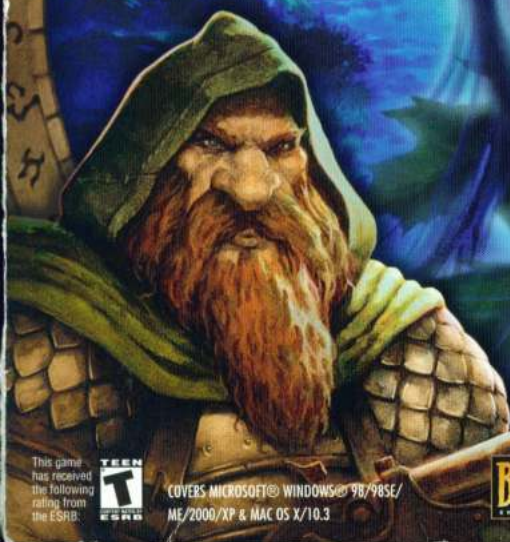


TAKE YOUR GAME FURTHER™ BRADYGAMES

WORLD WARCRAFT™

OFFICIAL STRATEGY GUIDE



This game
has received
the following
rating from
the ESRB:



COVERS MICROSOFT® WINDOWS® 98/98SE/
ME/2000/XP & MAC OS X/10.3



BY MICHAEL LUMMIS AND DANIELLE VANDERL



OFFICIAL STRATEGY GUIDE



BY MICHAEL LUMMIS AND DANIELLE VANDERLIP



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AN INTRODUCTION TO ONLINE GAMING



Welcome to the *World of Warcraft*. This massive online game takes you into a new time of friction between the Alliance of the Eastern Kingdoms and Thrall's Horde. In this time, where the Forsaken Undead fight along ranks of Trolls, Orcs, and Tauren, there are sure to be glorious battles against the Humans and their allies: the Dwarves, Night Elves and Gnomes. You're going to be part of it all, and we're here to lend our hands to the cause.

This strategy guide was designed to assist all levels of players. People who are new to *World of Warcraft*, online games, and this style of MORG (Multiplayer Online Role-playing Game) are going to have a gentle start. This guide explains the terms that appear in the community, the methods of creating and building a character, and how to handle yourself in various situations.

For those with greater MORG experience, the guide brings you up to speed with class explanations, tactics, long-term strategies for increasing your power and getting the most out of your Talent specializations. Those switching to *World of Warcraft* from other MORGs should find these chapters of tremendous value while looking at long-term options for play and mastery.

Even those lucky players that have been playing for months are going to be happy with this resource. Though the introductory chapters are familiar to you, half of this guide was made to be a long-term resource. You may have formed your own playstyle, taken a character to Level 60, and been through your share of Instance Dungeons, but it's going to be nice having tables for all the Classes, Professions, Monsters, and Items in the game at the turn of a page. Our guide has enhanced maps, multiple levels of Bestiary information, and even a few laughs hidden here and there as well.

And for the legions of Penny Arcade fans out there, the comics in this guide should look quite familiar in style. It's our honor to show these exclusive comics to you. Enjoy!

GLOSSARY OF TERMS

AC Armor Class - The stat that determines the amount of damage an attack will be reduced by.

Add Refers to an additional mob attacking the group. Other group members say "add" in order to inform everyone that's focused on one target that another has joined in and will need to be dealt with.

AoE Area of Effect

AFK Away from Keyboard - Informs group mates or those around that someone is going to step away from their keyboard.

AFKFAF Away From Keyboard for a Few - Informs group mates or those around that a player is going to step away from their keyboard for an extended period of time.

Aggro Aggressive - Used in many ways. 1) If a mob is aggro, it attacks anyone that approaches. 2) In group combat with a mob, the term applies to whoever has "drawn aggro" away from the other players or is the player that the mob is focusing on.

Aggro Radius The distance from a mob that a PC needs to be in order to aggro a mob. This is defined by the level difference between the mob and the PC. A high level PC will not draw aggro from the same mob as a low PC would. The low level PC is more likely to draw aggro from a farther distance.

AGI Agility - Increases a) attack power with ranged weapons, b) armor, c) the chance for a critical hit with ranged weapons, and d) the chance to dodge attacks. Rogues gain a stronger bonus than other classes and both Hunters and Rogues increase their attack power with melee weapons based partially on Agility.

AH Auction House - Location where players can bid or place items on auction.

AI Artificial Intelligence - NPCs and mobs have a limited Artificial Intelligence that dictates the way they act and react to PCs, other NPCs and mobs.

AKA Also Known As

Alt This refers to someone's alternate character. "Let me log onto my alt." Their main character is the one they spend most time playing.

AoE Area of Effect Spell - Spells and abilities that will do damage to a range instead of a single target. For example, a bomb would inflict damage on anyone within its damage radius. (Also see **PIAoE**)

AP Attack Power - As this stat increases, your DPS increases correspondingly.

AR Attack Rating - The stat that partially determines whether you will hit a target. (Equal to 5X your Level plus any bonuses from talents and/or items.)

Avatar Your character or representation of yourself in the game.

Bait 1. *n.* Items used while fishing in *World of Warcraft*. 2. *v.* A term used to describe the actions of a player or group in PvP. A player (group) can bait other players in order to lure them into a trap or act as bait to lure other players into a trap.

BB Booty Bay - A town in Stranglethorn Vale.

BFD Blackfathom Deeps - An instance in Ashenvale.

Bind 1. To set your home point for your character by interacting with an innkeeper and asking to rest there. Players receive a Hearthstone in order to return to their bind point. (See **Hearthstone**) 2. To have equipment permanently bind to your character making it untradeable.

Bind Camping Waiting at a known bind point for players and killing them as they spawn.

BoA Bind on Acquire - Some equipment and items bind as soon as they are looted and are not tradeable thereafter, although they may still be sold to merchants (sometimes called BoP for Bind on Pickup).

BoE Bind on Equip - Some equipment or items within the game bind to a player when equipped, but remain tradeable if not worn. These items are sellable to vendors even after being equipped.

BRB Be Right Back

BRD Blackrock Depths - An instance in Blackrock Mountain.

BRS Blackrock Spire - An instance in Blackrock Mountain.

BRT Be Right There

Buff A beneficial spell type that is cast either on yourself or on another PC granting enhanced stats.

Bug A glitch in the game that was never intended as part of the game design.

Camp/Camping 1. Waiting for a specific event to occur or a monster to spawn. 2. Hunting an area. If a specific hunting spot already has a group of PCs, it's camped.

Carebear A term used to describe people that do not enjoy PvP combat. This term is also sometimes wrongly applied to those that Role-play or like to play the role of a merchant rather than a fighter or killer.

Cast To use a spell.

Caster Any character that uses spells as their primary attack and defense.

CC Crowd Control (See **Mez**)

Chain Casting To cast spell after spell in rapid succession.

Cheese To exploit an imbalance in the game.

Clan (See **Guild**)

Combat Pet An NPC that can be called up and controlled by a PC to fight with them.

Con Short for "Consider." 1. The method in which PCs can decide if a mob is within their range to kill or not. 2. Applies to Quests and Items and how they compare with a character's level.

Corpse Camping Tactic used to kill a player as they respawn from death.

CR *Corpse Run* - Running back to your corpse after you die.

CR/XR *The Crossroads* - The central hub for Horde to meet up in the Barrens on the continent of Kalimdor.

Creep Coined in Blizzard's RTS games (*Warcraft* and *StarCraft*) in reference to enemy creatures. (See *Mob*)

Creep Jacking A term from *Warcraft 3* where players attack other players while they're already engaged in combat with neutral monsters.

Critters Non-hostile mobs such as rabbits, chickens, squirrels, cows, etc.

CSR *Customer Service Representative* - An employee of either the publishing company or creating company of an MMORPG that attends to customer needs and handles any service related issues.

CTD *Crash to Desktop* - This occurs when the game suddenly stops, closes, and sends you back to your computer desktop.

DD *Direct Damage* - A spell that's cast on a creature and does immediate damage.

Debuff A spell type that weakens a PC or mob by lowering their resistances or stats.

Defense The stat that partially determines whether an attack will hit. (Equal to 5X your Level plus any bonuses from talents and/or items.)

Dispel A spell that strips away the beneficial spells of a PC or MOB.

Designated Looter Someone chosen by a party or group to loot all mobs killed by the party.

DMG An abbreviation referring to Weapon Damage.

DnD *Do Not Disturb*

DOT *Damage over Time* - A type of spell that does damage over time to the creature or target it is cast on.

DPS *Damage Per Second* - How much damage you can inflict on a player or mob per second.

Duping An exploit in which multiple objects such as armor, weapons, or gold are created in order to cheat the game.

DW *Duskwood*, a zone south of Elwynn Forest.

Emotes Animated or non-animated ways of expressing how you or your character feels at any given moment.

Exploit Missing mechanics of the game to gain an advantage that is not allowed per the terms of use of the game.

Farming Killing mobs over and over again for loot. For example, instance farming, ogre farming, etc.

FFA *Free for All* - Generally in reference to looting rights on slain creatures.

FH *Full Health*

FL *Full Life*

FM *Full Mana*

Gank Killing someone quickly because they are taken by complete surprise, AFK, or considerably lower level.

GG *Good Game*

Ghosting The behavior of a mob, NPC or PC that seems to flicker in and out of your view and "jumps" between locations in relation to your character.

Gimp To create and develop a weak character by accident or because of inexperience.

Grief The act of disrupting someone else's enjoyment of the game by using dishonorable tactics such as: leap frogging, corpse camping, bind camping, ganking, or kill stealing.

Griever Someone that purposely attempts to ruin the enjoyment of the game for others often by using exploits. (See *Grief*)

Grind/Grinding Killing mobs repeatedly in order to gain experience, foregoing quests.

GM *Game Master* - Someone employed by Blizzard Entertainment to assist and help players.

GS *Goldshire* - A town just outside of Stormwind.

GTG *Good to Go*

GUI *Graphical User Interface* - The visual interface used for accessing commands & menus and viewing game information.

Guild Group of players with like goals and attitudes that work together as a team, AKA Clan.

Hate AKA "aggro" in other games, this is the measure of how much a monster wants to kill you.

HB *Hillsbrad Foothills* - Area southeast of Silverpine forest in Azeroth.

HP *Hit Points* - AKA Health.

HOT *Heal Over Time* - Much like the DOT, spells of this variety offer a dose of healing each "tick."

Hybrid Character that uses both magic and melee in conjunction with each other, without specializing in either.

IC *In Character* - This usually prefaces a sentence to let other people know that you're speaking from the viewpoint of your character or role-playing.

IF *Ironforge* - Dwarven Capitol City in Azeroth.

IMO *In My Opinion*

IMHO *In My Humble Opinion*

INC *Incoming* - Used to alert other party members that a mob is incoming. Usually used to get your party ready for battle.

Instance AKA Instance Dungeon. A dungeon in which only your party interacts with the mobs and objects within. Each group or party enters their own Instance separate from other players.

INT *Intellect* - Increases a) the rate in which weapon skills are learned, b) mana points, and c) the chance to score critical hits with spells.

Kite Technique used for killing mobs by doing damage (by range) and then rooting or snaring them. It's usually used by casters and long range damage dealers to kill with minimum risk to their character.

KOS *Kill on Sight* - Status of aggro between NPCs and PCs when on opposite factions. Also the state of relations between Horde and Alliance. Generally all Horde are KOS to Alliance and vice versa.

KS *Kill Steal* - To tap a mob away from someone else. (See *Tap*)

KSer/Kill Stealer Someone that either purposely or accidentally kills something you were fighting and steals the experience.

Lag Game play becomes slow and may cause adverse effects. Usually caused by either server side or connection issues.

Lag Spike A more drastic lag experience where game play may pause for an extended period of time or even crash your game.

Leap Frog A tactic sometimes used to dash past other parties while they fight mobs in order to beat them to a named NPC or resource object. This behavior is not deemed acceptable by most honorable players.

Leech Term used to describe the act of gaining experience or items from other players without helping or contributing to acquisition of experience or items. This can be a negative term depending on its use.

L337 Speak AKA Leet or Elite. A way of typing that uses alternate numbers, letters, and symbols in place of the traditional alphabet.

Leveling Act of gaining experience by killing mobs, crafting or questing to advance your character.

LFG *Looking for Group* - Used to convey that a Player is looking to join or create a group.

LFM *Looking for More* - Looking for more players for an instance.

Link Also known as "Linking an item." Shift + Left clicking on an item to show it in the chat window for others to see.

Link Death This occurs when a character loses connection to the server. AKA LD.

LMAO *Laugh My Ass Off*



GLOSSARY OF TERMS

NAMING YOUR CHARACTER

ETIQUETTE

10 THINGS WORTH KNOWING

THE DO'S AND THE DO NOT'S

EQUIPMENT, ENEMIES, & LEVELS

PARTY DYNAMICS

WHAT IS A QUEST?

DEATH AND REBIRTH

MIGRATING PLAYERS

MACROS

KEYBOARD LAYOUTS

EXPRESSIONS

LOL *Laugh Out Loud* - A term used to show that something was funny enough that they were laughing out loud, even if it couldn't be heard.

LOM *Low on Mana*

Loot To take the treasure from a defeated mob or from a chest.

LOS *Line of Sight* - Determines whether a spell/ranged attack can occur and whether a target can be "seen."

Lowbie Someone that is of a low level or in the early stages of character development.

Lvl *Level*

LTNS *Long Time No See*

Lunchbox Crate or chest that, when looted, contains only food and drink.

Main This is in reference to someone's primary character that receives most of the player's attention. This is generally a high level character. "Let me log in my main."

Master Looter Someone chosen by a party or group to loot all mobs killed by the party.

Med/Medding - Healing/Drinking or just generally preparing for combat.

Melee To fight either weaponless or with weapons face to face.

Mez *Mesmerize* - Refers to spells, such as Polymorph, that temporarily incapacitate a target. Some of these abilities lock you in place in addition to rendering you helpless. Typically, any damage inflicted on the target will break the mez.

ML *Master Looter*

MMO *Massively Multiplayer Online*

MOG *Massively Online Game*

MORG *Massively Online Role-playing Game* - (See MMORPG)

MMORPG *Massively Multi-player Online Role-playing Game* - A game type based on fictional characters and places in which many people connect to a server and interact with each other within the environment.

mob Short for "Mobile." Has become associated with NPCs and monsters/creatures that can be fought. (Created in the high-point of MUDDs).

MUDD *Multi-user Dungeons and Dragons* type of games. These are text-only Role-playing games that were the forebears of the graphical MMORPGs we know today.

MT *Mistell* - Used when someone accidentally sends a message that is intended for another party to the wrong person/group.

NBG/Need Before Greed A looting choice used by

groups. This offers players the chance to dictate from the start who is going to get which items. For example, casters often look for cloth armor drops and have no need for leather, mail or plate drops. So, they'd get cloth and the others would get any other armor drops. (See also *Random*)

Nerf A term used by players to describe the perception that aspects of the game by the developers have been weakened. Often these adjustments are done on character class types, spells etc. These adjustments are carried out by the developer to achieve a balance of game play.

Ninja Loot The act of looting (taking) items from a kill that do not belong to you.

Ninja Looter A person that loots a kill out of turn or during a battle to gain more than the rest of the group.

NM *Never Mind*

Noob/Newbie Someone that is new to the environment/game. This sometimes has negative connotations, though it is also used to explain why a player may need more help than others.

NPC *Non-Player Character* - A computer-controlled character within the game with whom PCs can interact. (e.g., Vendors and Trainers)

Nuke A spell that causes heavy damage. Can be AoE or single target.

Nuker A direct damage caster that can do heavy damage.

OMW *On My Way*

OOE *Out of Character* - This usually prefaces a sentence to let others know that you're speaking out of character or without role-playing.

OOM *Out of Mana*

Over Nuke Over nuking occurs when a caster casts too many high damage spells in a row only to draw the aggro of the mob away from the tank.

Own/Pwn Commonly used as a part of L337 speak. It means to defeat someone soundly. Often used as a taunt.

Paper Doll The representation of your character's body parts and the slots (places) that can be filled with armor or jewelry. (It's generally a 2D [flat] representation.)

PBAOE *Point Blank Area of Effect* - An AoE that is centered on the caster. Often used by casters standing in the middle of a group of defending tanks to damage the enemy while remaining relatively safe.

Party A group of people that band together to adventure.

PC *Player Character* - A character controlled by another player.

Pet An NPC that's given commands by a player to help them hunt or do battle. Hunters take beasts as pets and Warlocks summon theirs.

PK *Player Kill*

PKer *Player Killer*

PL *Powerlevel* - (See *Powerleveling*)

POP Abbreviation of "Repopulation," often used as a shortened term for the re-spawn of monsters.

Profession Crafting and gathering abilities that can be learned from trainers throughout Azeroth.

Port *Portal* - A player-created transport device to help people travel from place to place. Mages can open portals to other cities while Warlocks summon other players through their portals.

Pot Shortened term for *Potion*.

Powerleveling 1. Steadily and quickly using knowledge of the mechanics of the game to level up at a much faster and intensive pace than other players. 2. Having higher level characters assist lower characters in quests or grinding to speed up their leveling process.

Proc Items may have an added effect that has a chance of activating. The activation of these special abilities is referred to as "proc." E.g., A weapon with a special effect will "proc" every so often.

PSI *Please Send Tell*

Puller Person who pulls monsters for the party.

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

PvE *Player vs. Environment* - Used to describe a type of game-play in which a player is pitted against the Environment in the game.

PvP *Player vs. Player* - Used to describe a type of game-play in which a player is pitted against other players.

PvM *Player vs. Monster* - Used to describe game-play in which monster 'bashing' is the primary means of conflict.

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

Random A group often has more than one player wishing to have a certain item. In some cases, they agree to "Random for it." By typing "/random 100", the game system will randomly generate a number up to 100 for each player doing so. Typically, the highest roll wins.

Res *Resurrection* - A type of spell used to bring other players back to life after they have been killed by a mob or the environment. AKA *Rez*.

Res Sicknes When a player is resurrected by a player or via a Soulstone, they receive reduced stats for a period of time.

Resistance The degree to which a character (or target) can withstand or resist a certain type of damage.



A higher resistance translates into less hit points being lost. Some powers or item effects increase resistance.

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

Rest The state of the character. An indicator of how tired a character is, which affects how much experience is gained from killing monsters, illustrates the character's rest state. Well Rested characters receive more experience points than characters in their Rested or Normal states.

RF *Razorfen* - An area within the Barrens.

RFD *Razorfen Downs* - An instance dungeon in Barrens.

RFK *Razorfen Kraul* - Instance dungeon located in the Barrens.

ROFL *Rolling on the Floor Laughing* - A term used to let others know that something was funny enough for them to literally roll on the floor laughing.

Root A spell used to lock a target in place. A number of roots can be broken when the rooted target receives damage—even from a DoT.

Round Robin A method of looting that allows each character to have a "turn."

RP *Role-Play* - The act of stepping into the role of your character. To speak or act as you believe your in-game character would speak or act.

RF *Ridgeway Mountains* - Area east of Elwynn Forest.

SF *Shadowfang Keep* - This is an instance zone within Silverpine Forest.

SH/Strath *Stratholme* - An instance in Eastern Plagelands.

SM *Scarlet Monastery* - This is an instance zone within the Tirisfal Glades.

Small Pets An animal that follows the player around without actually interacting with the world. While they don't directly influence the player or monsters, some consider them cool to have around, especially rare ones.

Snare A spell or ability that reduces the movement speed of the affected target. Most often, snares are not removed when the target receives damage.

Socials (See *Emotes*)

Soulbound Equipment or items that are bound to a player and not tradeable to other players. These items are sellable to vendors however.

Spawns The location or process of monsters appearing when they're created in the world.

Spec *Specialization* - What your character designed to do based on talents. For example, a Shadow Priest is spec'd differently from a Holy Priest even though they're both priests.

Spell Stacking A skill used to stack multiple spells on a mob to maximize the damage that can be done. This

often refers to debuffs or even using Dispell to remove beneficial buffs.

SP1 *Spirit* - The stat that affects the rate at which mana and health is regenerated (in and out of combat).

Spiking This occurs when internet connection and exchange of information fluctuates dramatically.

STA *Stamina* - The stat that affects the amount of hit points assigned to a character.

Stack A number of identical items placed in a single inventory slot, to conserve space. Only certain items can be stacked.

Stat *Statistic* - These are the numbers that help define your character. I.e. Strength, Stamina, Intellect etc.

Stone *Hearthstone* - Hearthstones are used to transport players back to the inn at which they're bound.

STR *Strength* - The stat that affects your attack power with melee weapons and increases the amount of damage that can be blocked with a shield.

Stun Short duration spells or abilities that fully incapacitate the target. No damage or abilities will break the stun.

STV *Stranglethorn Vale* - Located in southern-western Eastern Kingdoms.

SW *Stormwind* - Capital city of the Humans in the Eastern Kingdoms.

TP *Talent Point* - Points earned as a player levels that can be used to purchase new talents.

Tank A melee character that can take heavy damage while keeping the aggro off the more fragile casters. (e.g., Warrior) Typically, a solid group will consist of two tanks: the main tank (MT) and secondary tank or off-tank.

Tap When a player attacks a creature first, this is called tapping. When a creature is tapped, only the person or party that has engaged the creature will gain experience or loot from it.

Taunt Related to Aggro. An ability that allows a player to draw the attention of a monster off of another player and onto him/herself.

TB *Thunderbluff* - Capital city of the Tauren on the continent of Kalimdor.

Tell This is a private message that can be sent directly to another player within the game. (See *Whisper*)

Temple/ST *Sunken Temple* - An instance in Swamp of Sorrows

Threat Related to Aggro. This is what a character "gives off" to generate or draw monster aggro. Certain abilities create higher threat (either because they're extremely effective or designed to do so).

Toon A term used in reference to your animated character in game.

Train A string of mobs or PCs that are chasing another PC or group of PCs. Often these are being led

to guards to be killed.

Twink 1. n. A character that owns items that are normally above their capability of obtaining on their own. 2. v. The act of leveling a character faster and easier by killing mobs that are beyond their means of killing themselves.

Über German slang for "super," originally meaning "over." Has become a term used to describe anything possessing extreme power or ability.

UBRS *Upper Blackrock Spire* - A tough portion of Blackrock Spire where many good items drop.

UC *Undercity* - Undead capital city in the ruins of Lordaeron.

VC *Van Cleef* - Boss of Deadmire instance in Westfall. Sometimes used interchangeably with "Deadmire." (ie. LFG VC is the same as LFG Deadmire.)

WC *Wailing Caverns* - Instance Dungeon in the Barrens

WF *Westfall* - Area in Azeroth just south of southwest of Elwynn Forest.

Whisper A private message AKA /tell.

WTB *Want to Buy* - This is used in place of spelling out the entire phrase to let people know they are looking to buy something particular. "WTB Wyrmslayer Rune."

WTS *Want to Sell* - This is used in place of spelling out the entire phrase to let people know that someone is selling an item. "WTS Kenarlyn's Charm."

WTI *Want to Trade* - Tells other players that you're willing to trade an item for another.

XP *Experience*

Zerg A method of attack which involves many people rushing an objective all at once with no real strategy or method. This usually involves a high amount of deaths on the part of those zerging, though is often an effective if controversial method of conquest. (Phrase coined from the Blizzard game *StarCraft*. Zergs are an alien race that multiply quickly and cheaply to overrun opponents with overwhelming numbers.)

ZFK/Zul *Zul Farrak* - Instance in Northern Tanaris.

Zone Area of the map with a designated theme, mobs and scenery. These areas have borders much like a state or country, though invisible to define areas.



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NAMING YOUR CHARACTER

What's in a name? Gamer names can encase a player's entire gaming career while some people change their name from game to game. In MMORPGs, your name can become famous or infamous and choosing the right one can take on a whole new level of importance.

The most significant thing you must consider are Blizzard's own naming policies. If you don't abide by them, you can expect a visit from your friendly neighborhood GM.



Naming Tips

World of Warcraft Name Generator: World of Warcraft has a random name generator that you can use to pull up a variety of names. If you don't like the one it chooses, keep clicking until you the right one strikes you.

External Name Generators: There are many suitable fantasy name generators on the web that are worth looking into. These typically offer more names than you could ever imagine, but finding the perfect name may become a more difficult task than you'd imagine.

Keep it Simple: Differentiating yourself by creating an incredibly complex name may sound like a good idea—at first. The first time someone needs to send you a tell or offer a long distance guild or party invite, you may reconsider that decision. You're not going to receive quick tells and may end up losing important contacts. Keep your name simple and unique. Players will still recognize you and will also be able to type your name quickly.

Combine Names: Try taking a couple names that you like and combining them or reordering them to make something new.

Avoid Well-known Fiction Characters: Do what you can to avoid even getting close to these names. GMs will make you change the name if they catch you and it's generally looked upon as bad form. Some examples of names to avoid: Gandalf, Legolas, Gimli, Drizzt, Sephiroth, etc. An even more important rule is not to choose a name that already exists within the World of Warcraft mythology. Unless you have permission from Blizzard, you can't take on that character's role.

Avoid Real World Celebrities: This is another name type that the GMs will force you to change quickly should they catch you (or if another player brings it to their attention). No one wants to see Madonna the Night Elf Priestess running around the glades of Darnassus.

Avoid any Religious Figures: You may think it's a great idea to use a recognized religious name for role-play or may simply find it funny, but there is no doubt that someone will be offended. Once again, a GM will ask you to change your name should this occur.

Combine Words with Care: Names like Moonwind, Farstriker and others are great ways to give your character a descriptive name. It sets the tone for the kind of character they are without much explanation needed. Take care to keep the words appropriate to the fantasy setting. Names like Faxmonkey or anything along those lines aren't going to cut it no matter how hard you pretend that you really are an ape from Feralas in disguise looking for a few good fax machines.

Avoid Foreign Words or Insults: GMs aren't all multi-lingual experts and can't be expected to know if your name is anything other than a bad word or insult of some sort. Be ready to defend your name and have a good reason for it. Even if it's in Drow, don't expect them to know right off unless they were one in a former life.

