **above some NPCs heads** and what they mean to your character.

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Icon	Meaning
	Has a quest for you now.
	Has a quest for you when you are a higher character level.
	You have an uncompleted quest to hand into this person.
	Return to them with a completed quest for reward or follow-on quest.
	Repeatable quest such as 'Water Pouch Bounty' in Gadgetzan.

There is a setting in Interface Options to set **Instant Quest Text**. This means when an NPC tells you the details of a quest it will pop into the window at once rather than slowly revealing the text.

Each quest log will give the title of the quest and a brief (usually 1 or 2 sentences) of what's required of you listed as a bulleted list of each item/task if necessary. This will change as you complete the objectives. Below that is a more detailed description with a bit of back story. Lastly, the quest reward items and/or money will be listed. Any experience earned by completing the quest is not displayed but it will display in your chat window and middle of the screen when you hand in the quest.

## When to do a Quest

Quests are a great way to explore the world and as all quests are level appropriate there's no danger of finding yourself way out of your depth as far as opponents are concerned.

However, if you get a quest at an early level, say 10, and you don't complete it until much later, say level 20, you will be rewarded the experience points of a level 10 character. The quests will not disappear from your Quest Log if you don't do them. For example if you're character level 33 you would best be adventuring in Desolace, Dustwallow Marsh, Alterac Mountains, Arathi Highlands and Stranglethorn Vale and picking up quests for Razorfen Kraul and Gnomeregan instances. Of course you can try higher level areas but take along a few friends if you do.



As with trade skill recipes quests are colour coded in your quest log in relation to your character level so you can determine which quests you should be doing now and which you should wait until you level up a little more.

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- **Gray** - Trivial. You will get reduced experience for doing this quest because it will be so easy for your character. The longer you leave it the less xp you'll get.
- **Green** - Easy for your character to complete.
- **Yellow** - Relatively easy for your character complete.
- **Orange** - Challenging.
- **Red** - Very challenging. Take a friend, actually take two.
- **Dungeon** - Instances such as Zul'Farrak, Deadmines, Scholomance or Maraudon.
- **Elite** - Requires a group to complete.
- **Raid** - Requires a large group.

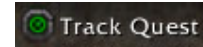


Some quests can also be on a timer, the 'race against time' element adds some excitement. If you find yourself running out of time you can abandon the quest and re-request it again. The clock (as seen above) will sit just below your minimap until the time runs out or you complete the quest. It starts ticking down the moment you accept the quest from the NPC.

When you near an NPC who you are to hand a completed quest in and you've completed the quest a yellow marker will appear on the minimap. If you hover over this it will tell you the name of the NPC.

## Tracking your Quests

You can track your quest through your Quest Log (Hotkey L) or you can track them in your game window. This means you don't have to keep opening your Log to see where you are in a quest. There are also UIs that you can add to your WoW directory that further help you manage and monitor quests in WoW. None allow you to store more than 20 Quests in your log however.



There is a limit of 20 quests you can store in your quest log. Due to this, it is wise to try to complete all the quests in one area before moving on to the next one. Do not be afraid to abandon quests and go back to do them later, as you go along, you will learn how to manage your quests better, and obtain several quests involving the same monsters or region before doing them.

## Types of Quests

There are so many different quests in WoW that this is actually a difficult question to answer. The most common ones involve killing certain enemies to collect certain items or simply to kill a certain number of some monsters. There are **delivery** quests that take you from place to place and lead you to new areas to explore, some of these are actually letters that you can read.

The more unusual quests include **escorting** NPCs from place to place, completing some objective within a time limit and **finding a particular object** or location in the world. There are quests to **defend** waves of enemy attacks and quests to infiltrate fortified areas and destroy some books and other things. There are even quests that

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make use of emotes, and some of the puzzle and riddle quests will have players scratching their heads.

Many players may decide to adventure together with the common objective of completing a single quest. WoW handles item collection quests in the following manner. If the collection quest is to collect from normal monsters, each player would have to get that amount individually. However, if the item to collect drops from a named boss or monster, each and every player will get to loot the quest item. The game will generate one quest item per party member for such bosses. No more boss camping in order to get a quest item for each person in the group. The whole group will also get credit for killing the boss and not just the person who performed the killing blow.

Additionally, players will be rewarded for paying attention to their game environment. Some quests actually start from objects on the floor, and many towns have "**Wanted Posters**" that also start quests to hunt down some criminal.

A few examples of quests types are:

Strange Alliance - "Gain a Friendly reputation with the Gelkis, then speak with Uthek the Wise."

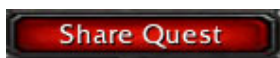
Compendium of the Fallen - "Retrieve the Compendium of the Fallen from the Monastery in Tirisfal Glades and return to Sage Truthseeker in Thunder Bluff."

Troll Temper - "Bring 20 Vials of Troll Temper to Trenton Lighthammer in Gadgetzan."

Grim Message - "Gather Witherbark Skulls and place on Nimboya's Pike. Place Nimboya's Laden Pike at one of the Witherbark Villages in the Hinterlands, then return to Nimboya in Stranglethorn. "

There are quests **specific to class or profession**, it's highly advisable to do quests of this nature, they will help you progress your chosen class and the professions you've opted for. Also, Cooking, Fishing and First Aid require you to complete quests in order to gain Artisan rank.

### Sharing Quests

 A party can share quests between them if they meet the requirements. Simply stand nearby your party member, click on the quest in your log and hit 'Share Quest'. If they meet the requirements the quest description will pop up on their screen and they can hit accept. This is great if your party member is out in the field and you don't wish to wait for them to return to town to pick up the quest.

You can also see which people on your friends list or in your guild share the quests you have when you're offline allowing you to co-ordinate efforts if you have particular quests you'd like to get complete that require more than one person to do so.

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There are restrictions to quest sharing. Quests that activate or start from items cannot be shared since the other person does not have that item. Additionally, only the first part of a multi-part quest can be shared.

You can see if anyone in your party has the same quest as you by the number in brackets next to the quest name in your Quest Log.

### Quest Rewards

Rewards are wide ranging, from equipment that is found nowhere else to useful items and potions, and even recipes for some tradeskills. All of these are also usually accompanied by a good amount of experience points and money. Other quests may have long term benefits to the player such as opening up new Gryphon routes making it easier to traverse the vast game world. Quests have other benefits by giving players new skills. For example, many of the classes have specific class quests in which players must complete in order to learn some of their more advanced skills.