Open a Book: Many great names can be found in books and literature, but be careful. Don't use any name that could potentially have a copyright or trademark attached to it. Take a look in books on mythology, fantasy novels, fables and any other source with creative names. There is bound to be one that strikes you as fitting your character just right.



ETIQUETTE IN THE WORLD OF WARCRRAFT

Online games have their own systems of social rules; there are certainly more interactions in a game like World of Warcraft than with offline roleplaying games, where people are seldom able to compete or cooperate while playing. World of Warcraft creates an environment where both positive and negative interactions between players are intended to occur, but even the negative ones are set within certain guidelines. Behaviors that fall outside of normal etiquette can be considered rude, inappropriate, or even as grieving. To make friends and have a smooth experience in-game, it pays to learn the rules up front.

WHILE HUNTING

The environment is primarily cooperative in the open field, where players are aligned against the monsters that stalk Azeroth. Whether soloing or grouping to accomplish this, there are ways to keep from stepping on other people's toes. Beyond that, it's good to know when someone else is doing something that is genuinely disrespectful so that you can advise them (at first), avoid them if they continue, and ignore them if no change occurs.

YOU TOOK MY MOBS!!!

Mob ownership is often a point of contention during PvE hunting. Soloists and groups run into situations where other characters will come through and kill some of the same targets in the area where they were already hunting. The first point here is to use a cool head; everyone has a right to go after monsters. Even when a higher level person is attacking a beast, they may be after trade items that are useful, doing a backlog of old quests, or just farming something for their allies.

Instead of reacting with a negative attitude, see what can be done for both sides from the beginning. If you are on a kill quest, offer to bring the other person/people into your group—everyone benefits from this. By the same logic, if you're on a collection quest and someone else is going after the same targets for different reasons, it may still be faster to group together and hunt. Granted, soloing for collection quests is ideal, but it's better to get some items than none.

For whatever reason, an alliance may not be an option. This happens often enough as well. No problem. State what you're doing and see if the other players are willing to give you the space to continue. If they can't outright help, at least they can give you enough mobs to maintain the same kill rate and excitement. Fair enough for everyone concerned.



HOW TO HANDLE HUNTING CONFLICTS

- ✦ Try to work together with newcomers for mutual benefit
- ✦ Agree to leave each other enough targets and space
- ✦ Find a better hunting spot if nothing can be arranged
- ✦ Avoid aggressive players and report any griefing to a GM after you're certain that it's intentional

Most groups and conflicts are settled by the first two options. However, there are times when another group doesn't want to join with yours and is not willing to share anything in the region. That doesn't make them griefers—it's still within their rights to kill as much as they can within the area (that is your right as well).

If the other group refuses to have a comfortable attitude, you may try another camp of the same creature; there are often several camps of important monsters in a given region. This doesn't mean that you are backing down or acting like a coward. Rather, it shows that you're sensible enough to have a good time and keep from wasting your night, experience points, and energy fighting for meager kills on a single quest. You can always come back later.



Okay, so is there any grieving at all that occurs in regard to mob ownership? Well, yes. Even with the tapping system in place, there are ways for people to make life difficult for many other classes. Someone with a real chip on their shoulder can use fast abilities to tap a monster just before your anticipated pull. This negates the experience and treasure you receive from the kill, so it's a bad situation. If someone does this once, ignore it entirely (it was most likely an accident). However, a person who follows your party around and does this multiple times is absolutely trying to get in your way. Ask the person what they are doing, then report anything foul in their response to a GM. If they ignore you and keep doing it, find a new place to hunt and ditch the offenders. Even at this stage, they may simply be too young, inexperienced, or otherwise hindered to know what they are doing.

TREASURE DISTRIBUTION

When hunting in a group, especially when that group is composed of strangers, it is very wise to establish loot rules ahead of time. The dominant form of drop rules is to make a pledge of Need Before Greed (NBG). This means that any character in the group who needs an item is placed in priority above someone who would just sell the item to a vendor or give it to an alternate character/guildie. This keeps parties together in a better atmosphere of cooperation. By agreeing on this before any powerful items drop, people save minutes of wasted hunting time trying to figure out who gets what.

When you join a group that prefers to go onto Round Robin and accept the whims of fate, make sure you're comfortable with that up front. If you think Round Robin is unfair, say so from the beginning. Your argument will have far more credibility when the group is forming compared to later, when there is a drop you want that someone else is standing over. When Round Robin is agreed to, at most ask the other person for a chance to have the item or trade something for it. When you agree to loot rules, accept that it won't always go your way. Being upset that Round Robin is fickle makes no sense if you already said you were fine with it in the past.



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Multiple people may need an item that falls, especially when that item is particularly powerful. For these cases, Need Before Greed won't give the group an immediate answer. To quickly solve the issue, use **[/random 100]** and let the highest roller have the item (only people who need the item should be allowed to roll). Also, being able to use an item doesn't necessarily mean that you need it. A Warrior with an entire set of Superior Level 30 equipment shouldn't be rolling to snag Level 25 mail drops that a lower-level tank is direly in need of equipping.

The muddiest waters come when several people can use an item and it's an upgrade, but one class may need the upgrade far more than others. Consider a party with a Mage who uses swords, a Warrior (also specializing in blades), and a Rogue who likes having a sword as well. Who needs the Epic sword that those lovely elite trolls just dropped? Do all of them? Yes and no, of course.

The Warrior would use it a great deal. The Rogue would too. For the Mage, it would be an improvement, but that player wouldn't be using it nearly as often. A conundrum, for certain. In these cases, it's better if the Mage backs off, but it isn't required either. So, the "right" thing to do for the Mage is to let the primary melee characters roll for it while looking for lesser swords. The "right" thing for the Warrior and Rogue is to accept the Mage's request to roll if he does push forward. Either side has the ability to walk away looking respectable, even if they don't come away with a rare item!

Fast Drop Guidelines

- ◆ Set drop rules before leaving town
- ◆ Use **[/random 100]** to determine the looter in cases where multiple people need something
- ◆ Don't spend large amounts of time determining treasure distribution (more fighting = more treasure anyway!)
- ◆ If a player acts poorly, you don't have to group with them again, but making a scene hurts the rest of the group

When someone tries to slip things past the group by picking up items without reporting them or by pretending to need something they don't, it's best to follow a few steps. First, try to mention that the item is needed for someone else and see if that is enough to get things done. People do pick up items without noticing on occasion. An honest mistake is an honest mistake. However, a consistent pattern of doing this, or a few "accidents" with Bind on Pickup items can be quite telling. If a person has been doing this, tell them to stop. Even when the offending player is skilled and useful to the party, you may want to stop grouping with them in future runs if they're dragging morale down and causing group disputes.

Ninja Looting is the process of taking a powerful item (usually a Bind on Acquire item from an Instance) before others have a chance to decide who should receive the item. A common scenario is for the looter of a powerful enemy to look on the body, report a powerful drop, then stand back up (because it's BoA, they cannot loot it themselves without ruining everyone else's chance for the item). The body is free for anyone in the group to loot after that point. While the party is rolling for the item, a Ninja Looter could ignore the roll, rush the body, and grab the item. The finishing touch is to use their Hearthstone, return home, drop out of the group, and log off for the night. This sounds odd, but it does happen from time to time.



What do you do about Ninja Looters?

Put them on your Ignore List and don't group with them again. These players aren't likely to be considerate of your group's needs in the future, and it certainly brings down everyone's mood when the best items of a long Instance go up in smoke. Move on, keep finding your favorite allies, and don't worry about it. Instances are repeatable, and there are more evenings, more encounters, and plenty more

treasure for you. As for the Ninja Looter, imagine how things are going to go for him when nobody wants to group with him for end-game content a couple months in the future. Having a bad reputation isn't much fun, and a few good items aren't worth the trouble.

DEALING WITH INCOMPETENT PLAYERS

Not everyone has the same level of skill in the *World of Warcraft*. Indeed, there's a huge gap between the most adept and experienced players and those who are new to MOGs. *World of Warcraft*, and cooperative play in general. As with many suggestions, the best default should be to allow for some mistakes and be patient with others. Yet, there are still times when a player is performing so badly that something must be done about it.

When someone in your group (most likely a person in a pickup group) is performing poorly and getting others killed, have the group leader take the first step. The group leader should stop for a short rest (area allowing) and explain how the party should be performing. If the new player is pulling extra monsters onto a party, advise them on how to **[/assist]** and where to stand. When they outright pull monsters that aren't desired, tell them that they aren't responsible for pulling and that a different player is already handling that.



Some young or inexperienced players take time to get used to this; having been engaged by single-player games, they expect to do everything themselves. Acting this way may not seem rude or ineffective to them, so do your best to be friendly while figuring out where the person's skill/intentions/experiences stand.

Unless the player is outright rude in their response to your party's suggestions, keep them around at least for the quest/expedition that you invited them to join. Good etiquette dictates that the group should stay together until the task is done, even if the weakest link in the party does not improve. Cutting a player for performing poorly is rude. That said, no one is obliged to take unskilled players out for every quest and every raid. If you aren't interested in helping that player improve their skills, don't group with them in the future. That is absolutely your choice.



SPAM INVITATIONS

It's best to look for groups with the tools available (general chat, searching in a zone for people who are using the **/ffg** tag, etc.). Walking around an area inviting everyone you see into a group is not polite. Ask first and you will find that it is much easier to collect a better grade of players!

The same is true for duels. Practicing with your character in 1 on 1 PvP is exciting, and many other players will be happy to join you in duels, especially near towns when they are not engaged with quests, other parties, etc. However, spamming a person with duel invites is absurdly rude and will land you on an Ignore List some of the time. The best duels take time to set up, with fun talk, mutual bows, and a brief discussion for any rules that are desired. Duels do not simulate true PvP anyway, and out-of-the-blue ones aren't worth the breach in manners.



ASKING FOR HELP

As long as you don't demand help from anyone, it is perfectly polite to ask for assistance when going after difficult fights, quests, and such. This can be done on the general chat channel or from people in the area. If you see people fighting their way toward a quest mob that you need to fight, there is nothing wrong with asking to join them. When you can't get close enough for [say] to work, whisper to one of the members in the group. People rarely mind grabbing an extra person for a few kills, especially when it helps the soloist out.

A side issue of this is when your party is standing close to an important quest NPC, getting ready for the fight. Because some of these monsters are hard to find because of wandering, spawn problems, etc.), it is polite to either yell or send a message over general to let people know that that enemy is not long for this world. By doing this you give others the chance to ask for an invite if they are close. Players don't just appreciate this; they love when parties are this considerate and will be more inclined to do the same themselves in the future.



REQUESTING BUFFS FROM STRANGERS

When soloing, you find that certain buffs make a huge difference to your performance. A Warrior out by his lonesome will be greatly improved by a Priest's Stamina buff (Power Word: Fortitude). Getting conjured food and water from Mages is another huge boost to soloers, because it's effectively free to both parties. However, no one is obligated to help a solo character with abilities that cost time or mana to cast. The best way to get what you want here is to approach characters that are out in the field and ask politely for the buffs or spells that you desire.

Don't be afraid to help the person in question polish off a few monsters; because of the tap system you receive 0 experience and they get their kills substantially faster. That is usually a good way to help out while waiting for a response. Also, if you have buffs that are useful, throw those on the stranger while they make up their mind (it won't hurt your request, certainly).

If a Mage conjures a large quantity of food/water for you, throw a modest tip in there even if the Mage doesn't ask for it: that person is going to have a short bit of downtime for what they gave you, and a nice tip will make them feel better about being generous. Besides, the cost of buying vendor food and water is so much higher that you save entire gold pieces at the moderate levels just by getting Mage assistance; encourage them!

From the buffer's perspective, it is nice to receive tips. However, a kind "thanks" is what you should expect and require for future assistance. When people don't thank you for your time and effort, it's not worth helping them time and time again. On the other side, if you do not demand a tip, don't expect one from every character you help (many may be too poor to make things sweet for you). Thus, if you aren't going to feel right about helping someone unless money is exchanged, tell the other players up front. Selling your services is perfectly acceptable. Pretending to donate them and getting upset when people don't realize your expectations is a bit unfair.



TRAINS

Running through a region often causes a number of monsters to collect in your path, following behind. Even if you are high enough level to survive this, there are sometimes grave consequences to these trains (so called because it looks a tad like a train, with you as the engine and the monsters as cars following behind). When these monsters break off from the chase, they have a chance to aggro on various players during the trip home. This can cause many deaths and problems to lower-level players in an area, and there is no fun or etiquette in that.

If you're running around with a train behind you, avoid other players by as wide a margin as possible. And, if your way is blocked by a party (at dungeon entrances or other such bottlenecks), be willing to stop and die with honor. It's far better to die to your train than to cause another party to wipeout. Besides, the party you just protected may have a rezzer, offer you a group for future protection, etc.



JUMPING IN

It is fairly common to see other players in trouble. A bad pull or just a poor turn of luck can place another character or entire party in a situation they cannot win. There is no hard and fast rule for what you are supposed to do at that point. If you believe your character would turn the tide of battle, feel free to jump in. When you know the other party needs help, take a fresh target and pull that away (you get the experience and treasure, but they have one fewer problem to deal with). However, if you think the other group might be fine and are uncertain, jump onto a tapped mob; there is almost no way to give offense by doing that because the other party still gets their loot and experience.

Perhaps the situation is entirely hopeless. When a dozen monsters get trained onto a small party in a dungeon it is unlikely that they will evacuate safely. Don't jump in when the battle is hopeless (just get out of the way and hope for your own survival). Adding on to a failing battle makes things even more chaotic and could even cause a fleeing party to stop and try to hold their ground.

If you're a rezzer or your group has such a character, send one of the characters a whisper and ask if their groups wants a rez (not everyone does if the map is small enough and the graveyard is somewhat close by). It's worth a short moment to resurrect the group if that is what they want. The good will is nice to have, and your party may need a rez one day too. You never know who will be around when that time comes.



STAYING IN A GROUP

Groups may form for a single quest, an hour of play, or even a single battle. Proper manners here vary, but the basic key is to be honest about how long you intend to group with a party and stick to your word. If you join someone for a quest, say that you are able to stay around for "X" amount of time and that is your limit. Work to get the quest done, then stay to make sure that it is done for everyone before leaving. In the event that you must leave unexpectedly, apologize, give at least some of the reason, and offer to make things up to people later.



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By the same token, don't assume that everyone who leaves suddenly is being a jerk and ditching the group. Phone calls, family, lightning, penguin outbreaks, and other problems simply occur. If you group with someone a couple times and they consistently ditch after finishing their part of the quest, don't group with them in the future (at least, if that type of thing upsets you).



GRABBING RESOURCES

Resources that spawn at static points (e.g. metal and herbs) are available to everyone, and it is another case where "first come, first serve" is the rule. Yet, there are a few ways to keep from doing unfair things while collecting. Because many resource points have monsters nearby, parties and solo characters must fight to clear the area first, unless they are high enough level to simply sneak past and grab what they want. Regardless, if you see a person clearing the area near a resource point, do not rush past and steal that point. Whisper to the person or party and ask if they are going after the resource node; if they say yes, move on and look for another (you should get to the next point first since that person is still going after the last one).

If you badly need points for your skills, you may ask a person for a chance to access the resource point without taking anything. With Mining and Herbalism, the point is given for using the resource node, not for taking what is inside it. Thus, a whack on a vein of ore or a moment looking through the herb cluster gives you everything you need. There is no harm in asking for a chance to do this, and most harvesters won't have a problem letting you try, especially after they find that you are good to your word.



In groups, there may be several resource collectors of the same type (two Skinners, two Miners, etc.). As the party is moving into the area, discuss how you plan to tradeoff resources. For mines, it may be that everyone gets a hit for points, but the metal is split evenly. For Skinning it may be that just one person skins each monster, for time reasons, and the Skinners trade who is on duty.

BACK IN TOWN

Even in the somewhat relaxed state of standing in town, hawking wares and seeking various trainers, there are proper ways to conduct yourself. Knowing these helps when selling items, buying things from other players, and just in making your way around.

WHERE IS EVERYTHING?

Some of the NPCs in cities can be hard to find. A system is in place that allows players to ask the guards of major cities where to find various NPCs. Right-click on the guards to bring up a list of the NPCs and locations they are aware of, then choose the person you seek (a blip on the mini-map appears to help guide you there).

Sometimes, you in the General Chat Channel ask where different NPCs and stores are located. Try to provide an answer for difficult questions when possible. If the players are asking for answers to simple questions that they have access to, direct them to the source they should be using ("The Quest description tells you where those monsters are" or "Ask a city guard; they will put a marker on your map").

If you have questions, ask in General and see if people are willing and able to help. There is nothing wrong with asking every few minutes if you don't receive assistance and are still having trouble. This is an area where "Please" "Thank You" and general courtesy goes a long way. The more polite you are, the more often future questions will be answered. Also, players tend to provide more information when they feel connected to the person asking the question. "Does anyone know if the Mo'Grosh Crystal is a shared drop? :)" will get more attention than "Is Mo'Grosh Crystal shared?"

The best tendency is to try and find things you need on your own at first, because many items, stores, NPCs, and quest targets are quite accessible. Asking where to go and what to do the moment you receive a quest frustrates other players on chat, and they won't be as likely to help after several rounds of queries. Instead, wait until the tools available to you are exhausted. Look around, reread quests or pertinent text,

ask your guild or party, and then go into General Chat. Also, feel free to whisper a personal "Thanks!" to anyone who helps you. Showing that you are genuinely appreciative of their help is a suitable payment for the time they spent typing an answer.



ON THE BATTLEFIELDS OF PVP

Many of the rules that govern play in PvE change when dealing with players of the opposite faction. This is a desired aspect of the game for many people, and it is best to choose a server that fits your view of etiquette from the beginning if you are worried about certain aspects of competitive play. PVP is one of the rare times when server is what dictates etiquette more than common sense, disposition, or morality.

WHEN TO ATTACK

Going after enemies of the opposite faction is a matter of duty on the PvE server, to a fair extent. Disrupting another player of your faction when they are fighting a monster would be grieving; doing the same thing to an opposing faction's player is acceptable (perhaps even desired depending on how bitter the rivalry is on the server).

Indeed, attacking other players in a PVP or FvF environment is anticipated and encouraged. Any civility that you want to put into such combat (waiting until enemies are fully healed, outside of combat, have seen you, etc.) is above and beyond what others expect from you. Much like in real life, indulging your enemies in this way is a risk that won't always be returned. Let roleplaying and your sense of enjoyment dictate these responses instead of standard etiquette. If you want to be a dirty, rotten, backstabbing fiend that leaps onto hapless foes at the worst of times, go ahead and do it!

Is it possible to grief members of the opposition? Yes, there could be grieving, but this would only be an issue if there was a bug that was exploited against members of one faction. Things that would normally be considered grieving are often allowable otherwise. Training monsters into enemies is not grieving; it's a viable strategy. Again, you may not choose to do it, but your enemies have every right and ability to do it against your party. Be prepared.



GANKING

Ganking is the process of going after characters of much lower level. If ganking doesn't do anything for you and it makes other people's lives difficult, is it wrong? No. Some people on both sides of the war see ganking as a practice of griefers. However, this is not an act of grieving because it is a game dynamic that is mutually agreed upon by the parties involved the targeted players chose to come to a server where non-instanced PVP is a reality). Thus, they knew the risks and consented to the attack simply by joining the server.

That said in defense of gankers, it still is not an act that will earn you respect from the majority of players unless you accomplish your attacks in novel and exciting ways. Using stealth or invisibility to get into contested areas where relatively low-level

enemies are questing and going after solo targets is fairly simple. Charging in with raiding parties, fighting out in the open, going after larger groups, etc. is the way to have more fun and truly challenge yourself.

Play as you wish. Those who want to avoid this style of gaming are absolutely free to join the servers where faction-based combat is restricted to instances and opt-in combat (e.g. defending city NPCs that are being attacked).



CORPSE CAMPING

When an enemy dies, their corpse becomes a respawn point (once their spirit returns). Very few PvP'ers are going to take EXP penalties for their deaths, so it is almost inevitable that the person who died will return to their corpse. Corpse Camping is the act of patrolling the region where an enemy has died while waiting for the person to return (the followup is to attack the recently rezzed character and kill them a second time).

Again, this is not grieving. However, it is both obstructive to the other person's enjoyment (since they can't even get enough health to have a good fight with you), and it holds your party in place instead of getting you more experience, money,

combat, etc. The camped person is free to log off and return at a later point when you are gone, and it's impossible to know if that is the case. So, it is often better to get your kills, move on, and know that the victim could be after you at any time (enjoy the rush).

As far as etiquette goes, people are far happier on both sides when corpse camping is minimal. Very few players enjoy being camped this way, and most classes simply don't have the ability to get away safely when five or six people are boxing them into a small area. The flipside of this is what happens when a ganker/corpses camper goes down. Suddenly, tons of people are ready to camp the offending party, and the hunter quickly becomes the hunted.



10 THINGS WORTH KNOWING

There are certain aspects of MORG play that are almost universal. Appropriately, these are present in the *World of Warcraft* and should be explained for people who are new to the game, genre, or even to Blizzard games from the past.

PATIENCE IS THE KEY TO GLORY

It's invariably true that patience leads to greatness in many tasks. Most roleplaying games have a huge element of this, and MOGs are even more representative of the idea. It's impossible for players to sit down and see everything there is to the *World of Warcraft* in one day (or week, or month, ...). Thus, no matter how hard you try there is no way to rush through the game world and get to the "end." In fact, though there is an end-game portion of content where players are capped in level, there's never going to be a heavy hand on your shoulder saying "The game is over now, please go somewhere else."

Regardless of anyone else's view of how fast someone should play, level, and enjoy the game, there is no specific time to reach a quest or an area. Take a week hunting for Kodo Leather in Mulgore, or try exploring all of Kalimdor at level 20 if you are truly brave. Nothing that you enjoy in *World of Warcraft* is wasted time. The world is here for you to enjoy! Take it easy and play as you wish. Indeed, the levels are more exciting, the gameplay refreshing, and every group a bit better when you remember that fun is more important than getting the next skill, level, Wombat of Slaying, etc.



II LEARN WHAT YOU CAN HANDLE

It's exciting to push your character to the very limits of survivability. This is good to try on a limited basis for several reasons. First off, it provides a nice rush (even if you eventually lose and have to do a short corpse run). Beyond that, this type of testing brings you closer to your characters; understanding how to get every last bit of power out of a class will make every difference when it comes to complex challenges such as Player Vs. Player combat and Instances.



Though you naturally cover the limits of your character over time, simply by playing the game and dealing with the troublesome situations that arise from large pulls, trains from other groups, and ambushes out in the wild, testing still has its place. The issue here is that intentionally testing your class makes the process more analytic; you can prepare new strategies, test them out, and really see the effects. It's much harder to keep a keen eye out when you are surprised.

Try finding situations that push your character to the limit to see what things your race/class/style combo are best for countering. Try going against single targets of high level in solo encounters; engage entire groups of equal or slightly lower-level monsters; grab wide aggro from a huge range of enemies and try to flee successfully. These tests reveal a great deal about the strengths of a player and that person's chosen character.

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III FIND A CLASS THAT SUITS YOUR MENTALITY

A character's class defines what they are capable of doing in so many ways. Though every class is quite impressive in *World of Warcraft*, even in solo encounters, there are styles of fighting that are more effective for certain classes. For instance, Warriors handle groups of enemies far better than most alternatives (they have high hit points, impressive armor, and a Rage bar that is easier to fill when there are more targets bringing aggro). Casters, on the other hand, are much faster at bringing down single foes, but have to be more careful in how they approach fights; success for casters involves damage at range, frustrating enemy advances, and using mana efficiently.

CLASS STYLE QUICKLIST

CLASS NAME	DOMINANT TRAITS
Druid	Shapeshifting; Style Flexibility; Can Act as Substitute Tank, Rogue, or Caster; Damage at All Ranges; Backup Healing
Hunter	Powerful, Consistent Pet; Notable Ranged Damage; Traps, Tracking of Beasts and Sentient Enemies; Moderate Armor
Mage	High Burst Damage; Long Range; Snare Enemies; Create Free Food/Water/Mana Gems; Instant Damage; Combat Control; Very Fragile Hit Points and Armor
Paladin	Decent Damage; Backup Healing; Resurrection; Strong Armor; Survival Abilities; Great Vs. Undead; Alliance-Only Class
Priest	Powerful, Fast, and Efficient Healing; Shamano Buff; Protective Shield Buff; Anti-Undead Powers; Impressive Damage; Fragile Hit Points and Armor
Rogue	High, Sustained Damage; Stealth; Modest Armor; Light Hit Points; Lockpicking
Shaman	Totems for AoE Status Effects; Ranged Magic; Substantial Melee Damage; Moderate Armor; Resurrection; Horde-Only Class
Warlock	Multiple DOTs; Fear; Extensive Pet Summoning; Many Channeling Spells; Barred Line Between Hit Points and Mana (Can Use One to Gain the Other); Complex Class
Warrior	Very High Survivability; Greater Aggro; Damage Mitigation; Versatile Melee

Choose a class that matches your mentality and play style, especially for the first character that you choose. Players who thrive on getting up close and personal will feel much more comfortable with Warriors and Rogues. Those who prefer fast kills and don't mind downtime can thrive with a Mage. Warlocks aren't fast killers, but they have very little downtime. So, look into each of the classes and make a logical choice based on the character that you want to play.

Don't be afraid to message players of specific classes and ask them about their experiences. Use forums for the same purpose and see how actual players feel about their play experience. This avoids the path of reaching Level 20 before realizing that a class is good but still not your style. Of course, it's good to try everything yourself in the long run, but that's a different issue.



IV CHOOSE A RACE THAT LOOKS AND FEELS RIGHT

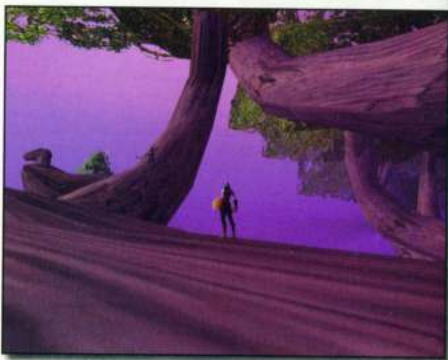
Though class selection is dictated by logic, race is a decision based on aesthetics. Certainly, there are some advantages to some race/class combinations (Tauren Warriors have quite high starting damage per second, Gnomes have more mana to throw around than other races, etc.). Still, these advantages dim over time as equipment choices, levels, and player skill dwarf (pun intended) the fairly minimal lead that even the most intuitive combinations create. A Dwarf Warrior has over 60 more hit points at level one compared to a Gnome Warrior (over twice the Gnome's hit points!). At level 30, however, this difference is trivial.

Instead, the choice of a character's race is a great time to go with your heart. That character will race across the world at the bottom of your screen for months to come. Pick a race that looks and feels right to you! This yields a starting location that suits your playstyle, since all of the starting areas are geared to the races that inhabit them. Also, it conveys an immediate sense of closeness between you and your character; the more you enjoy your character, the better each level seems.

VOICE EMOTES

Other fun things to try are various voice emotes for the sex/race combination of your character. Create a character and try the [/v flirt] and [/v silly] commands five or six times each. If the humor of the combination works for you, the style of that race's quests are likely going to synch as well.

Don't let stats or racial traits decide race for you unless that is truly important to you! If you are interested in playing any combination, no matter how odd at first, go for it and have no regrets. In *World of Warcraft*, player skill and a good reputation get you into high quality groups far more often than race, class, etc.



V INVEST IN FRIENDS AND SKILLED ALLIES

And speaking of good groups, there are a few tips to help with finding them. While you are playing, even at low levels, try to see which people are active in General Chat in a helpful way. Make note of polite, informed players and how they are dealing with each other. Out in the field, see who is eager to buff ungrouped characters, jump in to help other characters when a pull goes poorly, etc. Don't be afraid to "waste" some time getting to know the other players; the ones who stay involved with their characters into the higher levels may be your companions for months to come. And, the sooner you become friends with the more friendly and skilled players, the sooner pickup groups will be a thing of the past.

Ironically, to get away from pickup groups, people have to rush into many of them. The best times to do this are for kill quests, elite quests, and other activities when having more people around aids the process even when they are strangers. Try to keep track of all the people you enjoy grouping with. Had a good time with Player A—ask if you can put that person on your Friends list. They will most likely do the same for you. Continue this and there will be a cluster of a dozen or more people from other guilds that you know and like in no time (leading to faster groups with more familiarity, less down time, and more fun).

On the whole, the best players to choose for your list are the people who click with your personality and style of play. Even when some players are unskilled and make mistakes, they may be wonderful choices in the long run. You cannot train someone to be an exciting friend; skill in MORGs on the other hand is easily acquired over time by someone willing to learn. The vast majority of players who start off poorly but have the will to practice and learn end up being quite good by the time they reach high levels.



VI TRY EVERYTHING AT LEAST ONCE

There are many classes, races, and areas to explore. Even if one thing grabs you from the start, you become a better player by understanding where everyone else has been. Look into both factions even if you are sold on one of them. Playing a dedicated Alliance character, it is quite an eye-opener to see the Barrens as a soldier of the Horde. Learning how the other side works together, quests, and levels aids in countering those tactics with your original character. Also, there is a chance that somewhere you haven't been will completely capture your heart. A player that immediately chooses to play as an Orc may fall in love with Mulgore or even pine away for the beauty of Elwynn Forest.

For those with enough patience, try starting characters in each of the six initial regions to see if there is something special in one of them. Spending a couple hours on this your first day may pay off with a character you didn't even know you wanted to play.



VII IDENTIFY GOALS AND SUITABLE TARGETS

There are many goals for a player to seek in a given session. Sure, it is possible to play without more than an urge to beat monsters and have a good time (a goal unto itself, honestly). If that is all that you are looking for, recognize that and take a leisurely pace; kick the monsters you enjoy fighting even if there aren't any quests for that area. With a casual pace, it is entirely possible to group with a huge level range of friends and just do whatever you want!

When you have a more specific goal do what you can to identify the best targets for accomplishing that. Indeed, someone looking for the best experience on a given evening should queue the most quests for an area, find a group that is willing to run together for at least a few hours, then plow through those quests with military efficiency. Or, when quests are dry for multiple areas, gather a high kill-rate party and grind epic mobs in an Instance. By choosing the right party and monster type to gain experience you achieve your goals.

Or, if you want money, go after enemies beneath your level in a very small party (or solo). Try to get into areas with huge numbers of targets that you can fight in tandem, accumulating a maximal kill rate without any major concern for experience (it comes in decently, but not as well as when focusing on quests and epic battles). Taking down high quantities of targets yields more rare drops. This is a fine way to fill out guild equipment needs while accumulating extra coin.



The global point is to do what you like without worrying about experience per hour (unless experience per hour is your goal, of course). People love to explore, roleplay, dance around Ironforge with stray Gnomes, etc. Experiment, find your favorite activities, then indulge.

VIII THE RIGHT PLACE AT THE RIGHT TIME

While leveling, there are certainly better places to get the job done at any given point. Because questing is such a major aspect of *World of Warcraft*, it is quite useful to know where the most quests are throughout the game. One of the keys to progressing smoothly comes in traveling back and forth between equivalent regions; when quests are depleted in one area, try another for a time then return to see if new things are available.

In Alliance lands, a person may be hunting in Loch Modan from levels 12-14, then suddenly find a few of the remaining quests to be a bit challenging (or they will simply wish for a change). For a change of pace and some easy experience, move down into Westfall and do all of the quests there for the early levels. By the time Westfall becomes old news for your budding adventurer, Loch Modan's "tougher" quests should be just right. Or, there is always a trip out to Darkshore for yet another batch of level-appropriate quests. Horde characters often bounce between The Barrens and Silverpine Forest for the exact same reasons.



IX USE ALL RESOURCES

In-game, using your resources means that it is important to keep in touch with other players via the chat channels and the guild you choose. Be confident in yourself and try to find answers through exploring and testing, but don't be hesitant to ask others for help when things become muddled or frustrating. Buy quality items from other players as well, and be fast to sell the good things you find but can't use (this will make more coin than vendoring the items and substantially help others at the same time).

Outside of the game itself, there are web sites, guild pages, and forums waiting for you. Each of these offers a different aspect of assistance for mastering your character in the *World of Warcraft*. Guild pages offer social interaction, networking, and a feeling of playing a game outside the game. Open forums have tons of information on quests problems, upcoming game changes, and developments in the world (this is even more the case once there are many servers and each starts to have its own flavor). Obviously, strategy guides have a good place because they can go into the game with you; kept beside your computer, they offer fast information, data charts, etc. Also, guides can be taken around for perusal when a computer won't be available (commute by train, long trips, and such).

If you want to know everything there is to know about *World of Warcraft*, play long, play hard, and use as many sources as you see fit.

X TAKE BREAKS

Eating, sleeping, work, friends, and all of the other needs demand their own time, but there are also breaks in-game that can be useful to you. For one, it is nice to have a few characters to play unless you are madly driven to reach level cap in the least possible time. Having a few characters gives a player the breathing room to play according to a given mood instead of being forced into the same style each evening. It is nice to have a tank for slugging things out, a caster for ranged spellcasting, a crafting and farming character for making money and finding special gear, and whatever else calls to you.

By switching around the characters you play, the game stays more vibrant and has fewer demands on you. Instead, you get to go with your mood each time you play. The only serious downside of having multiple characters is that friends on the same server may out-level you. That is one of the many perks of having a guild; there is often a cluster of people in every region, so you won't be left out by leveling at a different pace than the "average" player. For that matter, it is pretty darn hard to find an average player when it comes to leveling, since there is a huge range in terms of speed and style of play.



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20 THINGS I WISH SOMEONE HAD TOLD ME

1. You can't put a SPACE in your name.
2. WASD and the arrow keys are your movement keys.
3. SHIFT + B or SHIFT + Left Clicking on any bag opens all your bags.
4. T targets the closest enemy and TAB toggles between targets.
5. Monsters that come up as "Red" on your indicator are aggressive and will attack if you get too close!
6. Pull abilities/spells from your ability menu/spellbook to your hotbar to access them quickly. (This is also true for the Throwing/Shooting/Fishing abilities.)
7. NumLock (or Clear for Mac users) is Auto Run.
8. Different icons on your pointer indicate what type of NPC/object you're targeting and whether you can interact with them.
9. M opens your map. You'll reveal more of your region map by exploring.
10. Most trainers reside in the capital cities.
11. You don't have to equip your Shinning Knife, Blacksmith's Hammer, etc. to perform your craft. You simply have to have it in your inventory.
12. SHIFT + Left Clicking on item/quest during chat will link it to the chat window.
13. Murlocs are evil.
14. Not all races can speak to one another. Alliance and Horde members can't understand what the other side is saying.
15. The Right Mouse button controls the camera and can be a keyless substitute for strafing.
16. SHIFT + Right Clicking is the key to inventory management. While shopping, this allows you to purchase/sell more than one item at a time. You can choose the amount of money during a trade and split items in your own inventory.
17. When purchasing an item from another player, you'll need to pull coins from your backpack.
18. If your breath gauge expires while you're in water, so do you!
19. Different colored items have different quality. Gray items are inferior and white are standard. Green, blue, purple and other colored items are the "special" ones.
20. Stop reading and go play!

THE DO'S AND THE DO NOT'S

Throughout the Introduction we list many aspects of play, etiquette, strategies, and so forth. This list tries to condense as much advice as possible into a quick reference sheet that you can come back to while taking a bit of a breather.

DO!

- ✦ Play to have fun
- ✦ Make friends and skilled allies
- ✦ Look into gathering professions for high profit (e.g. Mining, Skinning, Herbalism)
- ✦ When grinding, focus on EXP per hour, not EXP per kill
- ✦ Use inns and capital cities to accumulate more rest time when logging out
- ✦ Use your Hearthstone to get home quickly (it replenishes every hour)
- ✦ Find high quality food and water for your level (downtime should be minimized)
- ✦ Fight creatures below your level for fast kills (good for money, solo EXP)
- ✦ Fight elite monsters in groups for better treasure, especially in special instances
- ✦ Sell useful items to other players for better prices and a better community
- ✦ Ask questions if you become frustrated, lost, or confused
- ✦ Try to find things out on your own before asking for help
- ✦ Use chat channels to alert others when going after wandering quest targets (e.g. The Defias Messenger)

- ✦ Keep undead out of direct sunlight and try not to feed them between noon and dusk
- ✦ Stay in groups while others finish their quests
- ✦ Try to help others who run into trouble
- ✦ Agree on party goals, loot rules, and duration of play before setting out
- ✦ Apologize if you do something that gets people killed
- ✦ Listen to experienced players and share experiences that you gain with others
- ✦ Say "Good Group" at the end of the night and thank everyone who came along
- ✦ Try to type in coherent English so that everyone understands you
- ✦ Understand when others don't type perfectly with 16 Murlocs on their backs
- ✦ Use item enhancements even at early levels (learn about enchanting, armor patches, and blacksmithing upgrades even if you don't use those professions)
- ✦ Raise your reputation with neutral factions for added quests
- ✦ Avoid killing city-based NPCs unless you don't care about gaining a bad reputation
- ✦ Look through the Auction House to learn about normal prices; try to avoid impulse buying before you know what things are worth

DON'T

- ✦ Be forced into playing a certain way if it doesn't feel right
- ✦ Let stats or trends keep you from making the character you want
- ✦ Get locked into a single character (the classes are too enjoyable to try just one)
- ✦ Be afraid to ask for help, buffs, or directions
- ✦ Demand things from other players (such as help, buffs, or directions)
- ✦ Spam group, guild, or dual invites to anyone
- ✦ Steal boss mobs, chests, or resources from groups that are trying to fight over those things
- ✦ Call Tauren cows, all beef patties, burgers, or big game
- ✦ Be greedy about drops that other players can use when you cannot
- ✦ Forget to sleep at some point (you need to get bonus experience sometime)
- ✦ Get angry at the other faction; get even and enjoy it!
- ✦ Leave your group hanging (if you say five minutes, try to mean five minutes)



UNDERSTANDING EQUIPMENT, ENEMIES, AND LEVELS

Levels of NPCs, monsters, and equipment mean a great deal in just about every MOG on the market. Just because there are items of stunning power out there doesn't imply that you should be wielding them from the beginning. Indeed, the *theory* behind *World of Warcraft* is that you must build your character's skills and abilities to the point where they are able to wield the items of greatest power. The *unreality* is true for which enemies you are able to fight; the bitter and hard-fought skirmishes your friends have against Defias Pillagers in Westfall will seem like a fond memory in a few weeks when you begin engaging the Trolls of Stranglethorn Vale!

SHADES OF QUALITY: THE EQUIPMENT SYSTEM

For almost all forms of equipment, there are ways to quickly judge their approximate power and usefulness to you. The minimum level of an item reveals when you can use it, and the color of said item provides a rough idea of how powerful that piece is at that level.

The table below lists the different equipment tiers.

EQUIPMENT COLOR SCHEME	
Artifact (Gold)	
Legendary (Orange)	
Epic (Purple)	
Superior (Blue)	
Good (Green)	
Standard (White)	
Inferior (Grey)	

Items of inferior quality are only useful when nothing else is available. This happens most often when you reach levels where new slots of equipment can be used (shoulderpads are the most common example beyond level one).

Above inferior and standard items, there are the higher-quality tiers. Many of these are either set to Bind on Acquire or Bind on Equip. Bind on Acquire (BoA) is a state that will lock an item to the first person who picks it up or adds it into their inventory. For a crafter, this means that the item can only be produced for your own needs. For a person out in the field, it means that the character who loots a corpse with a BoA item receives that item and is unable to trade it. Thus, BoA items can only be sold to vendors. Almost all quest rewards are BoA.

Bind on Equip items (BoE) are far more versatile because they can be looted by anyone, traded for other items, sold to players, or to a vendor. As long as no one equips a BoE item, the piece is still tradable. Once equipped, a BoE item functions the same as any BoA.



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WHAT EQUIPMENT CAN I EXPECT TO SEE AS I LEVEL?

Obviously, characters don't receive Legendary and Artifact items at the drop of a hat. Indeed, these items are rarely found by anyone. As the game evolves during its first couple years, it's likely that more of these items will be added. Early on, it's a fair guess to say that very few are going to be found.

Characters progress through their levels with a variety of items, covering many tiers of quality. Inferior equipment is primarily available for Level 1 characters; after that stage these poor goods exist as vendor bait (they sell decently to merchants and can supplement the cash gained from your normal hunting). The reason inferior items are seldom used is that they have very high level requirements for the stats they convey. Thus, you are likely to find something much better before even having a chance to stumble on an inferior item for a given level.



Standard items are still a form of stopgap for most types of equipment. After you push your way out of the starting areas, there are many chances to equip better items than these. Standard equipment often has a slightly high level requirement, modest stats, and few or no bonuses at all. Mail-wearing classes are far more likely to grab these because basic armor is still a ton better than no armor. However, cloth and leather-wearing classes rely more on stat bonuses from their equipment, so standard gear has even less call from them.

Good items are frequently BoE and are rewards for many quests or as drops from monsters in an area. These treats are often just right in terms of the level where they are found, and they have decent stats and modifiers. A character suited in items with Good quality and of appropriate level will perform quite well. Think of Good items as being par for a skilled adventurer; if you keep Good gear of equivalent level to your character, battles against reasonable foes become very safe. Try to stay within three to five levels of your character when it comes to this gear.

Everything after that point, dealing with superior and epic items, is going to be about luck and patience. If you are driven to assemble the perfect set of gear for each level, it takes considerable time going against slow-spawning mobs in the wilderness (rare monsters), bosses in Instances, and large numbers of general enemies. There is nothing wrong with this approach. Leveling for your character is slightly slower under this method, but your power at any given level is often better than those who are rushing forward. It's a tradeoff, and both methods have their virtues.

The higher-end items are gained through sheer luck by fighting for hour upon hour and keeping your fingers crossed. Or, for those with a more methodic approach, from taking on Instances. Instance areas have elite enemies with powerful skills and allies. It isn't easy to take down Instances of your level, and even the best players travel to these in groups of five (or more). Named Instance characters are reliable for superior item drops, but a number of runs through each Instance are needed to find all of the drops and to equip entire parties with such goodies.



NPCs, ALLIES, AND ENEMIES

Much like items, people you encounter in the *World of Warcraft* are "color-coded" as well. For both enemies and allies, there are color distinctions that are important to understand. This is what is commonly referred to as how they "Con."

CON

Con Short for "Consider." 1. The method in which PCs can decide if a mob is within their range to kill or not. 2. Applies to Quests and Items and how they compare with a character's level.

Other characters of your faction and NPCs will be either blue or green in appearance when you highlight their avatar. A bar appears that lists that person's name, class, job, and level. The color of that bar declares whether that person is in a PvP stat. A blue bar means that the target is not currently set for PvP in that area. A green bar means that the person is a viable PvP target for enemies from the opposing faction. NPCs are always viable targets.

Enemies and Beasts have their colors as well. Creatures out in the wilderness may be yellow if they are passive. These neutral creatures do not attack anything on sight, regardless of proximity. You are free to walk up next to a Deer, Zhevra, or any other neutral creatures without fear of reprisal. If you attack these creatures, however, they will aggro on you and engage in battle just like any proper foe.



AGGROING NEUTRAL CREATURES

Even area-of-effect debuffs from your party can cause neutral creatures to aggro. To avoid this, use fire control and hold back on AoE activities when there are neutral creatures in the way.

Also note that many neutral creatures are shy and will retreat from the area if there is a battle taking place. This prevents some problems with accidental aggro.

More aggressive creatures, such as various predators, undead beings, demons, members of the opposing faction, etc., will appear with a red bar when they are highlighted. Red stands for an aggressive creature; these foes will aggro on you simply for stepping within a certain distance. That distance is determined by the difference between your level and the hostile creature.

AGGRO DISTANCE

Aggro distance, as stated, is computed by determining the difference in level between you and the enemy. Being lower level than the creature increases the distance from which it chooses to attack. Thus, very low characters for a given region have predators and enemies alike racing across fair distances for a chance at some fresh meat.

On the flipside, characters who are much higher level than the hostile monsters in an area won't aggro them without walking right next to them.

Finally, some enemies have a higher aggro range than others. Wolves, Coyotes, certain casters, and various additional foes aggro at a greater distance than your level deviance dictates. It doesn't take long to learn which enemies do this for an area; you are then free to use greater caution when trying to avoid attacks from such targets.



The Reputation System allows for more variety in certain NPCs. Regions with complex NPCs are given a faction of their own. Goblin towns, rogue elements of the Alliance and Horde, and fully independent groups feature this. If you improve relations with these groups, their mood changes to a Friendly one with your character. However, attacking NPCs of these factions turns them against your character.

NPCs just beneath Neutral are Unfriendly. Though they won't attack you outright, they don't offer to speak with your character, sell, or give quests to you.

Beneath Unfriendly is the Hostile Ranking; this turns previously passive NPCs into aggressive ones. Unless steps are taken to raise your faction with them dramatically, expect to be fighting these enemies from there on out.

REPUTATION QUICKLIST

CONDITION	EFFECT
Exalted	The highest level of reputation a player can achieve with a faction
Revered	Special reputation level reserved for special heroes
Honored	10% discount on bought items from vendors
Friendly	Standard reputation level for factions on a player's team
Neutral	Standard reputation level for factions not on a player's team that are not KOS
Unfriendly	Cannot buy, sell, or interact
Hostile	KOS
Hated	Target tries to kill you on sight; enemy factions are set to this rank

NOT EVERYONE COMES ALONE

There are several ways for enemies to get help from other creatures in the region. First off, some aggressive creatures try to bring allies from the moment they are pulled. Humanoid mobs are the most notable for this, but there are beasts that do this as well. This makes camps of enemies harder to fight because even ranged attacks will bring several foes.

Another method that some humanoids and beasts have (especially with foes like Raptors) is to call for help. These calls can even bring creatures that are from different races; for example, a Druid may respond to the call of a wounded Raptor. There is little to be done about these calls for help because they occur instantly. The best thing to do is pull such foes back to areas where their calls won't grab anything that you aren't already interested in fighting.

Then, there is a third way for certain enemies to seek aid. When badly wounded, a number of intelligent foes run away (some of them at very high speed). If the monsters bump into any allies along the way, they will return with friends. Using snare and stun abilities can help quite a bit to prevent this from occurring. For classes without such tools, try to save damage for the end of the fight (by saving mana, instant abilities, etc.) so that the creatures can be struck down when they try to run.



WHAT ARE THOSE SPECIAL PICTURES BY CERTAIN MOBS?

Elite monsters have special icons that surround their pictures in the interface. Elite monsters have a gold dragon border around their portraits; these creatures have roughly triple the normal hit points for a similar mob of that level (they also have more powerful attacks and abilities in many cases). Be wary of these mobs, but know that they drop better treasure and are worth far more experience, so hunting them in parties is quite lucrative.

Often, the strategies for fighting Elite mobs is different from those used against normal creatures. The general changes are that long-term abilities are even more powerful when fighting Elites (DOTs, debuffs, and short-term buffs are wonderful in these slower fights). Instead of using the philosophy of "Bring it down quickly to stay alive," the characters are pushed more toward "Bring it down safely and with maximal control of the situation." Use snares to keep these monsters from rushing off to heal or get allies.

Now and then you also see creatures with grey dragon borders around their names. First off, these are specific creatures instead of a racial type. Each monster of this type has a name ("Murgos Pugnose" instead of a generic Defias), and will be involved with an important quest, a rare spawn, etc. The power level of named monsters varies tremendously. Some of these are just named and meant to be finished at the end of the quest, having no particularly special abilities or attributes. Others may have new attacks, abilities not normally given to their race, and deal far more damage than one might expect. This is all a matter of experience and cannot be predicted simply by looking at the creature.



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THE BASICS OF PARTY DYNAMICS

Grouping is such a central aspect of MORG play that it's discussed several times in this guide (each time with increased detail). Here in the Introduction, our examination of groups focuses primarily on the basic mechanics and reasons for getting into groups. Later on, we'll explain more about performing in high-level groups and in a wider variety of situations.



WHAT IS A PARTY?

Parties are formed when characters decide to work together. By sharing the duties in combat, far more monsters can be brought to defeat, and safety is dramatically improved. Normal groups can be as large as five characters.

To start a party, target another person and type `/invite`, or invite a player from far away by using the character's full name `/invite Serene`. Using character portraits is another way to interact with people nearby (right-click on the person's portrait and choose `invite` from the list of options that appears).

People who are invited into a group have a query box that appears on their screen; it asks whether they wish to join the inviter's group. If they decline, the inviter is informed by both a sound and a text message. If they join, the new character's portrait is added in the upper-left side of the screen. You are able to see their hit points and mana/energy/rage bars (which update in real time).

So, a group at its core is a joining of characters that are going to attempt some challenges together. With two to five people, groups can attempt all of the quests or hunting activities that are normally available to characters. The quicklist below explains some of the differences when doing tasks in a group.



DIFFERENCES BETWEEN SOLOING AND GROUPING

- ✦ Parties share their experience from kills
- ✦ Looted money is divided evenly between participating group members
- ✦ Bodies are lootable for items based on a system decided by the group leader (Master, Round Robin, Group Loot, Need Before Greed, or Free-For-All)
- ✦ Quests can be shared between members (so long as the prerequisites are completed by all members)
- ✦ Enables the Party chat channel (used by typing `/p "Text"`)
- ✦ Character information is displayed for all group members

Ultimately, groups are able to accomplish more things than a solo player, especially in the later stages of the game. The quantity and type of loot you receive improves dramatically when going through Instances, Raids, and other group-related content.

LOOT SYSTEMS EXPLAINED

Party loot systems are very important to most players. Unless you only play with friends and guildmates, it's important to find a fair system that distributes loot in a way that keeps everyone content.



The Master Looter system allows the party leader to loot all of the monster bodies, then assign loot to the appropriate characters within the group. This takes more time for many parties because the looter has to manage quite a few more items and trades. Beyond that, Bind on Acquire items cannot be traded. This means that the looter has to "unlock" the body (by clicking on it then backing away), and that opens the body for looting by everyone in the group.

Round Robin is entirely fair in one sense, because it gives corpses to each person in turn, making sure that everyone gets their chance for some loot. Yet, chance has it that one character could get many good items on a given run while others receive very little. Also, Round Robin makes it likely that players receive items that their characters cannot use to their fullest ("My Mage got some new plate armor, woot."). Thus, players still end up trading a great deal and often implement Need Before Greed rules.

The fastest and most efficient system, yet the hardest one to use in pickup groups, is Free-for-All. The glory of FFA is that everyone in the group can grab bodies and loot without delay. The process is very fast, and whoever has the free time to loot can do it for the others in the group. When Bind on Acquire items fall, the best person for an item is decided and takes the item. For vendor bait (items of selling value but little power), everyone just tries to grab their share. In a party of friends, FFA is incredible. In a party of strangers, there is a fair chance of someone getting burned (doing all the fighting while some other player is scooping up everything that isn't nailed down).

Systems have been added to allow group leaders to set a Threshold for items and allow immediate rolling for items. Anything that drops of a certain quality level at or above the Threshold spawns a box for the group members (they can pass on the item or roll randomly for it). The player who rolls the highest immediately gets the item.

Need Before Greed mode expands on this by disallowing a roll for characters who cannot use the item in question.

Which system is the best to use? As you have probably guessed, it depends on the group, its leader, and the needs of the current mission.



LOOT SYSTEMS

NAME	BEST FOR	DESCRIPTION
Master Looter	Careful Distribution	Group Leader Loots All Bodies and Distributes
Round Robin	Spent With Some Equality	Each Character Gets a Corpse to Loot (in Turns)
Group Loot	Avoiding Ninja Looters	Allows Everyone to Roll on Powerful Items
Need Before Greed	Raising the Fairness of Drops	Only Allows Characters Who Can Use an Item to Get It
Free-for-All	Pure Speed and Ease of Use	Everyone Can Loot Any Corpse

WHAT IS A RAIDING PARTY?