### To recap on Quests

- You do not need to do every quest in the game.
- Can abandon a quest and re-request it later.
- Quest log can hold a maximum of 20 quests.
- Can share quests with party members as long as they meet the requirements.
- Quest rewards are soulbound so no trading, sell what you don't need to vendors.
- Quests are colour coded in relation to your current character level.
- Quest items will continue to drop as loot for as long as it takes all party members with that quest to collect what's needed.
- Some quest-related items classed as 'quest items' can be traded with other players.
- You can improve your reputation with certain factions through questing.
- If a quest objective is to kill a boss and you are dead, on your way back to your corpse, and the boss is killed, you will be credited with the kill. If you have resurrected but haven't made it back to the action and the boss is killed you will not be credited with the kill.
- If you need to free up space in your Quest Log abandon grey quests, by that stage the rewards won't be desirable and the MoBs you will need to kill to complete the quest will award no XP anyway.

## Races

[Blood Elves](#) | [Dwarves](#) | [Gnomes](#) | [Humans](#) | [Night Elves](#) | [Orcs](#) | [Tauren](#) | [Trolls](#) | [Undead](#)

### Races > Blood Elves



The Blood Elves will be available with the Expansion Pack to WoW, The Burning Crusade which is due for release end of 2006.

Thousands of years ago, the exiled Highborne landed on the shores of Lordaeron and founded the enchanted kingdom of Quel'Thalas. These high elves, as they called themselves, created a fount of vast, magical energies within the heart of their land - the Sunwell. Over time, they grew dependant on the Sunwell's unstable energies - regardless of the bitter lessons they'd learned in ages past.

During the Third War, the villainous Prince Arthas invaded Quel'Thalas and reduced the once-mighty realm to rubble and ashes. His undead army decimated nearly ninety

percent of the high elven population. In addition, he used the Sunwell's energies to resurrect Kel'thuzad - a powerful undead Lich - thereby fouling the Sunwell's mystical waters. The few elven survivors, realizing that they had been cut off from the source of their arcane power, grew increasingly volatile and desperate.

In the midst of the elves' darkest hour came Kael'thas Sunstrider - the last of Quel'Thalas' royal bloodline. Kael, as he was commonly known, knew that the remnant of his people would not long survive without the nourishing magics that once empowered them. Renaming his people blood elves, in honor of their fallen countrymen, he taught them how to tap into ambient mystical energies - even demonic energies - in order to sate their terrible thirst for magic. In search of a new destiny for his people, Kael'thas ventured to the remote world of Outland where he encountered the fallen night elf, Illidan. Under Illidan's tutelage, Kael and his blood elves have regained much of their former power.

Unfortunately, the blood elves' practice of embracing demonic energies resulted in them being shunned by their former comrades in the Alliance. Thus, the remaining blood elves on Azeroth look desperately to the Horde to help them reach Outland, where they can reunite with Kael'thas and achieve the golden destiny he promised them

**Start  
Location**

Sunstrider Isle, Plaguelands, Quel'Thalas.

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<b>Home City</b>	Silvermoon, Eversong Forest
<b>Classes</b>	Mage, Warlock, Priest, Warrior (last 2 to be confirmed)
<b>Mounts</b>	?
<b>Flight</b>	?
<b>Faction</b>	Horde {along with Orc Tauren, Undead & Trolls} Mana Tap : Drains mana from the enemy
<b>Racial Trait</b>	Arcane Torrent : Stops spellcaster enemies casting spells and converts mana.

## Races > Dwarves



The stoic dwarves of Ironforge are an ancient race of robust humanoids who live beneath the snow-capped mountains of Khaz Modan. The Dwarves have always been fast allies with the Humans, and they revel in the prospects of battle and storytelling alike.

In past ages, the Dwarves rarely left the safety of their mountain fortresses. However, whenever the call to battle sounded, they rose up to

defend their friends and allies with unmatched courage and valor. Due to a recent discovery that uncovered fragments of their ancient origins, the Dwarves have undergone a remarkable transformation. The discovery convinced the Dwarves that the mighty Titans created them from stone when the world was young. They feel that their destiny is now to search the world over for more signs and proof of their enchanted heritage and to rediscover the Titans' hidden legacies. To this end, the Dwarves have sent out their Prospectors to all ends of the world in the hopes of discovering new insight into their shrouded past. These journeys led to Dwarven excavation sites all over the known world, some of which serve as outposts and some of which serve as potential hunting grounds for enemies of the Dwarven race.

<b>Start Location</b>	Anvilmar, Dun Morogh
<b>Home City</b>	Ironforge
<b>Classes</b>	Hunter, Warrior, Paladin, Priest, Rogue
<b>Mounts</b>	Battle Ram (cost 80 gold & 1000 gold)
<b>Flight</b>	Gryphon
<b>Faction</b>	Alliance {along with Human, Night Elf & Gnomes} Stoneform: While active, grants immunity to Blood, Poison and Disease effects. In addition, Armor increased by 10%. Lasts 8 secs. 3 minute cooldown.
<b>Racial Traits</b>	Gun Specialization: +5 to gun skill Frost Resistance: +10 Cold Resistance Treasure Finding: Activate to see treasure chests on mini map - lasts until

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canceled - no cool-down.

## Races > Gnomes



The Gnomes are the creative visionaries in the Warcraft universe devising cunning inventions mingled with their technological know-how. Like the Dwarves they share the city of Ironforge as the Gnome's home city of Gnomeregan was destroyed during the Second War.

The Gnomes refrained from taking part in the Second War as their own city was under attack from an unknown 'ancient barbaric menace' (Burning Legion). Their courage was however not rewarded and Gnomeregan fell and half the Gnome race was wiped out. The survivors sought refuge at the Dwarven city of Ironforge.

Their kinship with the Alliance stands today and they now live side by side with their Dwarvish friends and remain part of the Alliance.

Though small in stature, the gnomes of Khaz Modan have used their great intellect to secure a place in history. Indeed, their subterranean kingdom, Gnomeregan, was once a marvel of steam-driven technology. Even so, due to a massive trogg invasion, the city was lost. Now its builders are vagabonds in the dwarven lands, aiding their allies as best they can.

Start	Anvilmar, Dun Morogh
Location	
Home City	Ironforge
Classes	Mage, Rogue, Warlock, Warrior,
Mounts	Mechanostrider (cost 80 gold & 1000 gold)
Flight	Gryphon
Faction	Alliance {along with Human, Night Elf & Dwarves} Escape Artist: Escape the effects of any immobilization or movement speed reduction effect. 0.5 sec cast. 1 min cooldown.
Racial	Expansive Mind: +5% to intelligence
Trait	Arcane Resistance: +10 to Arcane Resistance Engineering Specialist: 15 skill bonus to Engineering

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## Races > Humans



The Humans founded the Empire of Arathor in Lordaeron in 2,900 BDP. After 1,700 years of power Arathor divided into seven sovereign nations - {Azeroth, Lordaeron, Stromgarde, Kul Tiras, Gilneas, Dalaran and Alterac} due to over-expansion and domestic troubles. They aided the High Elves to banish invading Trolls from Lordaeron and in return the High Elves taught the humans magic. However, some, using it unwisely, allowed the Burning Legion to penetrate Azeroth. As a result the Order of Tirisfal {Guardians wielding incredible powers} was founded to protect the races of Azeroth. Unfortunately they failed to save Azeroth from decimation by an invading Orc army in the Human year 583.