Raiding parties are basically groups of parties. For difficult Instances, large-scale PvP attacks, or actual raid areas, these large groups are welcome (or even needed).

The first stage of a raiding party is to gather several fully-independent groups. This isn't a situation where everyone just clumps together and it doesn't matter which person is in which group. Indeed, leadership and organization are either the beauty or bane of raid work. Without organization, it is extremely hard to succeed when there are so many people together in a tight area.

Thus, groups need to have an experienced leader at their head. The raid leader/organizer should often be the person with the most experience and skill in commanding for the given task. That means a talented PvP'er should be at the head of a raiding party against another faction. A person who has been down Blackrock Spire 30+ times should lead two groups into the Instance.

Raiding parties are discussed at much greater length later in the guide, primarily in the Advanced Player vs. Environment chapter. Raids aren't needed or often done by characters at the lower or even mid-tier levels, so knowing what they are is more than enough for now. Learn more about raids in Chapter 7.



WHEN TO GROUP

Groups offer many things to both casual and hardcore players. But, that doesn't mean they are perfect for everything. It's good to know what you want before seeking a group; this makes it much easier to achieve your goals.

Groups are able to complete quests at a faster pace for Kill Quests, Escorts, and Exploration/Delivery Quests. However, groups are far slower when dealing with Collection Quests (especially if ground spawns are involved: If pure speed is an issue, it's wise to solo while collecting items, and group when attacking monsters, escorting, or exploring high-level areas).

When it comes to farming coin, the situation is quite complex. Solo characters get a fair bit of money if they go after the right targets in an area with many monsters.

Yet, food/water expenses and downtime reduce income by a substantial margin. On



the flipside, groups of five people have quite a few pockets. Duos (groups with only two characters) are actually pretty optimal for farming weaker monsters. If money is your goal, try soloing humanoid monsters or forming a duo with a complementary partner.

DUOS

Many duos work quite well, but certain combinations are even better for specific tasks. Remember that everyone has both strengths and weaknesses; if you choose a duo that accounts for the weaknesses, it makes life much easier. For example, Warriors hold aggro, making the fighting safer for low armor classes (Rogues, Mages, Priests).

Even beyond the class pairings, try to find someone willing to play to the duos strengths and minimize weaknesses. If a Priest and Mage group, it is obvious that tanking isn't a strongpoint of the pair. Instead, those two would succeed quickly by using their high DPS and leaning heavily on burst damage to keep enemies from engaging for long periods.

Fun is a fine goal, and groups are easily the best target for having a good time. Making friends with good players and nice people makes the game better no matter what you enjoy. Even for quests when groups aren't needed, having buddies around (reduces (or even removes) any tedium from slaying entire bands of roving wolves and bears).

GOOD REASONS TO GROUP

- ✦ Trying to complete red or elite quests
- ✦ Dealing with kill/explore/escort quests
- ✦ Farming for money in small groups
- ✦ Taking on Instances in full groups
- ✦ Farming raids for high-end content
- ✦ Safety in PvP-interior areas (e.g. Hillsbrad)
- ✦ To play with friends!



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WHEN NOT TO GROUP

Okay, so you see the reasons to party and the times when it is desired/needed. Here is the other side of grouping; there are goals that make grouping a bad idea.

Gaining experience in a group can be slow at certain stages of the game. Unlike a number of MORGs, *World of Warcraft* is dedicated to making it easy to level even when you play as a solo character. Indeed, leveling during solo play is perfectly fast if you keep your skills, gear, and items up to par. Take a great deal of food/water out with you and slash down the beasts of the open field. This pulls in experience at a very impressive clip, dwarfing just about any group that can't get into motion quickly, find very target-rich areas, and stay focused the entire time.

During the low levels, quests are worth an even higher percentage of total experience gained. If you're trying to fly through the levels, jump into groups for the group-friendly quests (as listed above), but solo all of the collection quests. Grinding solo kills on the way to and from quests is also a major way to improve experience efficiency. These are efficient kills because you gain hit points and mana on the move, so your character is getting to fight without the same level of downtime.



This is an obvious point, but it's not useful to group when the players you meet are unfriendly, uncooperative, or just don't match your style of play. If a group isn't enjoyable, it's not worth your time. Gold, experience, and leveling means so much more when you're having a good time, and players who enjoy the game tend to have better characters. Even with a stat-specific view of things, happier players end up with more potent characters (these people play more because they are having a good time, and more hours equals more experience, treasure, and power).

WHAT COMPRISES A "GOOD" GROUP

This is certainly a subject for debate, but good groups are the ones that fulfill your goals without making game time stressful. You, as a player, get to decide what good group is for your needs. If you want pure experience and money, simply look for the groups that are intense, dedicated to a high kill-count, and play consistently. If fun is your target, find players who relax a bit more, joke around, talk more, and explore.

There are so many players on each server that there are always people who share your interests and goals. Don't try to push other players into your mold; it takes less time and is better for everyone if you seek like-minded players from the beginning. Let the PvPers fight, let the roleplayers get into their roles, etc.



WHAT IS A QUEST?

The *World of Warcraft* has a Quest system in place that not only helps you learn the history of the land, but also gives experience separate from killing creatures. Experience earned from these quests does not count against your rest state and automatically adjusts the experience needed until your state changes. There are many different types of quests players can take part in. This is designed to make leveling fun and interesting; the system also helps to guide players from one area to the next at appropriate times, making it easier to know where it's "safe" to continue adventuring.



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TYPES OF QUESTS

There are many types of quests that are offered in the *World of Warcraft* from simple Kill Quests to the more involved Storyline Quests. They are designed to allow players to decide on the amount of time investment they want to make.



KILL QUEST

Kill Quests ask you to go out and either kill a number of creatures or a named NPC. These types of quests are often best to do in a group if time is an issue. While the experience of the kills is spread out among the group, everyone gets credit for the kills. Often when killing an NPC for a quest you are required to bring back proof of the kill. These quests allow all the group members to loot the item off of the corpse and do not have to be repeated in order for all members to get the item. The few exceptions ask that you complete the quest alone.

GATHER QUEST

Gather quests (also known as Collection Quests by many players) request that you go out and get a specific number of items either from a location or from creatures. These can be done in groups to accomplish the quest safely; note that only one of the item at a time is lootable from any creature. Unlike the Kill Quests requiring you to bring back a head or an item, these are not shared quest items.

DELIVERY QUEST

These quests require that you deliver an item from one place to another. The risk isn't in facing any particular creature or killing anything on your way (generally speaking). The risk comes from traveling through hostile territory and making it through alive. As an additional challenge, some of these quests are timed. Packages must be delivered within that time in order to be successful.

ESCORT QUEST

Escort Quests ask you to keep an NPC safe as you travel through dangerous territory. These are often difficult to do solo and an entire group can benefit from completing it together. Often you must defeat creatures that attempt to kill the person/creature you are escorting and keep the escort safe until they reach a designated location.

QUEST MODIFIERS

Not all quests play by the same rules. Some quests are race/class specific, and others are only given by certain factions. These quest modifiers are explained below.



FACTION QUEST

Faction quests involve gaining faction with an NPC or group of NPCs in order to complete the quest. This can involve killing opposing NPCs or by doing some task that they would like done. Because the Reputation System can rise and fall based on your actions toward certain factions, these quests are often repeatable. Thus, you have a means of staying in good graces with a faction even if there are occasional problems (Sorry I killed your Auntie, but here is a Troll Necklace!).

CLASS QUEST

Class Quests are specific to one class. They grant new powers, knowledge, abilities, or special items to the character that completes them. These can be done solo or in a group depending on your own abilities, but the group gains little unless they are of the same class. Find other characters entering the Class Quest or try to help others going their own quests in return for assistance on yours.

SERIES QUESTS

Series Quests are quests that are a part of a larger and evolving storyline. As players accomplish each part of the quest, it gets more difficult as you complete each one. The last quest is often a final encounter against a boss monster and offers a fantastic reward.

ELITE QUESTS

Elite Quests pit you against NPCs that are indicated as being elite. These NPCs have more hit points than others of their level and are much tougher to kill. These are generally group-friendly quests and may take you and your group into Instances. Elite Quests often take the most time to complete.

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FINDING AND COMPLETING QUESTS

It's easy to find quests in many areas. Quest givers that have quests available in your level range have yellow exclamation points above their heads. NPCs that have a silver exclamation point above their head have a quest waiting for you when you reach a higher level.

Only a few quests within *World of Warcraft* are repeatable. Once a quest giver has given you all the quests they can, no more exclamation marks hover over their head.

After Right Clicking on a quest-giving NPC, a quest log appears to tell you what the quest is all about and what kind of reward you shall receive. Players have the option of either accepting the quest or turning down the request. Don't worry if you turn down a quest. It is possible to return to the NPC to get it once more. Just be careful about turning one down that may be a part of a series.

Quests are stored in your log file on your hotbar and can be brought up by using the default "L" hotkey. Twenty quests can be stored in your log at any time (any additional quests are ignored until some of these are cleared or abandoned).



Your log file automatically organizes your quests for you and puts them into categories based on where the quest was received. It also is color coded to indicate how difficult a quest is for you.

CLUSTERING QUESTS

To save a lot of running time, cluster your quests by doing several in one area at a time rather than running around from place to place. For that matter, complete several quests in a specific section of a map before returning to town (this is very efficient and leads to faster leveling).

Grey indicates the quest is easy and will only give a fraction of normal experience for having completed it at a lower level. Generally this is as little as 1/10th of the entire possible experience.

Green indicates a quest is easy with a minimal amount of danger. You will receive normal experience for it however; this may seem small compared to the level you are at.

Yellow indicates the quest is within equal range of your level and has significant risk however with proper preparedness can be accomplished either alone or with a minimal group. At this range experience is right on target for your level.

Orange indicates the quest is difficult and will most likely need a group. Experience should be better than normal.

Red indicates danger! With a solid group you may well pull it off, but it's likely a good idea not to solo. Death may be the only thing you get out of going up against a quest that difficult. Give it a level or two and watch to see when it changes to orange or yellow to make it more attainable.

QUEST COLORS

COLOR	DIFFICULTY	REWARD
Red	Requires Group	Very High Experience (Items of Considerable Power for Current Level)
Orange	May Require Group	High Quest Experience (Items of Higher Level)
Yellow	Standard	Full Quest Experience
Green	Easy	Almost Full Experience
Grey	Trivial	Substantial Reduction of Quest Experience

It is as easy to find the end of a quest as it is the start of one. Ending quest NPCs have a yellow question mark over their heads. In addition, these NPCs appear on your minimap, so guiding your character back to them is very easy.



BUT WAIT THERE'S MORE?

Make sure to double-check an NPC that you turn a quest into. They may have another yellow exclamation point over their head indicating they have another quest or a follow-up quest for you. (This often takes up to a minute as the character speaks about the previous quest.)

When finishing a quest you are often given an award in addition to the experience. Rewards are often in the form of cash and/or a choice of objects. Even if you are unable to use an item it is possible to sell it to a vendor. Quest items are soulbound and cannot be traded between players; sell unusable items to a vendor and enjoy the extra cash. Or, if you are an Enchanter, disenchant the item and use the ingredients for creating something more powerful.

QUEST SHARING

An exciting feature of *World of Warcraft* is the ability to share quests. If your character is the only person with a certain quest in a group, it is easy to "give" the quest to everyone else in the party who's in close proximity. In effect, you become the quest giver for the others, though they return to the normal NPC for their completion rewards.

You cannot share quests if there are prerequisites that the rest of the party haven't accomplished, if the quest requires the delivery of an item, or if the quest is class/race related and they aren't of said class/race.

To share a quest, open the quest log and click on the quest that you want to share. The option is there to abandon or share the quest; choose "Share" and your entire party is queried with that quest if they accept it, you are good to go.



ABANDONING QUESTS



At any time, you are free to abandon a quest. This clears the quest out of your log (making room for other quests). The original NPC that gave you the quest resets, thus enabling you to start the quest again at a later point. You can abandon quests for the quest log space, for convenience (if you know you won't do the quest again), or to make a second attempt at a quest you have failed. Timed Quests and Escort Quests are the most likely to fail; these should be abandoned and tried a second time.

The lives of adventurers would be short indeed if death were a permanent feature in MOGs. Either that or people would spend far more time inside mms, hoping that various abominations wouldn't burst through the door. To make the game world a bit more fun, and much more survivable, Blizzard has implemented a system without vicious death penalties. This section explains the various types of death that your character could face and how to respond to these situations.



WAYS TO DIE

Characters that are slain drop to the ground and are taken out of your control. It's impossible to move, cast spells, speak normally, or do anything of importance to yourself or your group. Private and guild messages are allowed, so you can message nearby folks to let them know if you need a "Rez" (Resurrection).

Your character enters this state when his or her hit points drop to zero. Falling from too high a distance, being struck by physical or mystical forces, or drowning can all cause you to die. There's no starvation in *World of Warcraft*, nor are their status effects that directly cause death. In other words, Poisons can delete your Hit Points until death overcomes your character, but there are no "instant death" abilities or similar dangers. Keep your hit points high and life goes on. (Of course, if you simply get hit with a single shot that does enough damage to wipe out your entire health bar, you will die.)



THE PATH TO BETTER HEALTH

There are several ways to respond after your character dies. Each method of revival has different consequences, so it's wise to learn all three methods before stepping onto the field of battle.

RETURNING TO YOUR BODY (RELEASE AND RETURN)

The most common method of revival comes from "Releasing" and returning to your corpse. Click on the Release button that appears once your character falls; this teleports you to the nearest graveyard for your faction. As a spirit, you can see the world around you, but other characters and monsters are hidden from view. Only other spirits of your faction and the nearby Spirit Healer are visible.



A blip on the minimap appears to lead you toward your body. (This could appear as an arrow on the circumference of the minimap indicating the correct direction.) Follow this and don't worry about random monsters. Take a direct path and only avoid a fast route if the land prevents a direct line to your body (impassable barriers often force you off track). Once you get near your body, the line between life and death blurs (this causes monsters to become visible to your spirit). Move closer to your corpse until an option appears to "Revive." Click on this in a spot where you are safe from the aggro of nearby monsters or PvPers.

Reviving in this manner has no penalty on your character's experience. Also, you are returned to your body with 50% of your maximum hit points and mana (these return normally after that point). There is no Resurrection Sickness, and you are free to adventure normally.



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RESURRECTION (REZ)

If there's an allied person in the area where your body falls, Resurrection may be possible. Shaman, Paladins, Priests, and Warlocks have various powers to Resurrect player characters. In the first case, Shaman, Paladins, and Priests cast spells on corpses that bring a button onto the dead player's screen. If you wish to be Resurrected, click on the button that appears.

You appear almost instantly in the area, alive but not well. Depending on the spell used, your character may have as little as 1% of their hit points and mana. Beyond that, you are afflicted by Resurrected Sickness, a malady that dramatically reduces your attributes for a short period. There are stages of Rez Sickness, with each stage lasting between 1 and 2 minutes. The first two stages of Rez Sickness are by far the worst, and your character should be able to resume fighting once these are weathered.

Other than Resurrection Sickness, there are no penalties to accepting a Resurrection. Your character suffers no experience penalty or long-term attribute harm. Thus, the tradeoff with Resurrection over a Release and Return is a matter of time at low attributes vs. a possibly long walk.

In general, if the walk is greatly shorter than the first stage or two of Rez Sickness, it's better to Release and Return, even when a rezzer offers to help you.



Warlocks and Soulstones

Okay, there were four classes mentioned at the beginning of this subsection. Warlocks are able to Resurrect people as well, but it's a special Warlock ability that merits an explanation. Warlocks turn Soul Shards (collected from enemies as the creatures die) into various stones. One of these items is a Soulstone. Warlocks give these to other characters, and they have an ability to automatically Resurrect those who die.

If you have a Soulstone, it is activated 5 seconds after you die. Your character returns to life in the location where you fell, afflicted with Rez Sickness and having few hit points and little mana. The Soulstone is destroyed in the process.

This power is quite good for use in Instance Dungeons, where losing a character with Resurrect almost spells the end of a good expedition. Even a total party wipeout can be reversed with these items (always give the first Soulstone to the party's primary rezzer).



A Special Case

Though Druids aren't able to resurrect their allies, they have a self-rezzing Talent in the Restoration line. Reincarnation is an ability with a 60 minute cooldown that allows the Druid to bring him or herself back to life after dying (they start with 20% of their hit points and mana).

THE SPIRIT HEALER (REZ AT SH)

Okay, so there had to be a costly method somewhere. People who cannot retrieve their bodies, are too tired or frustrated to try, or who want a Very fast rez without any Sickness can choose to Resurrect at the Spirit Healer.

In every graveyard, a Spirit Healer patiently waits within the astral realm for those unfortunate adventurers whose spirits will soon join them. These floating figures of

death and rebirth return people to life where their spirit stands (thus, you appear at the graveyard of the nearest allied faction). Even if you make the long run to a farther graveyard and use their Spirit Healer, your body appears at the yard closer to your corpse.

The good news is that you appear with all stats intact, ready to fight immediately. The bad news is that you suffer a 5% penalty to your experience for that level. If you need 100,000 points of experience to gain the next level, 5,000 points are deducted from your current total. This applies even if you have 0 experience points (take such a character down to -5,000).

Does this mean that the Spirit Healer is a bad deal for most players? Yes, most of the time it does, but in no way is the Spirit Healer a bad thing to consider in specific cases. If you are so far away from your corpse that a run would cost major time and frustration, it might be worth a rez at the SH. Or, if you die way out in the ocean somewhere, or at a place that is almost unreachable anyway, it's worth avoiding the trouble.

In odd cases, during a fight near your graveyard, you can use the SH to enter battle almost immediately after dying (avoiding the PvP Resurrection Timer). This is a dramatic case where someone really cares more about winning than their long-term goals, but it's nice to have options.



DEATH IN INSTANCE DUNGEONS

Instances won't allow characters to return to their corpses from the outside the dungeon; this would make it too easy to regroup and continue fighting in the more challenging Instances. Though Resurrection spells and Soulstones work in the same manner inside and outside the Instance Dungeons, trying to Release and Return to your body fails. Instead, as soon as your spirit enters the Instance Dungeon, your body reincorporates at the beginning of the dungeon.

In terms of experience and safety, this is actually a great thing. You revive faster and are often in a location that is quite safe from aggro. The hidden penalty here is simply that parties aren't able to survive losing a character during an Instance run without using either Resurrection or a Warlock Ritual of Summoning (once the person has revived normally).



MIGRATING PLAYERS

Blizzard and their *Warcraft* series has been a solid gaming foundation for many years. *Warcraft* is considered one of the most successful RTS series in gaming and now they have taken it a step further. What once was a point and click, a "zug, zug" and a "my liege" is now a living breathing 3D world. When once you were a general, or even a god in some cases, you are now sucked down into the root of the game looking up as one of the players among many. This may be a bit of an adjustment for those that have never ventured into the MMORPG climate before. For those that have played MOGs before, it will still be a slight adjustment, though one easily made.

For those entering into the MMORPG genre for the first time, the *World of Warcraft* forces a slight adjustment to your thinking. There are codes of conduct and rules of interaction among those that have been in the MMORPG community that differ somewhat from those that circulate the RTS or FPS venues. Be patient as you learn. While you don't need to completely change your gaming style, you will have to blend it with those around you.

Where once you commanded your own armies and they listened without question, now you are one of the many and must work not only as a part of a team, but as one of the multitudes in a team. Most RTS players have experienced teamwork in the form of alliances vying against others and understand all too well how good teamwork can work in their favor. However, in this case you've been shrunk down and placed into the *World of Warcraft* as one of the peons until you work your way up in the ranks. Where before your underlings listened to your every whim and performed their duties exactly to your specifications, now you must deal with other players as singular as you are. Saying "jump" no longer makes others jump—at least not until you earn their respect.

Those that have played FPS primarily understand the teamwork involved easily enough if you have ever participated in Capture the Flag or Team Deathmatch events. However, where everyone once had the same resources and character type, here everyone is different based on their class and race. Without knowledge of other capabilities, it is more difficult to work together as a team. Things work slower. There is more time for interaction with others beyond a simple macro.

Terms that you may have used regularly before have changed and new ones have been blended in. Those that have played the *Warcraft* series know creatures you have fought as "creeps" and you'll now hear them being referred to as "mobs." The same applies if you are transitioning from another MMORPG only the opposite, it's understandable to want to hold on to what you've always known, however times change and all transitioning players will need to learn the terms of the other players until it all shakes out.

The interface will be both familiar and alien. For those coming from *Warcraft*, you'll be used to seeing a slightly different layout for your stat bars and hotkeys. For instance Party members will no longer sit in the middle bottom of your interface, but instead will show in the upper left side.



While the placement is not the same the elements are very similar and work similarly. Some things have to change for the mechanic for a 3D game vs. a 2D game, but the fundamental ideas are still very much intact.



In many cases those that have played the *Diablo* series will find the *World of Warcraft* interface a bit more familiar. Hotkeys run along the bottom bar and can be shifted between quickly and easily. Quest information and statistics can be pulled up with other hotkeys on the bar, a linked hotkey on your keyboard, or a simple mouse click.

If you have been used to using point and click to move about the world, don't worry; a version of point and click is in the game and for those that are used to wad and keyboard movement that is available also. It's all based on your preference and getting used to the mechanics that are in place.

WHAT'S THE SAME? TRANSITIONING FROM WARCAFT

Here is just a sampling of many of the things you will find to be the same. In many cases things you knew in game, such as Moon Wells, are not a useable resource. They are used as back-story and environmental atmosphere. Ancients wander the pathways of the Night Elf territory rather than sit rooted in place. Griffons and Zeppelins are not troops to be commanded, but instead are a public means of transportation for players to travel between continents or regions of the map.

The Storyline: Those that have played *Warcraft* will already be familiar with the storyline within the *World of Warcraft*. Things have picked up right after the end of *Warcraft III: The Frozen Throne* and are continuing; only now, the players are a part of it all.

The Geography: While some areas are yet to be available the names should be familiar: the destroyed city of Lordaeron, Stormwind, Ashenvale and Tidus Stair among many.

Potions and Scrolls: There are many types of potions and scrolls in the game. Players can even take alchemy in order to learn how to make their own potions.

Monsters: Many of the creatures within the game will be familiar. While some of the names may seem slightly different in other areas, you'll easily recognize them.

Playable Races: You'll be familiar with the races within the *World of Warcraft*. This is your chance at last to slip into their skin and play.

Magic and Melee: As you go up in level, so too can you learn new abilities much the same as you did in *Warcraft III*. However now you will need to visit a trainer and there are many options that open up to you.

Quests: NPCs that offer quests appear with yellow exclamation points over their heads much the same as you've experienced in *Warcraft III*.

There are many more similarities that a transitioning player will find exciting and the joy of discovering similarities and differences is infectious.

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WHAT'S THE SAME? TRANSITIONING FROM OTHER MMORPGS

There are many elements within the *World of Warcraft* that transitioning MMORPG players will find comforting. There are too many to list however we have contained a sampling of things you can find.

Auction Houses: In *World of Warcraft*, players are able to place their items for sale in Auction Houses to sell at a set price or at a bidder's price. These help take out the need to hawk your wares in a trade channel. While Auction Houses may not be run the same as in other games, the similarities of function are enough to help transitioning players feel right at home.

Guild Management Features: Guilds and Clans are a mainstay of MMORPGs and the ability to manage them well is important. There are ways of keeping tabs on players, putting notes on them, creating new ranks, placing a message of the day and even creating a guild tabard for guild members to wear.

Chat Management Features: Players can create their own chat channels and windows, change the font color and the things that appear in those chat boxes among other things. This is another feature that has become popular in MMORPGs over the years as they have progressed.

PvE: Those that come from PvE heavy games will understand the need to manage agro and pathing issues that come with different areas. Experienced players will find it comforting to know that many of their tactics still work the same as before. Others, such as kiting, may require an adjustment in your hunting methods.

Grouping: Parties, creating parties and managing parties all have great useable features that experienced players will appreciate.

MACROS

Macros allow users to create hotkeys that can perform custom commands based on the player's individual needs. They can utilize the many slash (/) commands in the game and have over 300 different icons from which to choose and assign to the individual macros.

While there are many things that macros allow you to do, there are some things that they won't. They will not allow you to create bots (automated characters) or automate long strings of tasks. Macros only allow 256 characters (including spaces); they must be short and to the point. They will, however, allow you to simplify many tasks.

CREATING MACROS

There are two ways to open the macro creation tool. Either type /macro in the chat window or click on the dialogue balloon icon on the left side of your default chat window. This opens up a box of commands including the macro choice at the bottom.



Once you have begun your macro creation, select the "new" option at the bottom of the box.



One of the greatest adjustments comes from using the interface if you are unfamiliar with the RTSs that Blizzard has produced, though the interface is customizable for tech savvy players.

NEW PLAYERS

There will inevitably be many new players that will find themselves drawn to the *World of Warcraft*. Some may have never wanted to play the RTS series and find themselves interested in its newest incarnation as an MMORPG. Some may have never played an MMORPG as well and are entering into the game as a whole new adventure.

The best advice is to read all the documentation you can and be patient both with yourself and others. *World of Warcraft* does not have as steep of a learning curve as many other games and Blizzard has created a world that is rich to explore along with in-game touches that help you to learn.

One such example of a place that helps players is within the Undead city of Undercity. Within the Mage quarter there is a demonstrator, or DEMONSTRATOR (if we play with the pun involved), that helps give a general idea to budding Warlocks on the kinds of pets they can look forward to earning in the future as well as some of their strengths and weaknesses. For the starting player this can be a handy resource.

Death is relatively painless and offers the opportunity to try new things, experiment and learn. Whether you are a long time player or new to it all, there is plenty that will keep you interested. Don't be afraid to use other players as a resource as well. While occasionally you may run into some rude players (or those RPing rude characters), generally speaking, most people are willing to help.



A new box appears to the right allowing you to name your macro and choose the icon that is assigned to it.

Name your macro, choose your new icon and then select "okay." That puts your new icon into the macro creation box for editing. In the box at the bottom, you can type in the command that you want to use. In this example we used a heal spell.



There are two different ways you can add a spell or ability to your macro. You can type it in **/cast Greater Heal(Rank 1)** or you can open your spell book and Shift + Click on the correct spell or ability. Once you've finished your macro, just click on the "X" in the upper right corner.

To edit your macro, open the macro creation interface and click on the icon of the macro you wish to edit. You'll be able to change the name, the icon and the function if the macro quickly and easily.

SLASH COMMANDS

Here are the "slash" commands (commands beginning with "/") available in the game. You can search through the commands in your chat dialogue box by typing in the first letter of the command you would like to search for (Example: /b), then use the Tab key to scroll through them.

EMOTES IN MACROS

Macros can easily incorporate emotes. Refer to the Expressions section of this guide to see the emotes available to you.

The macro sections follow this format:

MACRO NAME

Macro Description

Macro Example

GENERAL COMMANDS

/ASSIST

Your character assists the target.

/CAST

This command allows you to cast spells by name.

/cast Mana Burn (Rank 1)

/EM OR /ME

Creates an emote.

/em takes a bow while looking quite embarrassed.

/EXIT

Quits the game.

/FOLLOW (/F)

Allows you to follow another player.

/follow Wilhelm

/INVITE (/INV)

Invites a player into your party/group.

/invite Wilhelm

/LOGOUT

Logs you out of the game.

/PLAYED

Shows the amount of time you have played your character.

/PVP

This command puts your character in pvp mode so that you can be attacked.

/RANDOM

Generates a number between two specified numbers. This can be useful in determining looting rights or other decisions.

/random 1 100

/SIT

Takes your character from a standing position to a sitting position. Players regenerate faster while sitting.

GENERAL COMMANDS

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/PLAYED

Shows the amount of time you have played your character.

/PVP

This command puts your character in pvp mode so that you can be attacked.

/RANDOM

Generates a number between two specified numbers. This can be useful in determining looting rights or other decisions.

/random 100

/SIT

Takes your character from a standing position to a sitting position. Players regenerate faster while sitting.

/STAND

Takes your player from the sitting position to the standing position.

/WHO

Lists the players online.

CHAT COMMANDS

/# OR /C OR /CSAY

Sends text to channel #

/2 Where can I find the rogue trainer?

/ANNOUNCEMENTS (/ANN)

Toggles the join and leave announcements on a channel.

/AFK

Sets an Away From Keyboard flag and message if you wish.

/afk having lunch

/BAN

Bans a player from a channel.

/CHATHELP (/CHAT)

List of chat commands.

/CHATLIST, /CHATWHO, OR /CHATINFO <CHANNEL>

List channels, or channel members.



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/CHATINVITE OR /CINVITE

Invite a player to a channel.

/DND

Sets a "Do Not Disturb" flag and a message—if you wish.

/dnd phonecall

/JOIN, /CHANNEL, OR /CHAN

Join a specific channel.

/join Raid

/KICK

Kick a player off a channel.

/LEAVE, /CHATLEAVE, OR /CHATEXIT

Leave a channel.

/leave general

/MODERATOR (/MOD)

Change a player's moderator status.

/MODERATE

Toggle moderation on a channel.

/MUTE, /SQUELCH, /UNVOICE, /UNMUTE, /UNSQUELCH, OR /VOICE

Change a player's permission.

/PARTY (/P)

Sends a message to your party/group.

/PASSWORD

Change password.

/pass Raid blunderbuss

/REPLY (/R)

Sends a private message to the last person that whispered to you or sent a tell. Use the Tab key to scroll through those that last whispered as well.

/SAY (/S)

Sends a message to those that are nearby you in a public channel.

/TELL (/T) OR /WHISPER (/W)

This sends a private message to the person to whom you wish to speak.

/tell Wilhelm Meet me at the Zeppelin.

/whisper Wilhelm Meet me at the Zeppelin.

Use the Tab key to scroll through the people who last whispered to you.

/UNBAN

Unbans a player from a channel.

/UNMODERATOR (/UNMOD)

Changes the moderator status of a player.

/YELL (/Y)

Sends a message out to zone.

GUILD COMMANDS

/GINFO

Gives the start date, number of players and number of accounts in your guild.

/G

Sends a message to your guild channel.

/O

Sends a message to the officer channel of the guild.

/GDEMOTE

Demotes a player one rank within your guild

/GDISBAND

Allows a guild leader to disband the guild.

/GHELP

Lists all the available guild commands.

/GINVITE

Invites another player to join your guild

/GLEADER

Allows the current guild leader to transfer leadership to another online player.

/GMOTD

Sets the guild's message of the day

/GPROMOTE

Promotes a player one rank within your guild

/GQUIT

Quits you from your guild

/GREMOVE

Removes a player from your guild

/GROSTER

Gives an entire guild roster (This is an officer and guildmaster command only)

MACRO IDEAS

There are many times that you want to make it known who you are healing, who you are targeting or what you are bringing back. All these things are possible by using macros.

In addition to being able to use the slash commands in the game, you also have the ability to use %T in place of any target with which you wish to interact. This can be useful in allowing a macro to serve more than one function by allowing it to draw on the name of the target on an individual basis rather than needing to create a macro for every named creature or person that you would want to use it on.

SAY MACRO

/say Hello Necco vs /say Hello %T

By using the %T in place of a person's name, you can now use the command to put anyone's name in its place instead of tailoring the macro to just one person specifically. Another way you could use the macro function is to create one that tells your party who you're healing or what you're casting.

SPELL MACRO

/cast Greater Heal(rank 1)

/p healing %T

Now your macro is set up so that not only do you cast your spell on the person you have targeted, but you inform your party of the fact. This sort of macro can also be used for those that are pulling a mob to the party by letting them know the kind of mob to expect.

WARNING MACRO

/cast Mind Blast(rank 2)

/p incoming %T. Heads up!

With the above macro, your party knows that you're coming with a Big Mob versus just pulling a Tiny Mob or whatever other mobs might be in that area. There are many possibilities for creating useful and time-saving macros. Take the time to experiment with what works for you and in no time you'll wonder how you ever got along without them.

KEYBOARD LAYOUTS

PC KEYBOARD



MOVEMENT

KEY	ACTION
W (Mac)	Auto Run
W (PC)	Auto Run
D	Move Forward
A	Turn Left
S	Move Backward
D	Turn Right
Q	Strafe Left
E	Strafe Right
Space Bar	Jump
X	Toggle Sit/Stood
Z	Toggle Sheathe/Unsheathe Weapon
Run/Pad /	Toggle Run/Walk

HOTBAR

KEY	ACTION
1-0, . and +	Hotbar Keys
Alt + Hotbar Key (PC)	Use ability on Self without changing Targets
CTRL + Hotbar Key	Secondary Action Button (Pet Bars)
CTRL + F1-F10	Special Action Button
ESC	Open/Close Game Menu
SHIFT + 1-6	Toggle through Hotbars 1-6
SHIFT + +	Previous Action Bar
SHIFT + 0	Next Action Bar

TARGETING

KEY	ACTION
F1	Target Self
F2 - F5	Target Party Members 2-5
SHIFT + F1 - F5	Target Party Pets 1-5
TAB	Select Front Hostile Target
G	Toggle Hostile Targets
	Select Last Hostile Target
CTRL + TAB	Target Nearest Friend
CTRL + SHIFT + TAB	Target Previous Friend

CHARACTER INFO

KEY	ACTION
C	Character Pane
SHIFT + C	Combat Log
I	Ability Log
SHIFT + I	Pet Book
K	Skill Pane
L	Quest Log
N	Talent Pane
O	Social Pane
P	Spellbook
U	Reputation Pane

CAMERA

KEY	ACTION
W (Mac)	Pinch Up
W (PC)	Pinch Up
Down	Pinch Down
Home	Reset Camera View
End	Previous Camera View
B	Flip Camera
Up/Down	Roll
Up/Down	Rotate Left
Up/Down	Rotate Right
Right Mouse Button + A	Rotate Left
Right Mouse Button + D	Rotate Right

INVENTORY

KEY	ACTION
B	Open/Close Backpack
F8	Open/Close Bag 1
F9	Open/Close Bag 2
F10	Open/Close Bag 3
F11	Open/Close Bag 4
F12	Open/Close Bag 5
	Close All Bags
SHIFT + B	Open/Close All Bags

CHAT

KEY	ACTION
ENTER	Initiate Chat
/	Initiate Chat Command
R	Reply to a /whisper or /tell
/em	Initiate Emote
/v	Initiate Voice Command

DISPLAY

KEY	ACTION
V	Show Name Plates
ALT + Z	Toggle HUD
F13 (Mac)	Capture Screenshot
Print Screen (PC)	Capture Screenshot
M	Open Map

ATTACKING

KEY	ACTION
T	Attack Target
SHIFT + T	Pet Attack Target
F	Assist Target

SOUND

KEY	ACTION
CTRL + M	Toggle Music
CTRL + S	Toggle Sound
CTRL + +	Master Volume Up
CTRL + -	Master Volume Down

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The *World of Warcraft* is an interactive world full of adventure, danger and even a bit of humor. While some of the available emotes have animations, some do not. There are even some special emotes that have sound. The possibilities for expressing the mood and personality of your character are seemingly endless. Not only are there many to choose from within the game, but you have the ability to create your own as well.

Basic Emotes

Type a "/" in front of the emote you wish to use.

/agree

/amaze

/apologize...

Created Emotes

Type "/em" in front of the text you wish to use.

/em traipses through the field picking herbs

Voice Emotes

Type /v in front of the command you wish to use.

/v oom

/v rasp

The most important thing to keep in mind is to have fun and experiment. You are only limited by your own imagination.

BASIC EMOTES

Here is the list of basic emotes. There may even be more than this, but it will be up to you to find them. Many emotes may change based on your race or your target. By not targeting anyone and typing "/laugh" your character would say, "Geriana laughs." Targeting someone and doing the same thing results in, "Geriana laughs at Barth."

BASIC EMOTES

EMOTE	ANIMATED?	TEXT
Agree	No	You agree.
Amaze	No	You are Amazed!
Angry	Yes	You raise your fist in anger.
Apologize	No	You apologize to everyone. Sorry!
Applaud	Yes	You applaud. Bravo!
Applause	Yes	You applaud. Bravo!
Becken	No	You beckon everyone over to you.
Bag	Yes	You bag everyone around you. How pathetic.
Belch	No	You let out a loud belch.
Bite	No	You look around for someone to bite.
Bleed	No	Blood oozes from your wounds.
Blink	No	You blink your eyes.
Blow	No	Blood oozes from your wounds.
Blow	Yes	You blow a kiss into the wind.
Blush	Yes	You blush.
Boggle	Yes	You boggle at the situation.
Bork	No	You bork yourself on the naggini. Duh!
Bored	No	You are overcome with boredom. Oh the drudgery!
Bounce	No	You bounce up and down.
Bow	Yes	You bow down graciously.
BRE	No	You let everyone know you'll be right back.
Burp	No	You let out a belch.
Bye	Yes	You wave goodbye to everyone. Farewell!
Cackle	Yes	You cackle maniacally at the situation.
Calm	No	You remain calm.
Cat	No	You scratch yourself. Ah, much better!
Catty	No	You scratch yourself. Ah, much better!
Cheer	Yes	You cheer!

Chew	Yes	You begin to eat.
Chicken	No	With arms flapping, you strut around. Cluck, Cluck, Chicken!
Chuckle	Yes	You let out a hearty chuckle.
Clap	Yes	You clap excitedly.
Cold	No	You let everyone know that you are cold.
Comfort	No	You need to be comforted.
Command	Yes	You command everyone on a job well done.
Confused	Yes	You are hopelessly confused.
Congrat	Yes	You congratulate everyone around you.
Congratulate	Yes	You congratulate everyone around you.
Cough	No	You let out a hacking cough.
Cower	No	You cower in fear.
Crack	No	You crack your knuckles.
Cringe	No	You cringe in fear.
Cry	Yes	You cry.
Cuddle	No	You need to be cuddled.
Curious	Yes	You express your curiosity to those around you.
Curtsy	Yes	You curtsy.
Dance	Yes	You burst into dance.
Disappointed	No	You frown.
Doh	No	You bork yourself on the naggini. Duh!
Doom	No	You threaten everyone with the wrath of doom.
Drink	Yes	You raise a drink in the air before chugging it down. Cheers!
Druid	No	A tendril of druid runs down your lip.
Duck	No	You duck for cover.
Eat	Yes	You begin to eat.
Eye	No	You cross your eyes.
Farewell	Yes	You wave goodbye to everyone. Farewell!
Fart	No	You fart loudly. Where... what stinks?
Fear	No	You cower in fear.
Fest	Yes	You begin to eat.
Fidget	No	You fidget.
Flap	Yes	With arms flapping, you strut around. Cluck, Cluck, Chicken!
Flex	Yes	You flex your muscles. Ooosah so strong!
Food	No	You are hungry!
Frown	No	You frown.
Gasp	Yes	You gasp.
Goze	No	You goze off into the distance.
Giggle	Yes	You giggle.
Glad	No	You are filled with happiness!
Glow	No	You glow brightly.
Ghost	Yes	You ghost over everyone's midairtime.
Goodbye	Yes	You wave goodbye to everyone. Farewell!
Greet	Yes	You greet everyone warmly.
Greetings	Yes	You greet everyone warmly.
Grim	No	You grin wickedly.
Groom	No	You begin to groom.
Gravel	Yes	You gravel on the ground, wallowing in subservience.
Groffow	Yes	You let out a businesslike gruff!
Hail	Yes	You hail those around you.
Happy	No	You are filled with happiness!
Heho	Yes	You greet everyone with a hearty hello!
Hi	Yes	You greet everyone with a hearty hello!
Hug	No	You need a hug!
Hungry	No	You are hungry!
Impatient	No	You fidget.
Insult	Yes	You think everyone around you is a son of a motherless ape.
Introduce	No	You introduce yourself to everyone.
JK	No	You were just kidding!
Kiss	Yes	You blow a kiss into the wind.
Kneel	Yes	You kneel down.
Knuckles	No	You crack your knuckles.
Levish	No	You praise the Light.
Lay	Yes	You lie down.
Laydown	Yes	You lie down.
Lick	No	You lick your lips.
Lie	Yes	You lie down.
Lie down	Yes	You lie down.
Listen	No	You are listening!

Mad	Yes	You raise your fist in anger.
Message	No	You need a message!
Mean	No	You mean suggestively.
Mock	No	You mock life and all it stands for.
Moon	No	You drop your tracers and moon everyone.
Mourn	Yes	In quiet contemplation, you mourn the loss of the dead.
No	No	You clearly state, NO.
No!	No	You nod.
Nostalgia	No	With a finger deep in one nostril, you pass the time.
Paric	No	You run around in a frenzied state of panic.
Peer	No	You peer around, searchingly.
Peek	Yes	You grovel on the ground, wallowing in subservience.
Pest	No	You shoot the measly pests away.
Pick	No	With a finger deep in one nostril, you pass the time.
Plead	Yes	You drop to your knees and plead in desperation.
Point	Yes	You point over yonder.
Poke	No	You poke your belly and giggle.
Ponder	Yes	You ponder the situation.
Pounce	No	You pounce out from the shadows.
Prize	No	You praise the Light.
Pray	Yes	You pray to the Gods.
Push	No	You push like a kitten.
Puzzled	Yes	You are puzzled. What's going on here?
Question	Yes	You want to know the meaning of life.
Raise	No	You raise your hand in air.
Ready	No	You let everyone know that you are ready!
Ready	No	You let everyone know that you are ready!
Rear	No	You shake your rear.
Roar	Yes	You roar with bestial vigor. So fierce!
Rude	Yes	You make a rude gesture.
Salute	Yes	You stand at attention and salute.
Scratch	No	You scratch yourself. Ah, much better!
Sexy	No	You're too sexy for your tank.... so sexy it hurts.
Shake	No	You shake your rear.
Shimmy	No	You shimmy before the masses.
Shindig	Yes	You raise a drink in the air before chugging it down. Cheers!
Shiver	No	You shiver in your boots. Chilling!
Shoo	No	You shoo the measly pests away.
Shrug	Yes	You shrug. Who knows?
Shy	Yes	You are so shy!
Sigh	No	You let out a long, drawn out sigh.
Sh	Yes	N/A
Slap	No	You slap yourself across the face. Ouch!
Sleep	Yes	You fall asleep. Zzzzzzz.
Sniff	No	You smell the air around you. Wow, someone stinks!
Smirk	No	A shy smirk spreads across your face.
Snarl	No	You bare your teeth and snarl.
Snicker	No	You quietly snicker to yourself.
Sniff	No	You sniff the air around you.
Snub	No	You snub all the lowly peons around you.
Sob	Yes	You cry.
Soothe	No	You need to be soothed.
Sorry	No	You apologize to everyone. Sorry!
Spit	No	You spit on the ground.
Spoon	No	You need to be cuddled.
Stare	No	You stare off into the distance.
Stink	No	You smell the air around you. Wow, someone stinks!
Straw	Yes	You flex your muscles. Ooosah so strong!
Strut	Yes	With arms flapping, you strut around. Cluck, Cluck, Chicken!
Surprised	No	You are so surprised!
Surrender	Yes	You surrender to your opponents.
Talk	Yes	You talk to yourself since no one else seems interested.
Talks	Yes	You talk excitedly with everyone.
Talk2	Yes	You want to know the meaning of life.
Tap	No	You tap your foot. Hurry up already!
Taunt	Yes	You taunt everyone around you. Bring it fool!
Tense	No	You are such a tense.
Thank	No	You thank everyone around you.
Thanks	No	You thank everyone around you.
Thirsty	No	You are so thirsty. Can anyone spare a drink?
Threat	No	You threaten everyone with the wrath of doom.
Tickle	No	You want to be tickled. Hoo hee!

Threaten	No	You threaten everyone with the wrath of doom.
Tired	No	You let everyone know that you are tired.
TY	No	You thank everyone around you.
Veto	No	You veto the motion on the floor.
Victory	Yes	You bask in the glory of victory.
Volunteer	No	You raise your hand in the air.
Wave	Yes	You wave.
Weep	Yes	You cry.
Welcome	Yes	You welcome everyone.
Whine	No	You whine pathetically.
Whistle	No	You let forth a sharp whistle.
Wicked	No	You grin wickedly.
Wickedly	No	You grin wickedly.
Work	No	You begin work.
Wrath	No	You threaten everyone with the wrath of doom.
Yawn	No	You yawn sleepily.
Yay	No	You are filled with happiness.

VOICE EMOTES

Voice emotes can be used by typing in the command /v before the emote that you want to use. Often, they have more than one phrase associated with them. Different races and genders have some different emotes associated with them, so don't be afraid to experiment.

/v assist	/v help
/v charge	/v incoming
/v cheer	/v no
/v flee	/v oom
/v flee	/v rag
/v flee	/v silly
/v followme	/v thankyou
/v goodbye	/v wait
/v grats	/v welcome
/v heal	/v yes
/v hello	



GLOSSARY OF
TERMS

NAMING YOUR
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ETIQUETTE

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A GLIMPSE OF THE WORLD

Before entering the world of Azeroth, it's good to know how things fair in these interesting times. Though many lands have been entirely changed by wars between the Alliance and Horde and these battles against the Burning Legion, vitality and peace have fought their way back where possible.

This section describes the current conditions of Azeroth, its lands, and its inhabitants. Understanding these aspects is important for roleplayers and general gamers alike, because it greatly impacts quest stories, ongoing wars between the factions, and other complex matters.



THE EASTERN KINGDOMS

The Eastern Kingdoms have been through tumultuous times since the days when Lordaeron stood proud and strong. The northern lands are now a place of plague, disruption, Undead, and religious zealotry. Wars cover the lands to the south, and the looming threat posed by the Dark Portal prevents complacency from any of the races that live there.

LORDAERON



The Undead of Lordaeron fly the flag of the Horde now, no matter how loose the "friendship" is between the Orcs and the Forsaken. Because of Lordaeron's proximity to the lands of Dwarves and Humans, the Undead are always fighting; Hillsbrad is embroiled in raids and combat on a daily basis. Neither side has been able to gain a heavy foothold in the other's territory, so it's unknown how events will unfold in that region.

Little noticed by the Humans of Stormwind, Lordaeron faces enemies at home as well. The Forsaken are being attacked by Human Zealots even within their borders, but the worse fear is that a plague of mindlessness will overcome their senses. This Scourge is the driving force behind the Undead's allegiance to the Horde. Many of the new poisons and diseases being spread by the Forsaken are done to increase their "recruitment" of living beings into the ranks of the Undead.

Living on the doorstep of the Plaguelands, Undercity is in an almost constant war with poisoned beasts. Those who stray too far from the protected fields of Tirisd Glades shall know the perils of such troubled times, whether they are living or dead already. South of home, in Silverpine Forest, the Undead must contend with Dalaran troops and the forces of Arugal (a mystic of great power and anger).

KHAZ MODAN



In Khaz Modan, the Dwarves of Ironforge face unrest and a most uncivil war against the Dark Iron Dwarves. It is unknown how many of the Dwarves in Ironforge are loyal to this rebellious faction, but rumors make the problem out to be far worse than the council lets on.

In Loch Modan, there are also many skirmishes against the feral Troggs and several clans of Ogres. Though the Dwarves are quite aggressive about patrolling their territory, many of their finest soldiers are spread too thin to prevent incursions by enemy forces. Word has reached the capital recently that even the outpost at Dun Alzar has been attacked; even to the point where its current status is unknown.

The Gnomes are faced with exile from Gnomeregan; many of their number have been turned mad by exposure to deadly concoctions, brewed during their fights against the Troggs. The Gnomes currently stay in the outer parts of Dun Morogh and in Ironforge itself, working on ideas to reclaim their homeland. To assist the Dwarves, they helped in the creation of a train that runs between Ironforge and Stormwind.

AZEROTH



Further south, the Humans would perhaps be able to rally and aid their various allies if they had not problems of their own. The Defias, a gang of powerful brigands and thieves, has grown to such strength that people wonder why their leader has been so silent on the matter. With new attacks by Orc clans in Redridge Mountains and a most desperate state of affairs in Duskwood as well, even lands vital to Stormwind's safety are threatened.

Westfall, along the coast, has seen more than attacks from the Defias. Gnolls have lured a massive contingent in Westfall, lighting great fires to herald their army. Hundreds of these creatures now hold the mountains in the south-east and many areas along the coastline. The local militia is horribly outnumbered, but their cries to the capital have gone unanswered.

Dayen Forest, hailed for its safe roads and pleasant farms, is no longer such a gentle place either. Not only are the Defias rampant, but Kobolds and Murlocs have higher numbers than ever before. Elwynn's mines are silent, and approaching the lakes and goods of the area begs for trouble.

Even the people inside Stormwind have felt the shakings of coming times. So many Defias members were thrown into the Stockades of the city in such a short time that conditions became untenable. A riot has succeeded in pushing the guards out of the Stockades, and it is now entirely off limits to the general public. Several guardsmen didn't make it to the surface, and the Defias are holding their ground.

KALIMDOR

The western continent of Kalimdor is home to many of the Horde's races. Though weary from fighting and the destruction of their lands, these rugged folk have turned many defeats into victory overall. The current wave of trouble daunts not the Orcs, who continue to thrive under Thrall's strength and wisdom. Yet, peace is too much to ask.

CENTRAL KALIMDOR



Central Kalimdor is where the majority of the Horde's races are raised and trained. Durotar is the seat of the Horde; Orgrimmar is the greatest city of the east, and both Orcs and Trolls flock there to find safety, trade, and kinship. Trouble in this red, dusty land comes from the many Centaur who infest Central Kalimdor. Thrall has made push after push to throw the Centaur into exile, but their numbers remain. In addition, a number of cultists live in Durotar, and their numbers are growing. These demon worshippers are of the foulest sort, and the Horde does not tolerate their presence.

On the other side of Kalimdor, the Tauren live in moderate peace in Mulgore. Thrall aided the great Tauren in their battles against the Centaur, and this has firmly pulled the Tauren into the Horde's fold. Though Thousand Needles is mostly lost to the Tauren for now, the city of Thunderbluff is a sight that brings comfort to even an Undead Horde traveler. How many Humans would dare to attack the high and defended peaks of this isolated haven?

Between Mulgore and Durotar are the Barrens, where the small village of Crossroads has been growing. Though Centaur, Harpies, and many beasts live in this open land, the Horde has done well in keeping the northern Barrens clear of greater threats. Sadly, this cannot be said for the south; Dwarves mine and work openly near Dustwallow Marsh, and the Quillboars there have massive numbers and better equipment than their northern equivalents. Growing efforts by these factions in the south has made travel into Southern Kalimdor quite treacherous.

SOUTHERN KALIMDOR



Southern Kalimdor is a dangerous place, save for several outposts of Gnomes and Goblins. There are few actual towns in this remote corner of Azeroth, and fighting between the Horde and Alliance is not uncommon.

Thousand Needles is desolate, and the Centaur are still entrenched enough to prevent the Tauren from returning to the area. High in the peaks, a town continues to service the Horde members who come through, but Freewind Post is a small place with little more than the geography of the land to protect itself.

The Salt Flats, in the eastern edge of Thousand Needles lead down into Tanaris, a desert where Drakes and insectoid monsters thrive. Both the Horde and Alliance are able to find shelter in these areas by seeking the Gnomes and Goblins who create neutral communities in these arid climes. Gadgetzan is the largest of these towns, and crafters come from far and wide to meet the skilled Alchemists and Blacksmiths who work there.

Feralas is west of Thousand Needles, and is a jungle of great beauty. The Horde and Alliance both lay claim here and the Night Elves have positions at the eastern and western edges of the land (their main town is on a small island in the north-east). The Horde settled on the mainland, toward the center of the jungle. Many Ogres, Yeti, and unaligned Tauren have clans in Feralas, so the fighting there is rarely limited to the greater struggle between the great factions.

A GLIMPSE

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NORTHERN KALIMDOR



Northern Kalimdor is primarily the territory of the Night Elves. Though pushed from their former homes, the Night Elves retain some power in these regions and are working to heal the damage done by the Burning Legion.