The Horde persisted in their onslaught of the Humans winning more battles and took Grand

Hamlet. A band of Human warriors attacked the source of the Horde's entry to Azeroth, storming Medivh's Tower and hacking the corrupt guardian to death.

The Humans were finally defeated as Doomhammer {Chieftain of the Orc Thunderlord Clan} took control of the Horde taking Northshire Abbey, Goldshire and Moonbrook before finally taking Stormwind Keep and utterly defeating the Stormwind Kingdom.

The remaining Humans, led by Lord Lothar, fled across the Great Sea from Azeroth to Lordaeron. After pleading their case to King Terenas a pact was established between the seven Human nations {Azeroth, Lordaeron, Stormgarde, Kul Tiras, Gilneas, Dalaran and Alterac} forming a single Alliance under the general command of Lord Lothar.

Six years later, the Orcs came after them to Lordaeron and the Humans quickly enlisted the help of the High Elves of Quel'Thalas, bringing them into the Alliance.

The Alliance liberated much of occupied Quel'Thalas with the help of The Knights of the Silver Hand {Paladin warrior clan}, pushing the Horde back to Azeroth. Unfortunately much of the Elven kingdom was destroyed in the process.

Lord Lothar, in an attempt to end the war with the Horde, arranged a meeting with Doomhammer but was ambushed and killed by Doomhammer. The Alliance retaliated by successfully seizing control of Blackrock Spire and The Dark Portal.

Peace returned to the Northern lands but the leaders of the human nations began to question the Alliance's worth. Squabbles over the division of the now conquered lands of Alterac erupted.

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With the recent invasion of the Burning Legion - which left the northern kingdom of Lordaeron in ruins - Stormwind now stands as the last bastion of human civilization. Following the heroic examples of the legendary Sir Lothar and King Llane, the defenders of Stormwind are considered to be among the fiercest warriors in the land. They stand resolute in their charge to maintain the honor and might of humanity in an ever-darkening world.

Start Location Northshire, Elwynn Forest

Home City Stormwind

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

Mounts Horses (cost 80 gold & 1000 gold)

Flight Gryphons

Faction Alliance {along with Night Elf, Dwarves & Gnomes}

Perception: Increased detection bonus - lasts 20 sec. 3 min cooldown

The Human Spirit: +5% to Spirit

Racial Trait Diplomacy: 10% bonus to faction point gain

Sword Specialisation: +5 to Sword Skill

Mace Specialisation: +5 to Mace Skill

## Races > Night Elves



Originally from Kalimdor and called the Kaldorei. Dark and shadowy beings, who were immortal, like the Dragons. Through inexperience with magic they let loose magic throughout Azeroth, attracting the Burning Legion.

They joined forces with the Dragons to drive the Burning Legion from Azeroth and succeeded, promising to never use magic again to ensure the Legion would not return.

After this they concealed themselves from the world, preferring to live in seclusion atop their sacred mountain Hyjal until the return of their ancient enemy, the Burning Legion. With no other choice, the night elves emerged at last from their seclusion to fight for their place in the new world.

A small band of Night Elves, who refused to give up their magic, were exiled from Kalimdor and founded the Kingdom of Quel'Thalas in the east. After which they referred to themselves as the High Elves.

They now have renewed interest in shaping the world, and for the first time are allying themselves with other races to insure the continued survival of Azeroth. As a race, Night Elves are typically honourable and just, but they are very distrusting of the

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'lesser races' of the world. They are nocturnal by nature and their shadowy powers often elicit the same distrust that they have for their mortal neighbours.

Start	Shadowglen, Teldrassil
Location	
Home City	Darnassus
Classes	Druid, Hunter, Priest, Rogue, Warrior
Mounts	Nightsabers (cost 80 gold & 1000 gold)
Flight	Hippogryphs
Faction	Alliance {along with Human, Dwarves & Gnomes} Shadowmeld: Activate while immobile and out of combat to enter stealth mode. Lasts until canceled. 10 sec cooldown.
Racial	Quickness: +1% to Dodge
Traits	Wisp Spirit: Become a wisp when dead with movement speed increase of 50% (25% faster than other races) Nature Resistance: +10 to Nature Resistance

## Races > Orcs



From the boggy swamplands on the red world of Draenor Orcs were turned into frenzied beasts with a penchant for blood by a curse from the Burning Legion.

They invaded Azeroth in the Human year 583 with passage through the newly formed Dark Portal. Soon after they tried to take Stormwind Keep but failed and were beaten back to their camp at the Dark Portal. This defeat sent them into chaos and leaders Cho'gall of Twilight's Hammer and Kilrogg Deadeye of Bleeding Hollow blamed each other and the Horde made allegiances with one or the other. Gul'dan, in an attempt to bring together the Horde, appointed the merciless Blackhand the Destroyer of the Blackrock Clan Warchief, although Gul'dan maintained control through bribery and blackmail. A few Orcs stood

against Gul'dan and his new order of the Horde. The Frostwolf Clan and their leader Durotan suspected Gul'dan's purposes were corrupt and under demonic influence and he tried to convince others of this. They failed to win support and were banished and settled in the Alterac Mountains.

The Orcs fortified their position in Azeroth, locating their stronghold, Blackrock Spire in the Red Ridge Mountains. Gradually the Horde were winning more battles against the humans. They took Grand Hamlet. They eventually drove the Humans out of

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Azeroth, across the Great Sea and to Lordaeron. Six years later they pursued the Humans to their new home and Alliance allies.

They recruited the Trolls of Lordaeron, Goblins and Ogres of Draenor and together they tried to take control of Lordaeron.

With the help of reconnaissance information from Lord Perenolde the Horde were able to also take much of Qule'Thalas but were slowly pushed all the way back to Azeroth by the Alliance forces. The Alliance finally conquered the Horde, taking control of Blackrock Spire and the Dark Portal and placed the remaining Orcs in camps. Only Kilrog Deadeye's Bleeding Hollow Clan survived and fled to Khaz Modan.

Start Location	The Den, Durotar
Home City	Orgrimmar
Classes	Hunter, Rogue, Shaman, Warlock, Warrior,
Mounts	Wolves (cost 80 gold & 1000 gold)
Flight	Wyverns
Faction	Horde {along with Blood Elves, Tauren, Undead & Trolls} Blood Fury: Increases base melee attack power by 25% for 15 seconds and reduces healing effects on you by 50% for 25 sec.
Racial Trait	Hardiness: +25% resistance to stun effects Command: Pet melee damage increased by 5% Axe Specialization: +5 to Axe skill

### Races > Tauren



The Tauren are huge, bestial creatures, (males average 7.5 feet), who live in the grassy, open barrens of central Kalimdor. They live to serve nature and maintain the balance between the wild things of the land and the restless spirit of the elements and heed the will of their goddess, the Earth Mother. She is the harmony of nature itself. Some conjecture that she may be a manifestation of the legendary Alextrassa, the red dragon Aspect of life.