Darkshore is on the far north-west of Kalimdor. Just across the sea from Teldrassil, the town of Auberdine is a focal point for crafters and those who protect the wilderness. The Naga that threaten much of the coast have retained some power here, primarily toward the ruins of Blackfathom Deeps. Elsewhere in Darkshore, the trouble is mostly centered around a disease that has gotten into both the Firbolg and beasts of the forest.

Ashenvale is the older home of the Night Elves, when they were immortal and at the heights of their civilization. Now, it is but a seed for their return to greatness. Twisted, crazed trees come down from the entrance into Felwood, while demonic leavings taint some of the waters and land throughout Ashenvale. The Golden Road into the Barrens is a dangerous path, as many Horde members come into Ashenvale from there. Some of these wanderers are looking to explore the forest; others have darker motives.

The north-east of Kalimdor is dangerous for all but the strongest of heroes to explore. Azshara, Winterspring, and Felwood are all laced with ancient magics and creatures of overwhelming power.

TELDRASSIL



Things are somewhat calmer for the Night Elves of Teldrassil than for many members of the Alliance. After fighting against the Burning Legion, the Night Elves sustained such losses that they have moved to Damavus as their new capital. This city, located on a large island north of Kalimdor, is but a glimmer of the Night Elves' true glory, but it has some measure of peace. Yet, the land still suffers, and the Druids of Teldrassil fight every day to stop the taint that runs through so much of Kalimdor's woods.

Though loose members of the Alliance, the Night Elves aren't engaged in attack with the Horde. Being separated by water, it is somewhat difficult for the Horde to attack Teldrassil, and it is harder for the Horde's members to focus their anger on the Night Elves, who have consistently tried to remain neutral in their dealings. Indeed, it is the Humans, Dwarves, and Gnomes who have interfered so many times in the dealings of Orc and Troll that Night Elves are often seen only as guilty by association.

THE HISTORY OF AZEROTH

Before Warcraft

-10000

The Night Elves awaken in the world and found a great society in the heart of Kalimdor. They tinker with primitive magic and inadvertently set it loose throughout the world of Azeroth.

The demonic Burning Legion, lured by the resultant energies, launches a massive invasion in order to drain the world of its innate magic. The Night Elves, unable to defeat the raging Demons, and are forced to ally themselves with the ancient Dragons in order to banish the Legion from the world. The ensuing conflict is so apocalyptic, that the greater land-mass of Kalimdor is broken apart and smashed beneath the sea.

The Night Elves vow to never use magic again, for fear that the Legion would return.

-6000

Unwilling to give up its precious magics, a small band of Night Elves is exiled from Kalimdor. Travelling to the newly formed eastern lands, they found the kingdom of Quel'Thalas and begin to refer to themselves as High Elves. The High Elves are continually besieged by the native Troll warbands.

-2900

The Human Empire of Arathor is founded in Lordaeron. It later expanded to also encompass Azeroth.

-2700

The High Elves, on the verge of losing their continuing war against the Trolls, seek the aid of the Humans of Arathor. In exchange for

their help against the Trolls, the High Elves agree to teach men in the ways of magic. The combined army of Elves and Humans succeeds in wiping out the majority of Trolls in Lordaeron.

-2600

The Humans' reckless use of magic allows agents of the Burning Legion to find their way back into the world. The Order of Tirisfal is founded. The powerful Guardians of Tirisfal are charged with fighting a secret war against the agents of the Legion, unbeknownst to the general populace.

-200

Internal struggles and the pressures of over-expansion cause the fragmentation of the Human Empire of Arathor into seven autonomous nations. Azeroth and Lordaeron are two.

-45

The Guardian, Aegwynn, defeats Sargeras, the Lord of the Burning Legion in single combat. Sargeras' malevolent spirit bonds with the soul of Aegwynn's unborn child.

-40

Though banished from Azeroth, the Burning Legion corrupts the Orcish clans on the world of Draenor. The once noble, shamanistic Orc clans unite and become a rampaging Horde under the rule of the malevolent Shadow Council. By enlisting the aid of demonic magiks, the Orcs were able to decimate all Draenei with little loss. However the victory had its cost, and the now corrupted Orcs could only think of war and bloodlust, and without an enemy to fight, battled among themselves.

Agwynn gives birth to her son, Medivh, who is destined to become the Last Guardian.

Medivh, driven mad by the spirit of Sargeras, opens the Dark Portal. He contacts Gul'dan, leader of the Shadow Council, and makes a dark deal. In exchange for the destruction of Azeroth, Medivh agrees to hand over the location to the tomb of Sargeras. Both are pawns to the Burning Legion. The Orcish Horde begins its invasion of Azeroth.

Warcraft: Orcs and Humans

Medivh is killed by his best friend, Lord Lothar, and his own apprentice, Khadgar. The Orc Warlock, Gul'dan was in Medivh's mind at the moment of his death, and consequently suffered a vicious backlash that left him unconscious for weeks. After five grueling years of attrition, the Horde finally conquers the nations of Azeroth and Khaz Modan and claims Blackrock Spire as its base of operations.

Blackhand, the Horde's current warchief was slain and succeeded by Orgrim Doomhammer. Doomhammer disbanded into groups of Raiders who were thought to be loyal to Blackhand. By torturing Gul'dan's spy, Garona, Doomhammer located and slaughtered the Horde Warlocks. Gul'dan was forced to bow to his new superior. To gain Doomhammer's trust, he slaughtered his own Necrolytes, and used their spirits to create Death Knights.

Lord Lothar leads an exodus of refugees to the northern nation of Lordaeron. Once there, he convinces the leaders of the seven Human nations to unite in arms against the Horde. The separate nations of the Arathorian empire are reunited as the Alliance of Lordaeron. Through the chaos, Thrall was born. This young Orc was found and captured by humans, and raised as a slave and gladiator.

Warcraft II: Tides of Darkness

Orgrim Doomhammer, the Warchief of the Horde, launches his mighty fleets to invade the shores of Lordaeron. The unstoppable Horde pushes its way into the heartland of Lordaeron and succeeds in destroying the High Elves' ancient kingdom of Quel'Thalas. Gul'dan attempts to free Sargeras. Orgrim Doomhammer discovers the plan and kills Gul'dan.

The Alliance forces push back, but Lord Lothar is killed during the siege of Blackrock Spire. Spurred by the death of their beloved leader, the Alliance armies crush Blackrock Spire and push the Horde back to the threshold of the Dark Portal. The Dark Portal is destroyed by Khadgar and the Horde is defeated. The renegade orcs are rounded up and placed into internment camps by the Alliance.

Warcraft II Expansion: Beyond the Dark Portal

The ancient Orc Shaman, Ner'zhul, rallies the few clans still left on Draenor and reopens the Dark Portal. He orders his clans to steal a number of artifacts from Azeroth that will allow him to open multiple Portals in Draenor. The Alliance sends its armies, led by the wizard Khadgar, through the Dark Portal in order to stop Ner'zhul's schemes. The two armies clash throughout the hellish world of Draenor for months.

Empowered by the stolen artifacts, Ner'zhul opens a number of Portals in Draenor. Yet, before he can lead his clans through them, their energies spiral out of control and begin to destroy the very fabric of that world. The Alliance heroes, knowing that they would be trapped forever, are forced to destroy the Dark Portal so that Azeroth is not consumed by the raging energies.

The blasted world of Draenor tears itself apart. The Alliance grows uneasy as the Orcish internment camps are reopened. Only a few, scattered Orc clans evade the Alliance's wrath and eke out a living in the harsh wilderness.

Thrall's Tale: Lord of the Clans

Thrall, a young Orc raised as a Human slave and gladiator, escapes from bondage and sets off on a quest to discover his stolen heritage. Thrall succeeds in reuniting a number of renegade Orc clans and leads them in revolt against the Alliance Regional Wardens. With the threat of a new Horde looming over them, the Alliance nations begin to bicker and quarrel. Tensions run high amongst the Human leaders.

Thrall becomes the new Warchief of the Horde and helps to reintroduce his people to their abandoned shamanistic culture. The reinvigorated Horde finally begins to lose the last traces of the Legion's demonic corruption. Civil strife rages through the nations of the Alliance as threat of a new, unseen foe draws near - The Burning Legion returned.

Warcraft 3: Reign of Chaos

Without the Guardians of Tirisfal, Human forces begin to crumble. The Night Elves at Kalimdor sense the disturbance and feel that they are somehow responsible. [Warcraft 3 Begins.] Ner'zhul returns as a Lich King, who has long transformed his loyal followers into minions of the living dead. Named by others as the Scourge, Ner'zhul takes hold of frozen continent of Northrend. From here he seeks to rule a world of the dead.

Prince Arthas rides forth to battle the Scourge and instead falls prey to the cursed Blade Frostmourne. He becomes one of the most powerful Deathknights and rides off to bring a plague to his own people of Lordaeron. After killing his own father Arthas is lead on a series of tasks until at last the Alliance is formed at the promptings of the prophet Medivh and the Burning Legion's connection to the Well of Eternity is cut off forever.

Warcraft 3: The Frozen Throne

After 10000 years of being imprisoned, Illidan is set free. At the behest of Kil'jaeden, he sets off to destroy the Frozen Throne in order to destroy the Lich King. He is thwarted in his plans by his former jailor Maiev and fails in his mission. After being recaptured and then set free again, Illidan sets out to destroy the Lich King once more. The Lich King, sensing his danger as he is imprisoned in his frozen throne, calls Arthas forth.

Arthas manages to outmaneuver Illidan and uses Frostmourne to shatter the icy throne freeing the helm and breastplate of the Lich King. Donning the armor, Arthas merges with the old Lich and becomes the new Lich King. An uneasy truce between the Horde and the Alliance is reached as both sides move on to lick their wounds and rebuild.

The Orcs leave for Kalimdor to resettle in a new land. Jaina Proudmoore resettles on the Coast of Southern Kalimdor. Grand Admiral Daelin arrives with a large Armada looking for survivors. His hatred for the Horde is great and he sets against them once more only for his own daughter, Jaina Proudmoore to set herself and her forces against him. The Orc allow Jaina Proudmoore to resettle in peace, but tensions are still there.

World of Warcraft Begins...



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WORLD FACTIONS AND REPUTATION

Within the world of Azeroth there are many different factions that will affect how you are able to interact with the world you now live in. Gaining and losing favor is a simple enough process that can be achieved through doing quests or killing NPCs and mobs.

Each player is able to monitor the state of their reputation with all of the factions they interact with by opening the Reputation tab on their character sheet in game. You can do this quickly by using the "U" hotkey.

The Horde and Alliance comprise factional teams all their own. If you are on the opposing side, all of your faction for the other team will always be locked at the "War" status, which is the lowest possible faction. While you cannot change your status with the opposing team, don't become too comfortable with the thought that it guarantees you a cushy ride on your own team. Faction can be raised or lowered depending on the choices you make for each racial faction.

Each race begins with a bonus among their own race. The Forsaken (Unleash) begin with a lower reputation among their allies, the Trolls, Tauren and Orcs. The Trolls, Tauren and Orcs start with a lower reputation with the Forsaken as well. After all, they are mostly in an alliance of convenience.

While you cannot declare war on your own faction, you can certainly fall very much out of favor with them by your actions. Your reputation affects how you interact with NPCs throughout the game so choose your actions carefully.

REPUTATION LEVELS

Reputation has seven different levels of like or dislike that are color coded. To put it simply, the best reputations are green, neutral is yellow and red is hostile.

Exalted: The highest level of reputation a player can achieve with a faction

Revered: Special reputation level reserved for special heroes

Honored: 10% discount on bought items from vendors

Friendly: Standard reputation level for factions on a player's team

Neutral: Standard reputation level for factions not on a player's team that are not KOS

Unfriendly: Cannot buy, sell, or interact

Hostile: KOS (Kill on Sight)

Hated: KOS; all opposing team factions are set permanently to the lowest level here

Gaining negative reputation with your own faction is possible though not the best choice when you need to rely on banking and purchasing goods along with a safe haven from which to operate.

WORLD FACTIONS

There are many factions in the world though every character starts their time with showing the factions of the Horde and Alliance at their default start point. Exploring the world and interacting with new factions adds them to your reputation sheet showing whether you have done so either positively or negatively. We have included a list of factions. In time, expect to discover even more than these.

Here is a list of Factions.

ALLIANCE

Darnassus
Gnomeregan Exiles
Ironforge
Stormwind

HORDE

Darkspear Trolls
Ogrimmar
Thunder Bluff
Undercity

STEAMWHEELDE CARTEL

Booty Bay
Everlook
Gadgetzan/Ratchet

OTHER

Argent Dawn
Bloodsail Buccaneers
Gelkis Clan Centaurs
Magram Clan Centaurs
Ravenholdt
Syndicate

THE CITIES OF AZEROTH

A HISTORY

Many of Azeroth's cities have risen and fallen through the many wars that have plagued the land. There are a few that still stand strong even after the ravages of the Burning Legion and Scourge have torn through.

DARNASSUS

High atop the boughs of the great tree Teldrassil lies the wondrous city of Darnassus, the new refuge of the reclusive Night Elves. Druids, Hunters, and Warriors alike make their homes among the rows of wood crafted lodges and delicately tended groves. The Temple of the Moon rises like a shining beacon above the trees, flanked by the colonnaded Hall of Justice, where the vigilant Sentinels gather to safeguard the land. Ruled by the high Priestess, Tyrande Whisperwind, Darnassus stands as a tranquil testament to all that the Night Elves hold sacred. A city in tune with the rush and flow of nature, Darnassus was built along the shores of a large lake, with elegant bridges spanning its crystalline waters. Elsewhere, the falling leaves of the forest carpet the soft pathways of the city.

At first glance Darnassus seems a tranquil refuge for the Night Elves and fitting replacement for their lost home in Ashenvale. However, Darnassus was created without nature's blessing and the creatures around this fair city suffer greatly for it. The great tree was planted for the most selfish of reasons, to regain their lost immortality by creating a tree that would bind their souls to the eternal world.



"Opulent" is the first word that may spring to mind when gazing around this grand city. It's a city alive and breathing with brightly colored foliage and softly glowing lights. Wisps float serenely along the pathways and large Ancient Protectors cat their gaze about them looking for any sign of danger.



The Tradesman's Terrace is in the southwestern section of the city. Buildings of pagoda inspired architecture line the pathways with their signs prominently announcing the weapons and armor they are selling. On the west end of the city, the Temple of the Moon sits with a large welcoming walkway leading into the moonlit and mystical alcove within. A large alabaster statue stands proudly in the center of a pool of water. Trainers surround the lower ring around the pool and, at the top of the ramps, the Lady Tyrande Whisperwind herself stands.



To the east of the Temple, and in the center of the city surrounded by water, stands a large tree in the shape of a bear. Inside lies no heart, but the treasures of its citizens are kept here in the bank. Just slightly to the northwest of the bank sits the rose-surrounded portal to Rut'theran Village on the sea. In the northern region of the city, smaller Protectors make their rounds, their woody creaking blends in with the sounds of the smaller creatures as they make their patrols through the Cenarian Enclave.



The eastern portion of the city contains the Craftsman's Terrace. Herein the various craftsmen sell their wares and train the next to carry on their traditions. It is a visually beautiful city and one worth making the trip to if you don't happen to be on the wrong side of the war.

IRONFORGE

While many Dwarfven strongholds fell during the Second War, the mighty city of Ironforge—nestled in the wintry peaks of Dun Morogh—was never breached by the invading Horde. A testament to the Dwarves' expertise of shaping rock and stone, Ironforge was constructed in the heart of the mountain itself: an expansive underground city of craftsmen, explorers, miners and Warriors. Although the Alliance has been weakened by recent events, the Dwarves of Ironforge, led by King Magni Bronzebeard, are forging a new future in the world.

The first Dwarves came up from the depths of the earth and founded Khaz Modan after the Titan shaper Khaz'goroth. Constructing an altar for their Titan father, the Dwarves crafted a mighty forge within the heart of the mountain. Thus, the city that grew around the forge would be called "Ironforge" ever after.

With the loss of their beloved Gnomeregan to invaders, what was left of the Gnomish people took residence within the safe halls of their friends and neighbors. The entrance to Ironforge can be imposing to any newcomer. It's large, story façade and heavy metal portcullis look ready to shut out even the most powerful of the Titans.



Within the city, the sounds of hammers falling rings out through the hustle and bustle. Large openings run through the center of the pathways. Gazing beneath your feet may reveal the source of the heat. Grated catwalks sit above hot molten metal guarding any from a clumsy and costly mistake of falling in.



Following the outer ring of the great city leads past the Military Quarter and toward Tinkertown. This is the Gnomish region of the city made quite evident by the technological marvels even intertwined within their architecture. Overlarge gears rotate around the hallways as you pass underneath. The King of Gnomes, Tinker Mekkatorque, stands watch over his people and watches as everyone comes and goes from the latest in innovations, the Tram to and from Stormwind.

The library of Ironforge sits in the outer ring of Ironforge in the northeastern section of the city. The Explorer's League keeps watch over the many volumes of research and history they have managed to gather. Even with their love of the Forge, the Dwarves have switched their focus to searching for their very own origins and embracing archaeology.

Perhaps the darkest of the areas are the Forlorn Caverns. Strangely enough, there seems to be some decent fishing for those looking for a break from the usual monotony of work. The northwestern area of the city houses the Mystic Ward. The vibrancy of the architecture is a striking contrast after emerging from the Forlorn Caverns. Within the very heart of the city is the Great Forge itself. Oversized anvils are worked on diligently by craftsman that barely break a sweat although the heat is nearly unbearable. It is worth taking the time to walk through and get to know. There are always new surprises around every corner and it is a fitting home.



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STORMWIND

The city of Stormwind stands as the last bastion of Human power in Azeroth. Rebuilt after the Second War, Stormwind is a marvel of Human design and engineering. Stormwind's guards keep the peace within the city's walls, while the young king, Anduin Wrynn, rules from his mighty keep. The Bazaar District bustles with trade from across the continent and beyond, while adventures of every sort can be found wandering the streets of Old Town. Unaffected by the ravages of the Scourge in the north, Stormwind still faces its own threats, both from without and from within.

Stormwind is the last of the great human cities to have been reclaimed and rebuilt as a human stronghold after the Burning Legion brought it to ruins. With Lordaeron in the hands of the Forsaken and many of the cities that once housed the great kingdoms of humanity in ruins, Stormwind remains a hub of commerce and safety.

The entrance to Stormwind itself is a testament to the legacy of the heroes lost in time to the horrors of war. Each one bears a plaque with the name of the honoree. It is rightly called the Valley of Heroes and all that enter it can't but help feel their chest swell in pride at the legacy of the Alliance.



Once passing through the Valley of Heroes, you enter the Trade District. Shops crowd against the cobblestone walkways and citizens bustle about from place to place hocking their wares and children scamper between the legs of passerby's. Word has it that Stormwind may just have the best cheese in all of Azeroth. There is plenty of shopping to be found throughout the city.

To the right of the Trade District is Old Town. As you move in that direction, you'll notice the large canals that run through the city and more small shops line the waterways. Old Town is a smaller, more compact version of the Trade District. It has a cozy charm to it. North of Old Town lies the Dwarven District. It's a haze-covered area of the city as the pollution of the many fires settles over it. Large beast-like machines sit around the region of the city as if waiting to snatch up some imaginary creature for a snack.



Stormwind Keep lies between the Old Town and the Dwarven District. The boy king Anduin Wrynn stands at court with his advisers by his side. Few stop by to pay their respects. At the northernmost area of the city lies Cathedral Square. The tall spires of the Cathedral of Light itself loom protectively over this portion of the city. Its beauty is unmatched and even children are brought by to tour and view where the great Paladins and Priests train.

The west is the Park where Druids go to find their center and train. The Night Elves have managed to bring a piece of Darnassus here with them by placing up their own small touches on this green oasis among the clean white stones of Stormwind. Even what appears to be a moonwell sits in the center of the park.

To the south is the Mage Quarter, but just to the east sit the Stockades. This is a dangerous place for any citizen to go and should be approached with care. Soldiers are lined up on the outer edges receiving medical care from the wounds they received from riots that broke out among the Defias prisoners.



Within the Mage Quarter, a tall tower stands with a spiraling ramp twisting about it. It is truly one of the grandest of wizard towers any could possibly hope to see. At the top lies a strange portal that swirls in luminescent green as if to peer out into the cosmos itself. Passing through it leads deeper into the Wizard's Sanctum. There is plenty to explore throughout this great city and should you gain a thirst from doing so, stop by the Blue Recluse. They advertise a free drink and you can send out a postcard at the mailbox as well.

ORGRIMMAR

Named in honor of the legendary Orgrim Doomhammer, Orgrimmar was founded to be the capital city of the Orcs' new homeland. Built within a huge, winding canyon in the harsh land of Durotar, Orgrimmar stands as one of the mightiest cities in the world. Behind Orgrimmar's immense walls, elderly Shaman patiently share their knowledge with the Horde's newest generation of leaders, while Warrior spar in the gladiatorial arena, honing their skills in preparation for the trials that await them in this dangerous land.

After freeing his people from captivity among the humans, Thrall set out to brave the sea and bring his people to a new land to start a new society for the Orcs. They named the land itself "Durotar" after his deceased father, the former clan leader of the Frostwolves. It is in Orgrimmar that the new seat of power resides for all of the Orcs that survive to this day. No longer are the clans fractured and now they stand united as one nation.

The entrance to Orgrimmar yawns widely as the Orc guards stand by. To the east of it stands the Zeppelin Tower. The architecture is crude and yet speaks volumes of the craftsmen that built this city. Although different from conventionally accepted cities, none can say that there isn't a complex and harsh beauty invoked by the sight of the city. Bonfires burn high atop the rocks and throughout the city, leaving a faint smoky haze.



The distinctive tile roofs of the city intermingle with the red rock of the terrain; wooden carvings, shaped like horns, give off a menacing air as tanned hides are stretched over rooftops and across the rocks to filter out the relentless desert sun. After entering the city, the first region is the Valley of Strength. It serves as a central hub for banking and the buying and selling of all sorts of goods and services.



Just up the lower and across the rope bridge to the west lies the Valley of Spirits and the passageway to the western exit of the city. North of the Valley of Strength is the shadier end of town: the Cleft of Shadow. From the area emanates a purple glow and within are the Warlocks and Rogues among some few vendors that serve their purpose.

Wrapping around the Cleft of Shadow is the Drag; it's filled with shops and taverns. This area is well-shaded from the ravages of the desert sun and a good place to cool off. The desert breeze can be heard blowing through the rocks. To the northeast, through the Drag, is the Valley of Honor where the Orcs work their ways with metal and train their warriors. There is even a small pond for a little fishing after a hard workout.



Out through the Drag once more, and following the curve of the path to the north, you'll find the Valley of Wisdom and the seat of power for Warchief Thrall. Even more impressive than Gronnash Hold, however is the monolithic demon plates out front. It is the demon armor of Mannoroth himself set there to remind the Orcs of the grand sacrifice made to defeat the beast and begin the path of reclaiming their honor. Even as crude as the city seems, it is a marvel of Orc ingenuity and determination to live off a harsh land and thrive despite all odds.



THUNDER BLUFF

The great city of Thunder Bluff lies atop a series of mesas that overlook the verdant grasslands of Mulgore. The once nomadic Tauren recently established the city as a center for trade caravans, traveling craftsmen and artisans of every kind. The proud city also stands as a refuge for the brave adventurers who stalk their dangerous prey through the plains of Mulgore and its surrounding areas. Long bridges of rope and wood span the chasms between the mesas, topped with tents, longhouses, colorfully painted totems, and spirit lodges. The mighty chief, Cairne Bloodhoof, watches over the bustling city, ensuring that the united Tauren tribes live in peace and security. Thunder Bluff sits high above the plains of Mulgore. The only means of arrival are by using the lifts from the plains below or flying in on one of the Wyverns that serve the area.



Brightly painted totems and tents made with stretched animal skins and wood struts lashed together sit atop the mesas giving the true feeling of being a part of a tribal community. The strong Tauren do much of their trade and banking on the main mesa. The winds are strong high atop the mesas and the Tauren capture this energy with brightly colored windmills atop the buildings. A series of rope bridges and towers interlink the varying levels and mesas into one continuous city.



Cairn Bloodhoof, leader of the Tauren sits at the top level. All Tauren seeking his favor and the way of the hunter that is so precious to their very culture carry out his will.



The southeastern most mesa houses the Hunter's Rise where aspiring Hunters go to train within the Hunter's Hall. Standing at the edge of the mesa here will give way to an amazing vista to the southeast. Watch your step however. There are no guardrails to keep you from falling to your death. The Tauren are more surefooted than that to care for such things. On the northern most mesa, the Elder Rise can be found where the wisest of Tauren reside. Druids can seek their wise council and learn more about their path in the Hall of the Elders. The Spirit Rise lies to the west. The large head of a Kodo is fastened to the side of the Shaman trainers as if in silent watch and granting its power to those that train there.



Down along the side of the mesa is a path leading down into a cavern that resounds of dripping pools of water and quietly spoken conversation. Large yellow mushrooms surround the edges of the water. The Priest and Mage trainers sit and patiently give their knowledge to those that seek their counsel. The mists of the pools rise ever so silently giving the already eerily glowing cavern a more surreal appearance.



Despite the simple nature of their city, the Tauren have all that is necessary for their people. They put their efforts into their accomplishments and leave their city simple and functional.

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UNDERCITY

Far beneath the ruined capital city of Lordaeron, the royal crypts have been turned into a bastion of evil and undeath. Originally intended by Prince Arthas to be the Scourge's seat of power, the budding "Undercity" was abandoned when Arthas was recalled to aid the Lich King in distant Northrend. In Arthas' absence, the Dark Lady, Sylvanas Windrunner, led the rebel Forsaken to the Undercity, and claimed it for her own. Since taking up residence, the Forsaken have worked to complete the Undercity's construction by dredging the twisted maze of catacombs, tombs, and dungeons that Arthas began.