Despite their enormous size and brute strength, the remarkably peaceful Tauren cultivate a quiet, tribal society. However, when roused by conflict, Tauren are implacable enemies who will use every

ounce of their strength to smash their enemies under hoof.

Under the leadership of their ancient chief, Cairne Bloodhoof, the Tauren allied themselves with the Orcs of Durotar during the invasion of the Burning Legion. The

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two races have remained steadfast allies ever since. Like the Orcs, the Tauren struggle to retain their sense of tradition and noble identity. Their new home is Thunder Bluff atop a flat mesa-life peak in Mulgore. The Tauren revel in their new city and enjoy the peace and security of a standing military.

Massive. Fierce. And yet, these tribal warriors are unlike the "standard large race". They have a strong sense of self and their affinity with the world is prevalent throughout all of their tribes.

Start	Redrock Mesa, Mulgore
Location	
Home City	Thunder Bluff
Classes	Druid, Hunter, Shaman, Warrior
Mounts	Kodo War Mount (cost 80 gold & 1000 gold). Can ride wolves if they learn the wolfriding ability.
Flight	Wyverns
Faction	Horde {along with Blood Elves, Orc, Undead & Trolls} War Stomp: Activate to stun up to 5 opponents within 8 yards. Lasts 2 mins. 2 min cool-down.
Racial Traits	Endurance: +5% to Max Health (after items) Cultivation: 15 skill bonus to Herbalism Nature Resistance: +10 to Nature Resistance

## Races > Trolls



Once at home in the jungles of Stranglethorn Vale, the fierce trolls of the Darkspear tribe were pushed out by warring factions. Now part of the Horde along with the Orcs, Tauren and Undead. As part of the Horde, the Trolls have extended their loyalty to the mighty Tauren, but they have little trust for the manipulative Forsaken, whom they believe will visit only misery and strife upon their ally.

Their alliance with Horde began through a meeting with the Orc Warchief Thrall who saved this band of Trolls, the Darkspear tribe, from the Murlocs. In debt to the mighty Thrall, the leader of the Trolls, Shadow Hunter Vol'jin of the Darkspear Trolls pledged his allegiance to the Horde.

Allied with the Orcs, the Troll share the same homeland of Durotar with its hot rugged hills, grassland and mountains on the east coast of Kalimdor. Their city of Orgrimmar, named after Thrall's mentor Orgrim Doomhammer, is also shared with the Orcs and is situated in a rugged jagged mountain valley. Orgrimmar is an impressive sight and has been constructed by Thrall to show the might of the Orcs and their allies.

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While the trolls may be known for their hunting skills, they also dabble in the darker side of the magical arts which includes voodoo, dark spiritualism and blood magic. This makes this race well rounded in many skills as shown by the variety of classes available to this race.

Start Location	Durotar
Home City	Orgrimmar
Classes	Hunter, Mage, Rogue, Priest, Shaman, Warrior
Mounts	Raptor (cost 80 gold & 1000 gold)
Flight	Wyvern
Faction	Horde {along with Blood Elves, Tauren, Undead & Orcs}
Racial Traits	<p>Berserking (active): Increases your melee, ranged, and casting speed by 10% to 30%. The value scales upwards towards 30% depending how low your health is when you activate the ability. Requires a small amount of mana, rage, or energy (depending on your class) to activate. Does not require being struck by a critical to activate. Lasts 10 seconds with 3 minute cooldown but no global cooldown.</p> <p>Regeneration (passive): Increase health regen bonus by 10%. 10% active in combat.</p> <p>Beast Slaying (passive): Increase damage bonus to Beasts by 5%</p> <p>Throwing &amp; Bow Weapon Specialization (passive): Increase Throwing Weapon skill by +5 and +5 to Bows</p>

## Races > Undead



Having broken free from the tyrannical rule of the Lich King, a renegade group of undead seek to retain their own free will while destroying all those who oppose them. Known as the Forsaken, this group is dedicated to serving their leader, the banshee queen Sylvanas Windrunner.

These dark warriors have established a secret stronghold beneath the ruins of Lordaeron's former capital city. Situated deep beneath the cursed Tirisfal Glades, the labyrinthine Undercity is a sprawling bastion of evil. Within its shadowy confines, Sylvanas' royal apothecaries scramble to develop a devastating new

plague - one which will not only eradicate their hated Scourge rivals, but the rest of humanity as well.

To further their dark aims, the Forsaken have entered into an alliance of convenience with the primitive, brutish races of the Horde. Holding no real loyalty for their

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newfound comrades, the Forsaken have duped them into fighting against their common enemy - the Lich King. Only time will tell how these disciples of doom will fare in their mission of vengeance. - Blizzard Entertainment

Start Location	Tirisfal Glades
Home City	The Undercity
Classes	Mage, Priest, Rogue, Warlock, Warrior,
Mounts	Skeletal Horse (cost 80 gold & 1000 gold)
Flight	Vampire Bat
Faction	Horde {along with Blood Elves, Orc, Tauren & Trolls}
Racial traits	Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects and can be activated whilst under the effects of fear or sleep. Lasts 5 sec. 2 min cool-down. Cannibalize: Increase health regeneration by 7% of total health every 2 sec while consuming human/undead corpses. Lasts 10 sec. 2 min cool-down. Underwater Breathing: Underwater breath +300% longer than normal Shadow Resistance: +10 to Shadow Resistance

## Rest

Resting is an area of the game that caused much controversy when it was introduced during the Beta test. So what is "resting" and how does it work and affect the gameplay in WoW?

### What 's the Rest State?

There are 2 possible states that players can be in, either "**Rested**" or "**Normal**". While in Rested state, players will earn twice as much experience points (200% of normal) while killing monsters compared to the Normal state (100%).

At the bottom of the screen right above the toolbar, players can see an experience bar which indicates their progression towards their next character level. This bar is divided into 20 equal sections, termed Bubbles. How



the rest system works is simple. For every 8 hours that your character stays in an Inn or City, you will earn one bubble's worth of Rested Bonus. In this manner, players can accumulate up to 30 bubbles (1.5 levels) worth of bonuses, equal to 10 days of not logging on WoW. On the experience bar, there is a visual marker indicating how much longer the Rested bonus will last.

When your character is receiving Rest Bonus, your character portrait will flash yellow. In addition to this, your level number in the portrait frame will also change to say "zzz".

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## Why have a Rest State?

The purpose of the Rest System is to allow players that play less frequently to have a SMALL bonus that allows them to catch up with their friends should they lag behind in levels. This bonus is intended to be small hence players that play more often will still tend to be of a higher level and there is no penalty for playing too much either.

## How do I Rest?

You can rest by being inside an Inn or a city. It does not need to be the inn/city your hearthstone is bound to however, any will do. You are only **not resting** when you are **killing monsters**.

If you're inside an Inn or a city you will earn rest credit four times faster than if you are anywhere else in the game (not killing monsters) that is why it's advisable to log off when in an inn or city rather than anywhere outside.

## What 's a hearthstone?

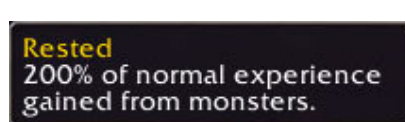
Each new character starts with a hearthstone and it's tied to your starting location until you request an Innkeeper changes it.



The hearthstone makes resting much easier as all hearthstones are bound to any one of the numerous Inns (which you set by speaking to the Innkeeper) so optimum rest is only 20 seconds or so away.

You can not sell your hearthstone and you can only have one. It doesn't cost any mana to use either and you simply right click it to activate it.

## How is Rest Credit calculated?



The resting system has been calculated so that eight hours of rest at an actual Inn will allow players to gain one bubble's worth of rest bonus. Players that log off outside of an Inn or rest city will gain one bubble's worth of rest bonus after 32 hours (4 times as slow). This calculation is also proportional, if you only rest for 4 hours in an inn, you will gain half a bubble of bonuses. If you leave the inn, you will simply stop resting, and if you then return, you will start resting again.

Note that the Rest bonuses only apply to experience points gained from killing monsters, it does not affect or adjust the amount of experience points for completing quests. Similarly, completing quests will also not affect the amount of rest bonus you have remaining, the indicator on the experience bar will shift forward accordingly.

When players reach the level cap, they no longer gain experience points. Even so, players will still continue to accumulate rest bonuses.

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## To recap on Rest System:

- Rested state you will earn 200% XP from monster kills.
- Normal state you will earn 100% XP from monster kills.
- Can rest in any Inn, even if it's not bound to your hearthstone.
- Takes 8 hours to get one bubble of rest credit inside an inn or city.
- Takes 32 hours to get one bubble of rest credit outside of an inn or city.  
You log out instantly via an Inn as opposed to elsewhere where you get a 20 second countdown.
- Debuffs wear off while your character is resting (and out the game). Buffs don't however, their timer is halted until you log back in.
- Rest credit is awarded to whichever character is resting. You can rest one character for a few days and play another, then rest that one and play the first character and so on if you prefer to only play characters who are within the rested state (earning 200% xps).

## Slash Commands

There are many hidden shortcuts and tricks that are possible in World of Warcraft that can improve your gameplay. These range from keybinds, macros, slash commands and hidden shortcuts.

Many of the actions that are performable in game with the use of the mouse are also possible using slash commands. Most of these are also usable in macros. The following lists the common slash commands that are available in the game.

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### General Commands

**/help**

Gives very general basic help.

keyboard". Typing /afk again will turn off AFK mode.

**/assist [name]**

Assist your currently selected target, or target player if specified.

**/combatlog**

Toggle logging of your Combat Log into (wow folder)\Logs\PlayerCombatLog.txt.

**/cast spell**

Cast the named spell, which may include the rank in parenthesis. For example: "/cast Slow Fall", "/cast Polymorph(Rank 2)".

**/dnd [message]**

Toggle yourself as "do not disturb". Typing /dnd again will turn off DND mode.

**/afk [message]**

Toggle yourself as "away from

**/duel [name]**

Request a duel with your target, or target player if specified.

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**/yield**

(/forfeit) Surrender to your opponent in a duel.

**/emote message**

(/em, /me) Emote the message.

**/exit**

Exits the game.

**/follow**

(/f) Automatically move to follow your current target.

**/ignore name**

Toggle ignoring target player.

**/inspect**

(/ins) Inspect the target player to see his equipment.

**/logout**

(/camp) Sit down and logout.

**/macro**

Open the Macro Interface

**/macrohelp**

Gives basic help on making macros.

**/played**

Show how much time your character has been online.

**/pvp**

Enable PvP for the next 5 minutes.

**/raid message**

(/r) Send the message to your raid chat.

**/random number [number2]**

(/rnd, /rand) Roll a random number between 1 and number, or between number and number2 if specified.

**/remfriend name**

(/removefriend) Remove a friend from your friends list.

**/split money**

Split the specified amount of money among your party members.

**/target name**

(/tar) Change the currently selected target to the specified player.

**/time**

Show the current game and server time.

**/trade**

(/tr) Initiate a trade with your selected target.

**/who [string[ string2...]] [num[-num2]] [r-"race"] [c-"class"] [z-"zone"] [g-"guild"]**

With no arguments, lists online players around your level in the current zone. string will list all players whose name, guild, class, race or zone contain the specified string. num[-num2] will list players within the specified level range.

**/bug**

Submit a bug report.

**/suggest**

Submit a suggestion.

**/note message**

Submit a message.

**/script LUA-command**

For UI creators.

**/console command**

For performing some game console commands, such as "gxrestart", "reloadui" and "quit".

**/console settingname [newsetting]**

For tweaking of game settings.

## Group Leader Commands

<b>/invite [name]</b> (/inv) Invite target player to your group.	<b>/ffa</b> Set "free for all" loot policy.
<b>/uninvite [name]</b> (/un) Remove target player from your group.	<b>/master [name]</b> Set target player to be the master looter in "master loot" loot policy.
	<b>/roundrobin</b> Set "round robin" loot policy.

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## Chat Commands

<b>/guild message</b> (/g) Send the message to your guild chat channel.	<b>/say message</b> (/s) Send the message to people around you.
<b>/party message</b> (/p) Send the message to your party chat.	<b>/yell message</b> (/shout) Send the message to people around you (very big radius, near zone-wide).
<b>/reply message</b> (/r, R) Send the message to the last player to whisper to you.	<b>/whisper name message</b> (/w, /tell) Whisper the message to target player.

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## Chat Channel Commands

<b>/chat</b> (/chathelp) Display a list of chat commands.	<b>/announcements channel#</b> (/ann) Toggle join/leave announcements on specified channel.
<b>/join channel [password]</b> (/chan, /channel) Join (or create) the specified chat channel.	<b>/ban channel# name</b> Ban target player from specified channel.
<b>/leave channel#</b> (/chatleave, /chatexit) Leave the specified chat channel, you can also specify the channel number.	<b>/unban channel# name</b> Unban target player from specified channel.
<b>/# message</b> (/c, /csay) Send the message to channel number #.	<b>/chatlist</b> (/chatwho, /chatinfo) Lists all the channels you are on with their associated channel number.

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**/chatinvite channel# name**

(/cinvoke) Invite target player to specified channel.

**/kick channel# name**

Kicks target player out of specified channel.

**/moderator channel# name**

(/mod) Set target player to moderator status on specified channel.

**/unmoderator channel# name**

(/unmod) Remove moderator status from target player on specified channel.