Once the seat of power for the Humans, Lordaeron fell to the plague released by the Cult of the Damned. The new Lich King Arthas sought to make it his new home but found his conquest had been taken over by Sylvanas Windrunner. She has finished carving out what Arthas began building and claimed it for the Forsaken. While much of humanity has given up ever reclaiming Tirisfal Glades from the Scourge and Forsaken, a small band of Scarlet Crusaders still attempt to wrest back the cursed land from them. To the naked eye, the Ruins of Lordaeron look empty and uninhabitable. A Warlock will tell you otherwise. With a quick cast they can aid you in seeing the ghostly inhabitants that wander what appears to be an empty ruin.



Deeper in the throne room sits bare and empty. The throne of a king destroyed by his own son is but a hollow shell of the greatness it once possessed. Pathways take you down past the Undercity Guardians. Their large hulking forms past decay and oozing the remnants of the plague. The Trade Quarter is in the heart of this city. Shops surround it on all levels and the bank sits prominently in the center. The grim décor of skulls and horns reflects the tastes of the denizens, all backlit by a constant green pool of slime.



Taking the stairs down past the bank leads to an outer circle of merchants and canals. Each section of this part of the city is divided into quarters with an inner and outer ring and a bridge between the two. Colorful banners of decaying fabric is draped around the entrances in a mockery of festivity while skulls on signs point the way to the different areas. The inner circle of this region houses merchants and profession trainers among many other things. The Undead have thought of everything possible to help them in their pursuits.

The northeastern quarter (outermost ring) of the city houses the Magic Quarter where Warlocks and Mages can train in their arts. A 'demonstration of Warlock pets is ongoing next to the building and can be quite informative. In the inner circle robes and implements befitting a mage can be purchased here. Moving clockwise takes you to the rogue quarter. Trainers wait here to improve the stealthy lives of all rogues that come to them with greed and murder in their hearts. Within the inner circle poisons and daggers can be purchased.



In the southwestern region of the city, the Apothecarium and the Royal Quarter are found. The Royal Apothecary Society does many of their experiments with the plague in this region. Their laboratory is something in and of itself to see with bits and pieces of various creatures strewn about and experiments being carried on in an adjoining room on some unlucky Humans. The crackling static of their experiments will set any visitor's hair on end.



Deep within the Royal Quarter the demon Varimathras stands at the side of the Dark Lady herself. His imposing figure is enough to make any be respectful of his every wish. To the northwest region is the Warrior Quarter. Warriors train and strain against target dummies while the Priests stand along the building and gaze down at the occurrences. Nearby the sewers lead out into the grounds of Tirisfal Glades near the Scarlet Crusade's southern Tower. The bats of Undercity use this as a means to gain access in and out of the city. If there was a pulse among the Undead, Undercity would resonate with it, but instead it's cold and clammy countenance casts a pallor among its visitors in what many would find unwelcoming. The Undead that reside here however seem quite at ease at what their Dark Lady has carved out for them even with the remnants of the Scourge and the overzealous Scarlet Crusade breathing down their necks.



THE RACES OF AZEROTH

World of Warcraft is a world built on war and conflict. The races of Azeroth have found themselves choosing sides and allying in order to stay safe from their many enemies and the creatures that roam it. Two factions have come of this: the Horde and the Alliance. Choosing a faction means choosing a side in the war so consider carefully.

Alliance



Human



Night Elf



Dwarf



Gnome



Horde



Orc



Troll



Undead Forsaken



Tauren



DWARVES

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPIRIT
Warrior	25	16	25	19	19
Paladin	24	16	25	19	20
Hunter	22	19	24	19	20
Rogue	23	19	24	19	19
Priest	22	16	23	21	22

The stoic Dwarves of Ironforge spent countless generations mining treasures from deep within the earth. Hidden within their impregnable stronghold of Ironforge Mountain, they rarely ventured beyond the wintry peaks of Dun Morogh. Recently, however, the Dwarves unearthed a series of ruins that held secrets to their ancient heritage. Driven to discover the truth about his people's fabled origins the great King Magni Bronzebeard ordered that the Dwarves shift their industry from mining to archaeology. As part of the Grand Alliance, the stalwart Dwarven armies have been called away to battle the merciless Horde in far away lands. In these perilous times, the defense of the mountain kingdom falls to brave Dwarves like you. The spirits of the ancient kings watch over you and the very mountains are your strengths. The future of your people is in your hands.

Racial Traits

Stoneform: Activate to gain immunity to poison, disease, and bleed. Gain 5% AC bonus. Lasts 20 sec. 3 min. cooldown.

Treasure Finding: Activate to see treasure chests on mini map. Lasts until canceled. No cooldown.

Frost Resistance: +10 Cold Resistance.

Gun Specialization: +5 Gun Skill

Languages: Dwarvish; Common



It is said that the Dwarves were once called "Earthen." As the children of the Titans they were to shape and guard the earth from deep within. With the implosion of the Well of Eternity, the Earthen sealed themselves away until some unknown event mysteriously woke them from their slumber.

In time they made their way to the surface though kept to what they knew and found homes within the mountains, founding their home of Ironforge.

Three clans rose among them and they lived in a relative peace amongst one another until High King Anvilmar passed away leaving no heir. War broke out among the three factions until Madaran Bronzebeard at last managed to gain leverage and cast out the other clans. The Bronzebeards rule the Ironforge Dwarves to this day.

Role-play Tips

Playing a Dwarf can be a fun undertaking. They are generally fearless, stout fighters and are usually up for some good ale after a long hard day. The Dwarves in Azeroth have another mission as well in finding the archeology that will unlock the answers to their past. Be creative with their personality. While it's easy to have them be an ale swilling, gun-toting braggart, they can't all be. Perhaps your Dwarf finds the thrill of exploring and archaeology to be right up their alley.



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GNOMES

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPIRIT
Warrior	18	23	21	23	20
Rogue	16	26	20	23	20
Mage	15	23	19	26	22
Warlock	15	23	20	25	22

The eccentric, often-brilliant Gnomes are held as one of the most peculiar races of the world. With their obsession for developing radical new technologies and constructing marvels of mind-bending engineering, it's a wonder that any Gnomes have survived to proliferate. Over the years the Gnomes have contributed ingenious weapons to aid the Grand Alliance in its fierce battles against the Horde. Thriving within the wondrous techno city of Gnomeregan, the Gnomes shared the resources of the forest of Dun Murogh peaks with their Dwarven cousins. Yet recently a barbaric menace rose up from the bowels of the earth and invaded Gnomeregan. Aided by their Dwarven allies, the Gnomes fought a valiant battle to save their beloved city. Nevertheless Gnomeregan was irrevocably lost. The surviving Gnomes fled to the safety of the Dwarven stronghold of Ironforge. There they remain devising strategies to retake their city. As a Gnome of proud standing, it falls to you to answer the challenge and lead your curious people to a brighter future.



The Gnomes work hard to this day within the well fortified halls of Ironforge to create bigger and better inventions.



Racial Traits

Escape Artist: Activate to break out of a Root or Snare effect. 1.5 sec cast time. 1 min. cooldown.

Expansive Mind: Increase Intellect 5%.
Arcane Resistance: +10 Arcane Resistance.

Technologist: +15 skill bonus to Engineering.

Languages: Common, Gnomish



It is their passion and it shows in their choice of environment when visiting their small section of the city. With the energy they exhibit and their affinity for their inventions, you begin to wonder if you should see a wind-up key on their backs.

Role-play Tips

Gnomes are excitable with an innate curiosity for anything mechanical. They are gadget hounds and good at it too. They can be role-played in many different ways from the reclusive inventor to the bouncy hyper rogue. They can be fun and funny creatures and may have a curious sort of humor that many will find infectious. Of course, they can also be a bit much to take and many will find they have the urge to strangle them. If you fall into the latter category, then you may just be playing your Gnome perfectly.

HUMANS

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPIRIT
Warrior	23	20	22	20	20
Paladin	22	20	25	20	21
Rogue	21	23	21	20	20
Priest	20	20	20	22	23
Mage	20	20	20	23	22
Warlock	20	20	21	24	22

The noble Humans of Stormwind are a proud, tenacious race. Though the recent invasion of the demonic Burning Legion decimated their sister kingdom of Lordaeron, the defenders of Stormwind stand vigilant against any who would threaten the sanctity of their lands. Nestled in the foothills of Elwynn Forest, Stormwind city is one of the last bastions of Human power in the world. Ruled by the child king Anduin Wrynn, the people of Stormwind remain steadfast in their commitment to the Grand Alliance. Backed by their stalwart allies, the armies of Stormwind have been called away to fight the savage Horde on distant battlefields. With the armies gone, the defense of Stormwind now falls to its proud citizens. You must defend the kingdom against the foul mongrels that encroach upon it and hunt down the subversive traitors who seek to destroy it from within. Now is the time for heroes; now Humanity's greatest chapter can be told.

Humans once lived a nomadic life in tribes wandering from place to place as the seasons changed or hunting became lean. It wasn't until the rise of the Aarathi that they began to form within one nation. They founded the fortified city of Strom and as they grew, so did they gain the attention of the High Elves who, like them, were suffering brutal attacks from the Trolls. As allies, they beat back the Trolls and the High Elves began to teach their newfound friends the ways of magic. As they grew, the Humans came in touch with the Dwarves and while the Dwarves were unsure of these strange new people, they developed a strong bond between them.



Racial Traits

Perception: Activate to increase stealth detection radius by 10 yards. Lasts 20 sec; 3 min. cooldown.

Human Spirit: Increase Spirit 5%.
Diplomacy: 10% bonus to faction point gain.

Sword Specialization: +5 to Sword skill.

Languages: Common

NIGHT ELVES

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPIRIT
Warrior	20	25	21	20	20
Hunter	17	28	20	20	21
Paladin	18	28	20	20	20
Priest	17	25	19	22	23
Druid	18	25	19	22	22

For ten thousand years the immortal Night Elves cultivated a druidic society within the shadowed recesses of Ashenvale forest. Yet recently the catastrophic invasion of the Burning Legion shattered the tranquility of their ancient civilization. Led by the Arch Druid Malfurion Stormrage and the Priestess Tyrande Whisperwind, the mighty Night Elves rose to challenge the demonic onslaught. Though victorious, the Night Elves were forced to sacrifice their cherished immortality and watch their beloved forests burn. Seeking to regain their immortality, a number of wayward Druids conspired to plant a special tree that would link their spirits to the eternal world. Despite Malfurion's warnings that nature would never bless such a selfish act, the Druids planted the great tree Teldrassil off the stormy coasts of northern Kalimdor. Within the twilight boughs of the colossal

tree, the wondrous city of Darnassus took root. However, the great tree was not consecrated with nature's blessing and soon fell prey to the corruption of the Burning Legion. Now the wildlife and even the limbs of the great tree itself are tainted by a growing darkness. As one of the few Night Elves left in the world, it is your sworn duty to defend Darnassus and the wild children of nature against the Legion's encroaching corruption.



Racial Traits

Shadowmeld: Activate while immobile and out of combat to enter stealth mode. Lasts until canceled. No cooldown.

Quickness: Dodge chance increased 2%.

Wisp Spirit: Become a wisp when dead with movement speed increase of 50%. (Other ghosts receive 25% boost.)

Nature Resistance: +10 Nature Resistance.

Languages: Darnassian, Common



Night Elves were once known as the Kaldorei and have lived on

Kalimdor for thousands upon thousands of years. It was through much of their delving into the magic of the Well of Eternity that called attention to Sargeras and the Burning Legion. It was Malfurion Stormrage's own Brother Illidan that caused the creation of the moon wells after his betrayal of his people so enamored of magic was he. It was through his betrayal and the luring power of the arcane that tapped them into a source of evil that corrupted their very souls. It is why to this day, that the Night Elves continue their vigil to restore the natural state to what it once was.

Role-play Tips

Night Elves are one of the oldest races on Azeroth. They can feel the corruption of the earth on which they live down to their very bones and so have an affinity for it. Night Elves can be played in a variety of ways from the haughty to the benevolent. What is most important is staying true to the core values of the Night Elves. It is the restoration of nature back to its proper state that drives them and going against that should be thought out carefully. While exceptions can be made to the unwritten rules, it is best to go along with the flow of the main story and enhance it rather than cheapen it.

In time, the region of Lordaeron grew so large that it fractured into smaller kingdoms, each with its own beliefs, government and lifestyle. The Humans began to outstrip their teachers in their use of magic, which alarmed their High Elf friends. The same corruption that had filled the world before was becoming evident. To combat this problem, the Council of the Silvermoon joined with the Magocrat Lords of Arathor in a pact. They formed a secret order called the Guardians of Tirinfall. The Guardians sought to protect the world from the onslaught of the demons of the Burning Legion should they return. To this end, it was the last Guardian who made a terrible misjudgment in her power and slew the Demon Lord Sargeras a bit too easily. She then took his body and secreted it away where none would find it. However, Sargeras was too clever and instead implanted his spirit into that of her unborn child who would one day be the inheritor of her powers.



Role-play Tips

The Humans are a proud hardworking people and are perhaps one of the most versatile races to role-play. Like any society, it takes all kinds and they certainly have them: from the noblest Paladin, to the Warlock dabbling with demons, to the Rogue with their hands in everyone's pockets. Their versatility makes them one of the easier races to play. They can be anything to anyone and the only specific role that you may find yourself needing to adhere to is the lack of real interaction with the Horde. You can't even speak to them even if you wanted to.



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ORCS

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPRIT
Warrior	26	17	24	17	23
Hunter	20	23	20	17	24
Rogue	24	20	23	17	23
Shaman	24	17	23	28	25
Warlock	23	17	23	19	25

Racial Traits

Blood Fury: Activate to increase Strength by 25% and receive 5% health loss every 3 sec. Lasts 20 sec. 2 min. cooldown.

Hardiness: 25% resistance to stun and knockout effects.

Command: Pet melee damage increased by 5%.

Axe Specialization: +5 to Axe skill.

Languages: Orcish



Long ago the Orcish Horde was corrupted by the Burning Legion and lured to the world of Azeroth. For generations the Orcs made war upon the Human kingdoms of Stormwind and Lordaeron. Though the Horde was ultimately defeated, a visionary young war chief named Thrall rose to lead his people in their darkest hour. Under Thrall's rule, the Orcs freed themselves from the chains of demonic corruption and embraced their Shamanistic heritage. After years of wandering the Orcs founded their own kingdom in the harsh wastelands of Durotar. Based in the warrior city of Ogrimmar they stand ready to destroy all who would challenge their supremacy. As a proud defender of Durotar, it is your duty to crush your enemies both seen and unseen, for the nefarious agents of the Burning Legion still wander the land.

It was Sargeras' second-in-command, Kil'jaeden, who discovered Draenor and the races that lived there. Finding the Orcs to be a race worth molding into a driving force of bloodlust, he began to corrupt them, turning them from their Shamanistic ways toward the power of Warlock. The powerful Shaman Ner'zhul was seduced by the power of Kil'jaeden and all the demon offered and it was not long before he led his people against the peaceful Draenei utterly destroying them.



Despite the power Kil'jaeden had over Ner'zhul, he couldn't quite convince him to give the Orcs completely over to the power of the Burning Legion, so instead, he recruited a new, more corruptible young Orc named Gul'dan. Gul'dan became an avid student and a powerful warlock among his people.

In time, Gul'dan, under the manipulation of Kil'jaeden, maneuvered all of the Orc clans into partaking in a ritual that would make them indebted slaves to the Burning Legion and give them a blood lust they could not quench. He opened a portal into Azeroth where they began to work the will of the Burning Legion once more upon the denizens of the land.

The power of the Alliance overcame them; however, with Sargeras' spirit locked away in the nether once more, the Orcs were brought low. It was a young Orc called Thrall that lifted the Orcs up once more by freeing his brethren and restoring them to the spiritual Shamanic roots that would quench the taint of the demons that once ruled them.

Role-play Tips

The Orcs are probably one of the most scared of races. They have been through more than most and continue to try to recover from their ill use by the Burning Legion. These are a hardened people carving out their place among the harsher and more barren climates of Kalimdor. Orcs aren't generally perceived as the brightest of Azeroth's races, however in ways of war they can be quite unmatched in their cunning and ferocity. Play up to both their strengths and weaknesses.

TAUREN

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPRIT
Warrior	28	15	24	15	22
Hunter	25	18	23	15	23
Druid	26	15	23	16	24
Shaman	26	15	22	17	24

Once a nomadic people, the Tauren roamed the endless plains of the Barrens hunting the mighty Kodo. Scattered across the land, the wandering tribes were united only by their common hatred for their sworn enemy, the marauding Centaur. Seeking aid against the Centaur, the great chieftain Cairne Bloodhoof befriended the savage Orcs who had recently journeyed to Kalimdor. With the Orcs' help, Cairne and his tribe were able to drive back the Centaur and claim the grasslands of Mulgore for their own. Upon the windswept mesa of Thunderbluff, Bloodhoof built a refuge for his people. Over time, the scattered tribes united under a single banner. Though the noble Tauren are peaceful in nature the rights of the great hunt are venerated as the heart of their spiritual culture. As a tribesman of Mulgore, you must test your skills in the wild and prove yourself in the great hunt.



Racial Traits

War Stamp: Activate to stun opponents within 5 yards. Lasts 2 sec. 2 min. cooldown.

Endurance: Max health increased by 5%.

Cultivation: 15 skill bonus to Herbalism.

Nature Resistance: +10 Nature Resistance.

Languages: Orcish, Taurahe



The Tauren found mutual benefits in befriending the Orcs and Trolls. While the Orcs and Trolls helped the Tauren to drive back the Centaur and keeping their lands safe, the Tauren have aided (and continue to aid) them in continuing a spiritual path as a Shamanistic society.

Role-play Tips

The Tauren revere the hunt and respect the bounty of the land greatly. While they may have some among them that are more the "bull in a china shop" type, they are generally level-headed and dependable. They are a deeply spiritual people and call upon the power of the great spirits of their past as well as use Shamanistic powers. When role-playing a Tauren, avoid the trap of playing them as a big dumb cow. They are neither dumb, nor cows, they are simply Tauren. They are noble, patient, and resourceful.

TROLLS

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPIRIT
Warrior	24	22	23	16	21
Hunter	21	25	22	16	22
Rogue	22	25	22	16	21
Priest	21	22	21	18	24
Shaman	22	22	22	17	23
Mage	21	22	21	19	23

The vicious Trolls that populate the numerous jungle isles of the South Seas are renowned for their cruelty and dark mysticism. Barbarous and superstitious, they carry a seething hatred for all other races. Long since exiled from its ancestral homeland in Stranglethorn Vale, the Darkspear tribe was nearly destroyed by rampaging Murlocs. Rescued by the young Warchief Thrall and his Orcish warriors, the Darkspear tribe swore allegiance to the Horde. Led by the cunning Shadow Hunter, Vol'jin, the Darkspears now make their home in Durotar along with their Orcish allies. As one of the only surviving Darkspears, it falls to you to regain the glory of your tribe.



The Trolls have a long history of war with the Humans. Even before the Burning Legion came into the land, they had waged war against the Humans and Elves with hit and run raiding parties. They hate the Humans above all other races; however, after nearly being completely wiped from the face of Azeroth, they relish in protecting their new homes in Durotar.



Racial Traits

Berserking: Activate when "wounded" to increase melee and spellcasting speed by 25%. Lasts 20 sec. 2 min. cooldown.

Regeneration: 10% health regen bonus. 10% active in combat.

Beast Slaying: 5% damage bonus to Beasts.

Throwing Weapon Specialization: +5 to Throwing Weapon skill.

Languages: Orcish, Troll

and look for any reason to convince the remaining Horde of the complete treachery of the Humans. It was Grand Admiral Proudmoore's attack on the Horde that enraged them even more and the fires of hate burn even hotter within the breasts of the Trolls. For now, they cooperate with the remaining members of the Horde to maintain their homes and to retain their alliances that let their people continue to rebuild.

Role-play Tips

The remaining members of the Darkspear Tribe are loyal to their friends: the Orcs. They work to rebuild themselves and make their tribe strong once more. They are fierce and capable fighters who seethe with a burning hatred of the Humans. Use this to your advantage in creating your character. You can expand the hatred to include the rest of the Alliance as well, after all they are allied with the Humans. Though being a Troll, you probably don't need too much reason to hate anyone not of your tribe.



UNDEAD

STARTING STATISTICS

CLASS	STRENGTH	AGILITY	STAMINA	INTELLECT	SPIRIT
Warrior	22	18	23	18	25
Rogue	20	21	22	18	25
Priest	19	18	21	20	28
Mage	19	18	21	21	27
Warlock	18	18	22	20	27

Bound to the iron will of the tyrant Lich King, the vast Undead armies of the Scourge seek to eradicate all life on Azeroth. Led by the Banshee Sylvanus Windrunner, a group of renegades broke away from the Scourge and freed themselves of the Lich King's domination. Known by some as the Forsaken, this group fights a constant battle not only to retain its freedom from the Scourge, but also to slaughter those who would hunt them as monsters. With Sylvanus as their Banshee Queen, the Forsaken have built a dark stronghold beneath the ruins of Lordaeron's former capital city. This hidden Undercity forms a sprawling labyrinth that stretches beneath the haunted woods of the Tirisfal Glades. Though the very land is

cursed, the zealous Humans of the Scarlet Crusade still cling to their scattered holdings, obsessed with the eradication of the Undead and retaking their homeland. Convinced that the primitive races of the Horde can help them achieve victory over their enemies the forsaken have entered an alliance of convenience.



Racial Traits

Will of the Forsaken: Activate to become immune to fear, sleep, and charm effects. Lasts 20 sec. 3 min. cooldown.

Cannibalize: Increase health regen by 200% while consuming a corpse. Lasts 15 sec. 3 min. cooldown.

Underwater Breathing: Underwater breath increased by 4s.

Shadow Resistance: +10 Shadow Resistance.

Languages: Gutterpeak, Orcish

Harboring no true loyalty for their new allies, they go to any lengths to ensure their dark plans come to fruition. As one of the Forsaken, you must massacre any who pose a threat to the new order, Human, Undead, or otherwise.

With undeath comes new capabilities and immunities no other race is afforded. The Undead do not need to draw breath to fill their lungs nor have any need for mortal hang-ups. There is an unlife of working for not only their own survival, but of revenge and power. Their dark lands are plagued by the remnants of the Scourge and the vile Scarlet Crusade, but they remain vigilant in their pursuit to rid themselves of both menaces and establish themselves as a force not to be reckoned with.

Role-play Tips

The Undead are a versatile race to role-play. They were once normal Human beings until the plague swept through their villages and turned them into the creatures they are today. They are hunted by the Alliance as abominations to be dealt with the same as the Scourge. In turn, the Undead are fighting a battle on two fronts, one with the Scourge and one with the Alliance, only keeping the others of the Horde as allies because they cannot afford any more enemies. They are a nuclear society bound together by a hideous chance of fate and work to make the most of their lack of life. Play up their role in creating a new plague to sweep through the rest of Azeroth. Remember, the Undead do not breathe as well, they do not feel like others, they do not do a lot of things that others do. In that lie their strengths and weaknesses. Use them, expand on them and be creative. They have many possibilities.



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CLASSES OF AZEROTH

This section offers a glimpse of the role that each class plays within Azeroth. All of the classes have played a part in the history of the world, and this shapes how they are viewed by other lands and within the great cities of the realms. Choosing a class is an opportunity to immerse yourself in the past events of Azeroth and work within its framework to decide the events of the future, as your group progresses within its chosen aims.



DRUID

The keepers of nature, the Druids care for the natural world, its creatures, and the balance of existence. Many of them have watched over the world through the Emerald Dream, an ethereal realm that exists separate from Azeroth but is intimately interwoven with it. This spirit world allows the regulation of the ebb and flow of nature and the evolutionary path of the world itself, and is the realm of one of the great Dragons: Ysera the Dreamer.

To help guide the course of the natural world, the Druids entered into the Emerald Dream, agreeing to exist apart from their friends and loved ones in an extended state of hibernation. However, because of the threat posed by Archimonde and the Burning Legion, the Druids awoke and used their power to fight against the demonic forces. Currently, some of the Druids have reentered the Emerald Dream, while others have stayed in Azeroth, working to repair the great damage that has been done to nature.



The Druids exist apart from political boundaries of empires and clans. What does it matter if one is Horde or Alliance in the great expanse of nature? The Night Elves and Tauren, united in their love of the land, have set aside their differences to work together, safeguarding Azeroth and helping to mend areas contaminated by pain and war. Therefore, the Druids offer hope of what all of Azeroth could accomplish if all the races worked for the betterment of the world together.



HUNTER

The lands of Azeroth are home to a great many beasts, everything from wolves and cats to bears and large birds, to name but a few. These species care nothing for the war between Horde and Alliance; their lives are filled with their own struggle to find food and live from day to day. By the same token, there have always been those individuals who exist outside of the boundaries of civilized society. These free spirits have found a connection to nature and a way of living with it. These wilderness people have taken the chance to explore the various lands of Azeroth and formed bonds linking themselves with the beasts of the world.

A Hunter is never without their weapon and their partner, the beast that they formed a relationship with. The two of them work together and learn from each other. This allows the Hunter to embrace the natural world and their pets to be free from some of the more pressing aspects of their existence, such as finding prey and having a safe place to rest.

Some of the races have taken easily to this way of life. The Tauren and Night Elves have a great respect for nature as a whole, and working as partners with it is an extension of that. The Trolls, as well, have never moved far away from the rhythms of the natural world. For these peoples, becoming a Hunter allows them the chance to bond with nature and the beasts within it.

For others, it appeals to their independent spirit. The Dwarves and Orcs are strong individuals, and some of them have grown tired of the political bickering of the

cities and accepted the wilderness as their homes. These are Hunters who seek to find their own ways in the world.



MAGE

The call of magic is a powerful one. Some have decided to dedicate their lives to it, studying it, practicing it, and spreading it throughout the world. In the history of Azeroth, no other kingdom fully embraced the force of magic as strongly as the city of Dalaran, where the entire culture was guided by mages. As a political entity, Dalaran was a source of great knowledge not jaded by certain moral concerns, seeking only to understand and harness the nature of magical power.