**/moderate channel#**

Toggle moderation mode on specified channel.

**/mute channel# name**

(/squelch, /unvoice) Disallow target player to speak on specified channel.

**/unmute channel# name**

(/unsquelch, /voice) Allow target player to speak on specified channel.

**/password channel# [password]**

(/pass) Set, change or remove the channel password.

**/owner channel# [name]**

Display or change the owner of specified channel.

---

## Guild Commands

**/ginfo**

Gives basic information about your guild.

**/g message**

(/guild) Sends a chat message to all members of your guild

**/o message**

Sends a chat message to all officers of your guild

**/ginvite name**

(/guildinvite) Invites target player to join your guild

**/gremove name**

(/guildremove) Removes target player from your guild

**/gpromote name**

(/guildpromote) Promotes target player one rank within your guild

**/gdemote name**

(/guilddemote) Demotes target player one rank within your guild

**/gmotd message**

(/guildmotd) Sets the guild's message of the day

**/gquit**

(/guildquit) Removes you from your guild

**/groster**

(/guildroster) Gives an entire guild roster (officers and leaders only)

**/gleader name**

(/guildleader) Sets target player as the guild leader (guild leader only)

**/gdisband**

(/guildldisband) Disbands your guild (guild leader only)

## Other Shortcuts

Your mouse can perform a multitude of things that can't be performed otherwise:

### Right-Click

- On any enemy to initiate melee attack on it. This works the same as the default key "T".
- On any object to activate/loot it.
- On an NPC to talk with it.
- On any item to activate its effects. Some effects require a target.
- On an item in the vendor window to buy it.
- On an equipable item to equip it if possible.
- When your Vendor window is open, right clicking an item will sell it instantly.
- When you bank window is open, right click on an item in your inventory to move it into your bank (does not activate/use the item) into a computer-decided empty slot in the bank.
- Similarly, you can right click any item in your bank (even an item in a bag in the bank) to move it into your inventory.

### SHIFT+Left Click

- On a stack of items to separate them into 2 stacks.
- On a player name in the Chat Window which is surrounded by [] brackets to do a /who on him.
- On a spell in your spellbook to auto-generate the /cast spellname(rank x) text into your Macro window.
- On any bag in your toolbar to open/close ALL your bags at a go. (Or just rebind B to open all bags) Shift+Right-Click works for this too.
- On any item in the Vendor window to buy more than ONE of that item at a time. Say you buy want to buy 20 Coarse threads, just Shift+Left-Click on the Coarse Thread, type 20. You can only purchase up to one stack this way (so you can't do 21 and more). Shift+Right-Click works for this too.

### SHIFT+Right Click

- On any lootable object to autoloot everything in it (corpse, mineral node, skinning, quest object, etc)

### Left AND Right Click

- Hold down both Left and Right buttons simultaneously to walk forward using mouselook.

### While your chat typing box is active

- Shift+Left-Click on an item to link it into the text. You can link items from your inventory, quest log, profession skill windows and even the auction house. Does not work in General Chat.

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- Shift+Left-Click on any quest in your Quest Log to copy the quest name into the current chat.
- Alt-Left and Alt-Right moves your cursor to the left or right so you can edit what you type.
- Alt-Up and Alt-Down scrolls through the last 10 or so commands/text messages that you have typed.
- Ctrl-Backspace deletes everything from the cursor to the start of the line.
- Alt-Ctrl-Left, Alt-Ctrl-Right moves the cursor to the beginning or the previous or next word. Hold down Shift too if you want to highlight the text.
- Alt-Home and Alt-End moves the cursor to the start/end of the line. Hold down Shift to highlight.

### Other Chat-related shortcuts

- Hit R to reply automatically to the last person who whispered to you.
- Hit R, then press TAB TAB TAB to cycle through a list of all players who last whispered to you so you can easily hold multiple chat conversations.
- When typing any slash command, you can use TAB to autocomplete it. For example, typing /as followed by pressing Tab Tab Tab will cycle through the slash commands beginning with AS.
- Left-Click on a name in the chat window which is surrounded by [] brackets, to do an automatic /whisper to him (/tell, /w).
- When you hover your mouse over a chat window pane. A "Tab" will appear after a few seconds for that chat pane. Right click on that Tab to see chat options for that pane (a big menu). Drag that Tab to move the pane. Available only when chat settings are not locked.

### Other Useful Things

The (wow folder)\WTF\Account\accountname\ folder contains all of your personal settings. The files in your "accountname" folder contain account-wide settings (graphics, sound, interface, keybinds, etc). The 2 files in your specific character subfolder contain your character-specific Chat settings (position, colour, channels, etc). You can copy the 2 files in your character's folder to another char to copy all Chat settings, colours, etc. Very useful when you make a new character.

You will be often told to delete your WTF folder should any data/settings get corrupted. If you do so, you will lose all personal settings. The WDB folder can be deleted safely, they contain temporary cache files for the game.

The (wow)\Interface\AddOns\ folder contains UI addons if you have any. Each addon requires a .toc file. Inside this .toc file, one of the required lines say

```
## Interface: 4150
```

where 4150 is the build number of WoW.exe which this UI is made for. The WoW build number can be found by running the game. At the login screen in the bottom left corner, you will see the build number, copyright info and stuff. When WoW patches to a new version, the build number will change, and you have to modify all the .toc

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files in your addon folder to update this number or the addon UI will be deemed to be an "outdated version" and stop working.

## Talents

Personalising your character is what separates each character of the same class apart. If you have played Diablo 2 before, you'll be more than familiar with the idea of a skill tree and Blizzard has employed a similar system for the game's Talent point assignment.

As you play the game and your character levels up, at each level beyond level 10 (inclusive of level 10), the player is given one talent point (TP) to assign to their Talent trees. Each character class has three different trees categorised into the different types of skills/spells they have at their disposal.

### How do Talents work?

With the maximum character level set at 60, a player can effectively assign a maximum of **51 Talent points** to their tree (levelling from 10 to 60 inclusive of level 10 gives 51 TPs). Attaining a certain Talent's ability to augment your character is not as simple as just assigning 1 single point into a Talent. There are prerequisites for all higher than tier 1. For example, to activate and utilise a Talent in the second tier of the tree, you may have to assign 5 of your Talent points into a talent in the top tier prerequisite before it becomes active. Because the system is tiered, players have to think long and hard before assigning a point. Once you have allocated a talent point, you cannot unallocate it, unless you go to your class trainer and unlearn all your talents, for a fee of course.

While planning, take note that the "ultimate talent" in each of the talent trees require 30 TPs to be already placed in that tree. This means that to learn the ultimate talent, you need to place at least 31 points in that tree, and this prevents you from learning the ultimate talent of the other 2 trees because you only have a maximum of 51 TPs to use.

Each character class features **three different talent** trees and they are all different for each class. You may want to specialise in one tree or spread your points out over 3 trees. Spreading your points will mean it would be impossible for you to become efficient in one single Talent discipline. The choice is yours.

Druid	Balance; Feral Combat; Restoration
Hunter	Beast Mastery; Marksmanship; Survival
Mage	Arcane; Fire; Frost
Paladin	Holy; Protection; Retribution
Priest	Discipline; Holy; Shadow
Rogue	Assassination; Combat; Subtlety

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Shaman	Elemental; Enhancement; Restoration
Warlock	Affliction; Demonology; Destruction
Warrior	Arms; Fury; Protection

## Where do I assign Talent Points?



There are a couple of ways to activate your talent screen. One method is to click the Talent icon on the interface bar at the bottom of the screen. This pops up the Talent interface which features the main Talent window showing the tree and Talents and also features three tabs along the bottom which can be clicked to flip between each of the three trees. You can also activate the Talent interface by pressing the N key.

The talent interface is **ONLY** available once you have attained a character level of 10 and above, so do not be alarmed if you cannot access it below that level.

## What if I choose the Wrong Talents?

Don't panic! Players have the ability to unlearn all their talents and start over. In the game players can reset all their talent points by visiting their class trainer. However, this costs gold and each time you do it, the more expensive it will become. The first talent reset will cost 1 gold, the second 5 gold, the third 10 gold. Each subsequent talent reset will cost 5 gold more than the previous until the cap of 50g is reached. Keep in mind that all points are removed from all trees when resetting your talents. As a result of this you will also lose all spells, skills and abilities gained from having those talents. Should you reacquire the talent again, you will be required to buy that spell and all subsequent ranks of that spell again from your class trainers.

# Trainers

There are lots of trainers located all over the world that teach you many things. However, they can be a little hard to find at times and some of the trainers are actually hidden in obscure places. Here's a list of the various trainers ranging from Mounts to Weapons to Professions.

## Weapon Trainers

Characters start out with various weapon skills already learnt at level 1, but that is hardly the full range of weapons your character is capable of wielding. To use weapons that you currently cannot use, you will have to visit a weapon trainer teaching the appropriate weapon skill and pay a small fee.

Weapon trainers can only be found in cities, once you have reached a city, finding the weapon trainer is just a matter of asking a city guard where he/she is located.

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Once you found him he can either train you or advise you on where other trainers are. If you want him to train you he'll show you a list of which weapon types he can teach.

City	Faction	Weapon Types
Darnassus	A	Daggers, Staves, Bows
Stormwind	A	Swords (1h & 2h), Crossbows
Ironforge	A	Guns
Sayoc, Orc Weapon Master, Valley of Honor, Orgrimmar	H	Bows, Daggers, Fist weapons, one & two handed Axes and Thrown Weapons
Hanashi, Troll Weapon Master, Valley of Honor, Orgrimmar	H	Bows, one and two handed Axes, Staves and Thrown Weapons
Thunder Bluff	H	Maces (1h & 2h), Guns, Staves, Daggers
Archibald, Undead Weapon Master, War Quarter, Undercity	H	Crlossbows, Daggers, one and two handed Swords and Polearms

## Mount Trainers and Vendors

When your character reaches level 40, he/she will be eligible to buy a mount. While mounted, you will travel 60% faster than normal. Each race has its own unique racial mount, for example, Trolls ride Raptors while the Tauren ride Kodo beasts. Before you can ride a mount though, you have to learn the riding skill specific to the mount first, such as Raptor Riding or Kodo Riding. The cost of learning how to ride is fixed at 20g, and the mount itself costs 80g.

Players can always learn how to ride mounts of their own race, to learn how to ride mounts of an allied race in your faction you have to reach the Exalted(?) reputation status with that race by doing quests and other things for that race, otherwise the mount riding trainer will refuse to teach you. Additionally, players cannot learn how to ride mounts of the opposite faction as the NPC trainers are hostile (and cannot be Mind Controlled). Due to the Tauren's huge size, they are restricted to only be able to ride Kodo Beasts and cannot ride other mounts. Any player can ride a Kodo though, not just a Tauren.

Mount vendors are located right next to the mount trainer itself. They sell mounts of various colours and also sells level 60 versions of mounts that travel 100% faster instead of 60%. However, these magnificent beasts cost 1000g to purchase. The Humans have 3 Horse Vendors while the others only have 1.

Race	Faction	Mount	Trainer/Vendor Location
Human	Alliance	Horse	Eastvale Logging Camp, Elwynn Forest Vendor 2: Menethil Harbour, Wetlands Vendor 3: Southshore, Hillsbrad Foothills Vendor 4: Theramore, Dustwallow Marsh
Dwarf	Alliance	Ram	Amberstill Ranch, Dun Morogh
Night Elf	Alliance	Night Sabre	Darnassus, Teldrassil
Gnome	Alliance	Mechanostrider	Steelgrill's Depot, Dun Morogh
Orc	Horde	Wolf	Orgrimmar, Durotar
Troll	Horde	Raptor	Sen'Jin Village, Durotar

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Tauren Horde Kodo Beast Bloodhoof Village, Mulgore  
Undead Horde Undead Steed Brill, Tirisfal Glades

There are other mounts for sale in the world that any race can get but these NPCs are hard to find, and also require the players to acquire a certain amount of reputation with them before they will even sell these mounts.

## Profession and Secondary Skill Trainers

Professions and secondary skills are non-combat skills that players can learn in order to improve and further customize themselves. A player may choose to learn up to 2 professions and any number of secondary skills.

To learn	Lvl Req	Allows Skill	Cost	Learn it from
Apprentice	5	1-75	10c	Journeyman Trainer
Journeyman	10	1-150	5s	Expert Trainer
Expert	20	1-225	50s	Artisan Trainer
Artisan	35	1-300	5g	Master Trainer

Just because a trainer is called an <Expert Leatherworker> does NOT mean it teaches the Expert skill level. In fact, such a trainer is only able to teach the Journeyman skill level and Journeyman related Leatherworking recipes.

Apprentice skill levels can be learnt in most starting towns in the beginner zones as well as in the cities. Journeyman skill levels can also be found in cities and some towns all over the world. To find a trainer of any kind in a major city, simply ask a city guard for instructions and they will put a market on your map (and minimap)!

However, there is only one trainer that teaches the Expert skill level and one trainer that teaches the Artisan skill level in the world per faction. Players will have to find these two NPCs (Artisan and Master Trainers) in order to advance their skill beyond 150 and 225 respectively.

## Class Trainers

Class Trainers can teach you skills as your character levels up and also can wipe all your talent points so you can start afresh. All these services come at a price however. Higher level skills cost more money and the each time you clear your talent points the price to do so increases.

## Extra Notes

1. Secondary Skills (Fishing, Cooking, First Aid) Expert level is achieved by reading a Tome bought from a vendor, Artisan level by completing a quest, and not by going to a trainer.
2. Gathering skills (Herbalism, Mining, Skinning) have no character level requirements. Fishing does however, just like all the other professions.
3. Gathering Skills (Herbalism, Mining, Skinning) can be learnt in the cities and at various towns. All trainers of these 3 gathering skills can teach all 4 skill

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tiers, so there are all simply called <Herbalism Trainer>, for example, without the skill tier prefix.

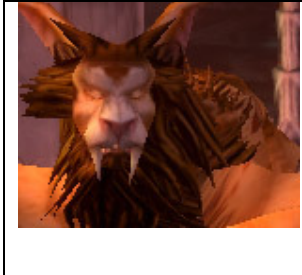
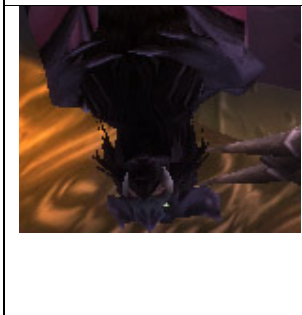
## Transportation

The World of Warcraft is vast and if there wasn't access to transport other than Shanks' Pony you'd go crazy traversing the world. As an example, to travel from Stormwind Keep to Iron Forge on foot would take the player, on average, 40 minutes to an hour (it isn't a straight line at all) but by utilising the tram system as your mode of transport, the travel time is reduced to around 3 minutes. There are similar mode of transport available to all players and some available to certain classes.

### Flying Mounts

The two mainstays are ground mount and flying mount and it's the latter you will have access to first. These will help you travel very large distances within a continent (transcontinental is by a different means). All flying mounts are classed as public transport, none available as your permanent pet. Flying mounts are faction dependant and each faction has access to two types.

Alliance	
	<b>Gryphon</b> - The mighty gryphons of the Aerie Peaks aided the Alliance in its time of need. Part eagle and part lion, these proud creatures stand as noble symbols of the Alliance's fortitude. In addition to conveying important documents between the human, dwarf, and gnome leaders in the regions around Stormwind and Ironforge, gryphons have also been harnessed for paid transportation along routes throughout Alliance-controlled lands. <i>Humans start with node in Stormwind City in Elwynn Forest and Dwarves &amp; Gnomes with a node in Ironforge.</i>
	<b>Hippogryph</b> - Having sworn allegiance to the night elves in honor of Cenarius, the magical hippogryphs now patrol the skies above Northern Kalimdor, scanning the horizon for invaders. During the war, these magnificent creatures, with bodies that resemble both stags and ravens, were ridden into battle by Sentinel archers. They have since agreed to serve as paid transport for the Alliance, carrying travelers along with them on their patrol routes. <i>Night Elves start with node in Rut'theran Village in Darnassus</i>
Horde	

	<b>Wyverns</b> - The sentient wyverns of Kalimdor were eager to ally themselves with the shamanistic Horde, whose commitment to honor and victory they strongly admire. Sharing a common ancestry with dragons and gryphons, wyverns revel in flight, dutifully carrying Horde riders along various routes surrounding Thunder Bluff and Orgrimmar for a small fee. <i>Start with node in Thunder Bluff for Tauren, Orgrimmar for Orcs &amp; Trolls</i>
	<b>Vampire Bats</b> – Like their Southern Kalimdor siblings, the vampire bats of Zul Aman have always savored the frenzied turmoil of battle. This chaotic disposition has naturally aligned them with the Forsaken, who continue their struggle against Lord Arthas' Scourge while maintaining a tense alliance with the Horde. In addition to ferrying throughout Lordaeron those who pay for their service, the vampire bats also act as scouts for the Dark Lady. <i>Undead start with node in Undercity.</i>

Before you can use flying mounts you will need to **discover flight paths**. Each race starts with the flight node in their race's starting city. Alliance races also start with a single route - Humans (Stormwind to Ironforge), Dwarves & Gnomes (Ironforge to Stormwind and Night Elves (Teldrassil to Darkshore). All other routes need to be discovered to eventually build an entire network of nodes.

Once you have flight routes you will need to pay for the trip and these fees can range from a few copper to a flight costing around ten silver. Below are tables detailing the **flight nodes, base prices, duration and links** to the zone maps. Remember, these routes only become available when you've visited both nodes.



## Zone Levels

It's important to know exactly where to quest so you don't end up travelling to areas that are too high for your character level. Below you can find a list of all the zones in the game sorted by continent and level with easiest levels at the top of each listing.

Also included are the instances which are indicated by the \* labels.

**(A) Alliance Dominated Zone**

**(H) Horde Dominated Zone**

**(C) Contested (both factions present)**

Kalimdor Zones	Level
Durotar (H)	1-10

Eastern Kingdom Zones	Level
Dun Morogh (A)	1-10

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# World Of Warcraft Guide

Mulgore (H)	1-10
Teldrassil (A)	1-10
Darkshore (A)	10-20
Barrens (H)	10-25
* Ragefire Chasm (H)	13-18
Stonetalon Mountains (C)	15-27
* Wailing Caverns (H)	17-24
Ashenvale (A)	18-30
* Blackfathom Depths (C)	24-32
Thousand Needles (C)	25-35
* Razorfen Kraul (H)	29-38
Desolace (C)	30-40
Dustwallow Marsh (C)	35-45
* Maraudon (H)	46-55
* Razorfen Downs (H)	37-46
Tanaris (A)	40-50
Feralas (A)	40-50
*Zul'Farrak	44-54
Aszhara (A)	45-55
Felwood (A)	48-55
Ungoro Crater (C)	48-55
Moonglade (C)	50-60
Winterspring (A)	55-60
Silithus (C)	55-60
* Dire Maul	55-60
* Onyxia's Lair (C)	60

Elwynn Forest (A)	1-10
Tirisfal Glades (H)	1-10
Loch Modan (A)	10-20
Silverpine Forest (H)	10-20
Westfall (A)	10-20
Redridge Mountains (C)	15-25
* Deadmines (A)	17-26
Duskwood (A)	18-30
Wetlands (C)	20-30
Hillsbrad Foothills (C)	20-30
* Shadowfang Keep (H)	22-30
* Stockades (A)	24-32
*Gnomeregan (A)	29-38
Alterac Mountains (C)	30-40
Arathi Highlands (C)	30-40
Stranglethorn Vale (C)	30-45
Badlands (C)	35-45
Swamp of Sorrows (A)	35-45
* Scarlet Monastery (A)	34-45
* Uldaman	41-51
Searing Gorge (A)	43-50
Hinterlands (C)	45-50
Blasted Lands (A)	45-55
* Blackrock Depths	48-56
Burning Steppes (C)	50-58
* Temple of Atal' Hakkar	50-60
Western Plaguelands (C)	51-58
Eastern Plaguelands (C)	53-60
Deadwind Pass (C)	55-60
* Blackrock Spire	55-60
* Scholomance	58-60
* Stratholme	58-60