The kingdom of Dalaran no longer exists. Destroyed by the Burning Legion, its remnants have fled throughout the lands of Azeroth, and the practitioners of magic have taken new apprentices and students. This has led to knowledge of magic being spread throughout all of Azeroth.

In the Alliance lands, Humans and Gnomes have had a great thirst for knowledge. They have always been characterized by their curiosity and willingness to learn. Within the Horde, the Trolls also seek to understand the world and their place in it. The Undead, as well, have lost none of their curiosity in the passage into undeath, and some of them take easily to the pursuit of power.



PALADIN

The Paladins are the champions of Light and the Defenders of the Alliance. Within the Alliance, the Paladins are dedicated fighters, safeguarding the populace from the various threats against them. These men and women uphold honor and bravery, and their cause is to protect the people, honor the will of the nation, and bring Light against the Darkness.

Lordaeron used to be a center for the Paladins; a bright shining city that was a bastion of civilization. The defending Paladins were a great force of order and respect to their nation. However, there were dark forces at work, and a great sickness took hold of the land, spreading the curse of the Undead throughout the country. Lordaeron was destroyed and some of its Paladins corrupted, leaving the rest of the knights order to fight against the Undead and their former comrades.

The Paladins' ranks are formed from the Humans and Dwarves of the Eastern Kingdoms. These people are stout defenders and work within the boundaries of their political organizations. Beyond all else, though, the Paladins are dedicated to ideals of honor and bravery, and they believe in the cause of Light.



PRIEST

Holy and Shadow are elemental forces of the gods, separate from those of the world itself. There are those individuals that seek to use them within the world, dedicating themselves to the worship of greater forces. For these people, the use of these elemental forces is a gift of the gods, requiring great study and great reverence.

The pursuit of Holy magic is the love of life and healing, replenishing, and protecting the caster and those for whom they care. Shadow is the opposite, a force of raw destructive power that damages the target and wounds the spirit. Both forces are powerful and require skill to use properly.

Those dedicated to healing of the mind and soul often become priests, because of the appeal of Holy magic to save the wounded. However, because of the strength that Shadow promises, darker individuals move to its worship. Within the races, Humans, Dwarves, Night Elves, Undead, and Trolls all have the religious structure and reverent nature that being a Priest requires.



ROGUE

All that it takes to be a Rogue is an individual nature drawn to working behind the scenes and a willingness to let certain laws and strictures slide. The Rogue is a person that prefers to move in the shadows, striking where least expected and taking advantage of opportunities where they present themselves.

Of course this appeals to thieves, spies, and assassins. Any nation with strong political and national organization has a share of people who don't believe that they should be governed. Because this is a group defined by individual spirit, it crosses racial and political boundaries, with people of strong independence working for their own beliefs.

There are those among the Humans, Dwarves, Gnomes, Night Elves, Orcs, Undead, and Trolls who seek to find their own paths. Only the Tauren avoid these activities, believing them to be dishonorable.



SHAMAN

The Shaman are the spiritual leaders of their clans and tribes, guiding the peoples of the Horde to their destinies. Gifted with great insight, the Shaman seek to provide the best lives for their people within Azeroth, forming a network between several disparate races.

The races of the Horde have always had strong beliefs and a willingness to defend them. In addition, most have a clan/tribal political structure, with loyalty to their tribe being strongly values. The Shaman help to meld these tribal forces together, so that all the various tribes and peoples can accomplish a unified goal that benefits all of them.

It was the Shaman of the Orcs that lead them into Kalimdor, where they formed bonds with the Tauren and Trolls that lived there. Only the Undead have no



Shaman, and even within the Horde, this is viewed as disquieting. The Tauren, Orcs, and Trolls have a common set of beliefs, while the goals of the Undead remain somewhat mysterious.



WARLOCK

For some mages, the lure of dark power and knowledge proved too great for mere study. They found a new wellspring of chaotic magic, allowing them to reach into the strength of the demons. Gifted with the ability to manipulate these demonic forces, the Warlocks are powerful sorcerers, and the pacts that they form with demons are a sign of their devotion to dark arts.

Demons are never far from a Warlock's call, and the Warlock is a master at controlling them. These sinister creatures follow the Warlock's orders, attacking enemies and protecting their master. A Warlock's servant fights for him, and often the Warlock thinks nothing of sacrificing their demonic pet if the situation calls for it; a new summoning spell is all that it takes to drag the demon back to the world of Azeroth.

Because of their devotion to dark arts, Warlocks are feared and distrusted by most of the races. Within the lands of the Alliance, Warlocks are shunned and their places of teaching are outside of major cities. The Orcs also have a great deal of suspicion toward Warlocks; most want nothing to do with demons ever again, and Orc history is replete with pain and anguish caused by their involvement with the demons. Only the Undead fully accept Warlocks as part of their civilization, giving them freedom and respect. However, despite the mistrust engendered by these practices, there will always be people who pursue dark but powerful knowledge.



WARRIOR

The roar of battle, the thrill of combat, the joy of victory; all of these things appeal to certain individuals. With the heart pumping and adrenaline rushing, they truly feel alive! Anyone interested in tactics and the feel of melee battle can find satisfaction and happiness in being a Warrior.

For some, this means that they can protect their friends and allies. They can guide the course of battles so that the entire group is whole and healthy. For others, it gives them a chance to rush full tilt into the fray, reveling in the pleasure of physical combat. Still others take a more mercenary approach, doing it for the feeling of accomplishment that can be gained by doing a good job for good money.

In the Alliance, warriors can be found from all the races. Humans, Night Elves, Dwarves, and Gnomes all value their defenders, and with the threats that the nations have had to face, all are valued. In the Horde, Tauren, Trolls, and Undead all have their share of warriors, and each of them plays a strong role. Only the Orcs are left without, for the ranks of Orc warriors were depleted during the fierce wars they have had to fight.



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DUN MOROGH

Dwarves and Gnomes have been part of the Alliance for quite some time. These industrious folk have also supported each other, and that shows in the way both races live in close proximity without savaging each other every few years. Yet, there are clear differences between these two cultures. The Dwarves are strong, courageous, and proud. They produce blades, guns, armor, and great buildings of stone. Gnomes are more inquisitive, building gadgets that are not always of immediate use or even known purpose. Together, the two races make Dun Morogh a land of many trades.



LEGEND

- | | | | |
|------------------------|----------------------|------------------------------|--------------------------------|
| 1 Gnomeregan | 7 Steelgrill's Depot | 13 Eastern Dun Morogh | 19 North Gate Pass |
| 2 Frostmere Hold | 8 Colbridge Pass | 14 Misty Pine Refuge | 20 North Gate Outpost |
| 3 Southwest Dun Morogh | 9 Colbridge Valley | 15 Amberstill Ranch | 21 South Gate Pass |
| 4 Chill Breeze Valley | 10 Anvilmar | 16 Gal'bolah Quarry and Mine | 22 South Gate Outpost |
| 5 The Grizzled Den | 11 Kallow Lake | 17 Far Eastern Dun Morogh | 23 Ironforge (Dwarven Capital) |
| 6 Kharanos | 12 Shimmer Ridge | 18 Helm's Bad Lake | |

YOUR FIRST DAY

Anyone who suddenly appears inside Ironforge or any number of Dwarfven strongholds might think that the land outside was blasted with heat and steam. Yet, Dun Morogh is a cold land, high in the mountains where a biting wind becomes



one's frequent companion. Between rocky crags and icy lakes, the Yetis, Trolls, and beasts find their niche, but there are rewards in this isolated land. Potent herbs find a way to poke through the snows, desperate for light, and metal seems to pour up through the earth as well. For the wary eye, Dun Morogh is a place of great riches!

ANVILMAR

Anvilmar is a place of rest in southern Dun Morogh. Mainly a Dwarfven site, the merchants, trainers, and travelers who come through are often on their way to more comfortable climes. Luckily, your first steps out here are quite safe. There is very little danger from the weaker Troggs and Wolves that dominate the hunting grounds nearby, and people are friendly in Anvilmar, offering many quests and services to those who are willing to work.

One of the first people to approach is Balir Frosthammer. This local toughman is angry at the Troggs for their recent attacks; instead of ignoring the dull "buggers," he wants to bring them to heel. He asks that you slay 5 Rockjaw Troggs and 5 Burly Rockjaw Troggs. (**A New Threat**) Both are found in the local fields, though more of the Burly Troggs are seen in camps west of Anvilmar.

Before leaving the merchants, also accept **Dwarven Outfitters** from Sten Stoutarm (he's also near the area where you start off). He wishes to receive some Tough Wolf Meat, 12 pieces in total. The Wolves in the local fields are neutral, very easy to kill, and are so close to the Troggs that it takes almost no time to get this tiny quest completed. Another quick quest for those in the area comes from Injia Windlebolt, who needs his box (**A Refugee's Quandary**) returned to him (it's in the snow south of Anvilmar).



Run down into the fields and start hacking or casting away. The Troggs and Wolves won't group together, so none of these fights should challenge even a novice player. If your health starts to get low after a series of encounters, rest and chew on any food for health or take a drink for mana.



When the Troggs are slain and the Tough Wolf Meat is collected, return to the merchants and trade those in for a couple pieces of equipment. Sell spare items that were found during the fighting (unless you can use them), then go inside Anvilmar; the entrance is north and just a tad west from the merchants. There are trainers inside for all of the starting Dun Morogh classes, and your early abilities are all quite important to take before looking into tougher quests.

While training, take the Mug of Scalding Mornbrew from Adlin Prideflight to Durman Tarcuter (**Scalding Mornbrew Delivery**), inside of Anvilmar, and return the mug to Adlin. This is a short dropoff that doesn't require any substantial effort.

More imposing and enjoyable are some of the quests outside of the small settlement. To the west are several small camps where more wilderness-oriented folk live. Take the **Coldridge Valley Mail Delivery** quest from Sten Stoutarm and seek Talin Kenney (just west down the path from Anvilmar). Talin is worried about the boom in the Small Crag Boar population and wants you to help with thinning the ranks. (**The Boar Hunter**) Deliver your letter to him and accept this short hunting quest. Say the boars and return before continuing on the mail route, now moving south into the lower part of the valley.

Grelin Whitebeard takes his package from you without trouble, but he does have a few chores for those who are feeling brave. He doesn't like the fact that aggressive Trolls are living in the area in and around the cave to the south, but he also doesn't want to bother the army with such a trifling matter. Instead, he offers to reward you quite fairly for slaying 15 Frostmane Troll Whelps. (**The Troll Cave**) The Trolls have enough to their numbers that you're free to kill the ones outside until the quest is done; adventuring into cave itself occurs soon enough.

If you see other players in the area while killing Whelps, feel free to ask them if they want to group. Because this quest is a kill task, it is extremely fast when you have a partner or two. Even better, the next stage of the quest is given when Grelin rewards you for the Whelps and asks that their leader be slain as well. Grik'nir the Cold lives at the back of the Troll cave and has stolen Grelin's **Stolen Journal**. With a partner to help, this is a very easy quest, and it can be soloed instead if you're careful about fighting monsters while avoiding additional agro.

Grelin is fairly generous with his rewards, and returning the journal is certainly a good step for you. Return to Anvilmar to sell (and possibly train, depending on the level you have reached; when you're done, take the eastern road out toward Coldridge Pass. Drop off the final letter to the Dwarves at the top of the hill, just before the pass, and grab **Supplies to Tannock** from Hands Springsprocket.



Fight the Troggs inside and move forward until you leave the sheltered valley behind and head into Dun Morogh proper. The road leads to the fine town of Kharanos, where more quests and adventure wait. If you're interested in getting more experience and goodies on the way, stay close to the road and fight the slightly stronger enemies there (at least, they're stronger compared with the timid beasts of Anvilmar).

KHARANOS AND STEELGRILL'S DEPOT

The first point of order in this new region is to go inside the inn (on the right side of town) and talk to the innkeeper there. Tannock Frosthammer is the keeper of the inn; he'll reward you for delivering the supplies from Hands (back in Anvilmar). Also, speak with Tannock and set your home point here in Kharanos, which is a fine central location.

Ragnar Thunderbrew provides a suitable task; to learn the recipe for **Beer Basted Boar Ribs**, you need 6 Crag Boar Ribs and a Rhapsody Malt (purchased inside the inn). Because you are hunting boars anyway, it's a perfect quest to grab. This can be done very early on without any trouble at all. Collect this, but don't head out yet.

Tharek Blackstone has forged some tools for Beldin Steelgrill. This short delivery quest is a fine act to get out of the way because it provides fast experience and knowledge of where Steelgrill's Depot is stationed. (**Tools for Steelgrill**) Since there are several quests out of the Depot, it's good to find it early. Take the quest and run northeast from Kharanos (the Depot is just over the hill). Drop off the tools and talk to the fine Dwarves who work there before leaving.



Pilot Bellowfizz has a good quest, **Stocking Jetsteam**, that is best done while running around for other tasks. Because he wants Chunks of Boar Meat and Thick Bear Fur, the beasts of the area become fine targets of opportunity while working on other quests (doing this at the same time as Beer Basted Boar Ribs saves you some effort). Take **Evershine** from Bellowfizz as well; killing creatures in your way out to the distant location of Brewnall Village should nearly complete the quest.



DUN MOROGH

ELWYN FORT

TILDRASSIL

DURGTAR

MUGGORE

TRIFERAL GLADES

Pilot Stonegraw has another quest worth grabbing (**The Grizzled Den**) while you're still at Steelgrill's Depot. To add that cozy feeling to his engine, Stonegraw wants some Wendigo Manes, 8 in all. These are taken from the Wendigos who live southwest of Kharanos, in and around a large cave there. Get this quest now, but do it after either getting a partner or finishing several easier quests first; the Wendigos are not difficult, but their lair is more profitable when fully explored. Thus, it's better to go there when you have another couple levels or a nice group.



BREWNALL VILLAGE

With a number of quests collected, it's time to start getting things done. Move north a tad and west from the road out of Kharanos and start fighting on the way toward Brewnall Village (just west of the Iceflow Lake). There should be a number of boars and bears along the way, so there are at least two quests being worked on just by fighting here and there!

The Evershine quest has a single-handed axe or a decent staff reward, but you can't collect these simply by making the run. Indeed, when you get to Brewnall and speak with Rejold Barleybrew; he gives you the Cask of Evershine that you need after a tidy kill quest is completed. (**A Favor for Evershine**) Go out into the wild and bring down 6 Ice Claw Bears and 8 each of Elder Crag Boars and Snow Leopards. This helps polish off anything outstanding for your earlier quest!

The other quest to get is Bitter Rivals from Marleth Barleybrew. Because you have several quest dropoffs at Kharanos and Steelgrill's Depot to hit soon, take care of Bitter Rivals on the way. Take that now, then complete it while running errands back at home. Bitter Rivals is fairly easy to accomplish; buy some Thunderbrew Ale at the inn and use that to distract the Dwarf who is guarding the Thunder Lager in the basement. Wait until the Dwarf is gone, and then switch the Barrel of Lager for one of Barleybrew Scaldier. Done and done.

Before returning to Brewnall, train and sell items, then take care of the two southern quests. First is The Grizzled Den, which you received back at Steelgrill's Depot. Now is a fine time to kill the Wendigos and collect the substantial supply of metal, leather, and cloth that are available inside the cave.



WENDIGOS HAVE IT ALL

Wendigos can be skinned for their leather. In addition, they frequently drop coin and cloth. Add to that the supply of copper in their dungeon and you have an area that is perfect for crafters, even in groups. Low-level sorts interested in raising their new trades often find that the Wendigos offer much while demanding little.

After collecting the Wendigo Manes, move west and through one of the small mountain passes to the north. On your map, there's a pair of caves; both of these involve a single quest that can be quickly completed. The left cave is reached by climbing the mountains east of its location; there are some wooden platforms there, hinting that something important is above. Climb over the ridge and talk to Tundra MacGrann. (**Stolen Stash**) He is having major problems because his Dried Meats have been stolen by an elite Wendigo. MacGrann isn't strong enough to fight the monster on his own, and you aren't likely to win against it either. What to do?

There are several ways to complete Tundra MacGrann's Stolen Stash quest. Climb down the mountains and look at the eastern cave. Old Icebeard lives there, and the lockbox of meat is inside his den. Patient folks who are solo can simply wait for Icebeard to wander away from his cave (he does this from time to time). Rush in, grab the meat, and tear back to MacGrann for a set of mail bracers. Groups can simply fight the beast, which is perfectly fine too. Or, a pair of two adventurers can trade aggro with Icebeard, having one person grab the box and then return to distract the Wendigo for their partner. Fast and simple too.



Turn in the southern quests and talk to Senir Whitebeard about Frostmane Hold. A rarity, this Dwarf doesn't like to get his hands dirty and finish work on his own. He gives another western quest that you should do on your next run out to Brewnall, as discussed shortly.

In addition, visit the Gnomes who live in the northern part of Kharanos, in a house on the west side. They offer **Operation Reconciliation**, an exciting quest that takes you to the edge of Gnomeregan. Finish this quest by killing the Leper Gnome out there for two sets of parts, Restabilization Goggles and Gyromechanic Gears. This is great timing because the Gnomes aren't that far from Brewnall, and another trip needed to finish Bitter Rivals and grab several additional quests.

BREWNALL REVISITED, TROLLS, AND GNOMEREGAN

The Leper Gnomes are spread out enough in the west that even a solo character can handle them without many problems (just be wary of wandering Gnomes and the dangers associated with them adding). It rarely takes more than 15-20 kills to get everything done there and then return to Brewnall. Instead of making a full trip back to Kharanos, it's better to finish events at Frostmane Hold here and now, when you're close to the Troll's stronghold.

Move south from Gnomeregan and look for the cave on the map that hugs the western walls of the area. That is Frostmane. If your level is still a tad low, ask for a companion while entering the place (forming a group now is wise anyway, since the next couple quests are quite challenging). Killing the five Headhunters is pretty much mandatory to get into the cave and explore it, so don't worry about that aspect of the quest. Simply fight in toward the back of the cave and wait until it says that you have completed the goal of exploring Frostmane Hold.

Stop back in Brewnall on the way northeast and talk to Rejold Barleybrew. Rejold is trying to brew The Perfect Stout, and he needs Shimmerweed to accomplish this lofty goal. Take heed; the Trolls up on Shimmer Ridge are some of the deadliest enemies near Brewnall, and they work well together. Are you brave enough to stick your neck out for a better drink?



DECISIONS, DECISIONS

Though you have quests to turn in back in Kharanos now, it saves major travel time to get this quest done before leaving the area (this time, you won't be coming back east, so the trip would be "wasted" if you returned now). That said, The Perfect Stout is very hard to solo, and having a partner or an extra level could make the difference. So, decide whether to do The Perfect Stout now or after a short run for dropoffs/training instead.

The path up to Shimmer Ridge is northeast of Brewnall, at the northern end of the mountain by the ice lake. Fighting the Trolls along the path up is easy, but look out for patrollers. Shimmerweed does not drop often off of these Trolls, but it does fall from time to time. For a slow victory, keep camping the easy Trolls along the paths and just wait for the Shimmerweed. It's not fast or particularly fun compared with other quests in the area, but it gets the job done.

Or, for a better (more dangerous) time, take a couple buddies and storm the campsites that are both west and east along crude paths on the ridge. All of the Trolls are killed at ranged combat, with thrown spears and magic. This makes groups of the Trolls quite capable of killing adventurers. If there are multiple casters in a cluster ahead, consider having the party divide and kill both at a slightly slower pace using interrupts to their fullest to minimize caster DPS.

Baskets of Shimmerweed are found in the camps, and this dramatically aids in the completion of the quest when you are lucky enough to find them. These ground spawns can be opened in the same way as chests, and they take just as long to reequip.

With the full supply that Rejold requested, descend back into Brewnall and give the brewer his prize. The experiment appears to be a great success, and Rejold has a final request: take a barrel of the new Shimmer Stout to Mountaineer Barleybrow. There is a guard area at the very edge of Dun Morogh, before the tunnel into Loch Modan. Mountaineer Barleybrow is on the eastern side of the cleared area. Hold onto the barrel while finishing your tasks in Dun Morogh and Ironforge, then complete this later on, when heading out of the region.



IRONFORGE AND THE ROAD TO LOCH MODAN

With *Tranquility Hold* done, Senior Whitebeard gives you *The Reports* and bids you take them to Senator Bain Redstone of Ironforge. It's about time that you get to see the great city, and with the troubles of the land settling (thanks to your good deeds), a short break should be pleasant. Walk along the north road out of Kharanos, but take it all the way up to Ironforge, the capital. There are many things to do here, especially for crafters (seek the many city trainers to collect any trades that you wish to pursue). The Senator is found in the King's chamber (in the High Seat), so include a stop there during your circuit through Ironforge.



IRONFORGE POINTS OF INTEREST

LOCATION	USUAL STOPS/NPCS
Main Gate	Iron Bank, Visitor's Center, General Goods, Auction House
Work Ward	Wagon/Porter Trainer, Potludn Trainer, Priest Trainer
Trades Covers	Rogue Trainer, Lockpicking Trainer, Fishing Trainer, Worklock/Demon Trainer
Aid of Explorers	Quest Recipients
Trades Town	Geomergon Quetz, Engineering Trainer, Alchemy Trainer, Stormwind/Ironforge Train
Warrior Ward	Iron, Warrior Trainer, Hunter Trainer, Survival Trainer
Great Forge	Griffin Master, Herbalism Trainer, First Aid Trainer, Enchanting Trainer, Mining Trainer, Blacksmith Trainer, Tailoring Trainer, Leatherworking Trainer, Skinning Trainer, High Seat

With the capital explored and many fine quests completed, it's appropriate for you to seek Loch Modan, the beautiful land east of Dun Morogh. There are still some exciting places to see before you leave your homeland, so start making your way east and look for some of the following hotspots.

There is a ranch just a minute or so east of Ironforge. Rudra Amberstill is a Ram herder there, yet he is beset with troubles caused by a monster named Vagash. He asks that you help him by **Protecting the Herd**. Vagash is found on the other side of the mountain, just north of the ranch. Climb west and around the bulk of

the mountains and bring a friend or two unless you are greatly prepared for an ugly fight! Vagash is Level 11 and is an elite Wendigo, so take that into consideration before the fight starts. Offer the Fang of Vagash as proof to Rudra that the attacks will stop (he has either a leather chestpiece or a two-handed mace to give as rewards).

Two glorious quests are given by the Dwarves at the Gol'Bolar Quarry. Stop there as you continue east and talk to Senator Mehr Stonehallow. **The Public Servant**, in the camp just above the quarry. He is frustrated by the Troggs' attack on the mine and its miners. Without much of a choice, he demands that the Troggs be put down. Kill 10 Rockjaw Bonesnappers to turn the tide against the assaulting forces. Foreman Stonebrow, standing nearby, also wants to see **Those Blasted Troggs** punished for their violence against the worksite. For his part, 6 Skullthumpers must be put to rest.



With a group, these two quests are frighteningly easy and fast. If alone, take the quarry very slowly and fight near the walls to avoid as many patrol issues as possible. Be careful of Troggs that stand behind ice pillars and such near the dungeon entrance, and be sure to stay well rested in case sudden adds demand more from your hit points and mana.

A CRAFTER'S DREAM

The Wendigo Cave was good, but the Quarry is an even better location for crafters of all sorts. There is a wealth of copper inside the mine itself, but there are also veins outside of it (in the general Quarry). Beyond that, the Troggs are a fine source of Linen and drop money as well. Herbalists will also be pleased because of the high concentration of Earthroot near the Quarry and both Silverleaf and Peacebloom within a short run west.

In the far northeast is a short quest that you can finish to ease the mind of a troubled Dwarf. Pilot Hammerfoot is guarding some engines in that area, but he won't leave the region until he's convinced that his friend Mori is either alive and well or dead and lost. (**The Lost Pilot**) Mori charged off into the hills some time back, and you can help out by discovering his fate. Move farther north along the road, then break west when you can. Deeper in, the body of Mori is found.

Though slain, Mori was able to account for his fate before his death. In his journal, the Dwarf wrote of a powerful Ice Claw Bear named **Mangeclaw**. Vengeance was the pilot's final wish, and it would further aid his companions to know that this was done. Look slightly south and scour the area for the bear, then slay the beast. Tell Pilot Hammerfoot when the mission of vengeance is complete.

The road east leads directly through a guardpost where Mountaineer Barleybrow works; give him his brother's barrel of Shimmer Stout. The Dwarf also wants one of his friends to try the mixture, and he passes the brew along with a request that it be sent to Mountaineer Kadrell of Loch Modan (one of the Thelsamar guards). Because you were on your way into Loch Modan already, this offers no expense of time or energy.

Congratulations on your successes in Dun Morogh. Rams are breeding happily, the Dwarfs have raised a fine toast in your name, and even the snow seems to have receded a bit because of such fine efforts. New challenges wait in Loch Modan and in lands such as Westfall to the south and Darkshore across the ocean, but those are adventures for another time.



DUN MOROGH

ELWYNN FOREST

TELDRASSIL

JUNGSTAR

MULGORE

THIRISAL GRADES

ELWYNN FOREST

Elwynn Forest explains your first day with a character in Elwynn Forest; we take you from Level 1 and Northshire Abbey to Goldshire, then on to the more distant farms and the Eastvale Logging Camp, and eventually to the city of Stormwind and the roads beyond! The goal of the walkthrough is to safely and comfortably guide new players through their first ten to twelve levels and describe the quests, actions, and secrets of Elwynn.



LEGEND

- | | | | |
|-----------------------|-------------------------|----------------------------|--------------------------------------|
| 1 Westbrook Garrison | 6 The Muckley Vineyards | 11 Echo Ridge Mine | 16 Tower of Azura |
| 2 Forest's Edge | 7 Jorad's Landing | 12 Northshire Vineyards | 17 Stone Cairn Lake and Hero's Vigil |
| 3 Mirror Lake Orchard | 8 Goldshire | 13 Jasperlode Mine | 18 Eastvale Logging Camp |
| 4 Fargodeep Mine | 9 Crystal Lake | 14 Southern Elwynn Forest | 19 Ridgepoint Tower |
| 5 The Stonewall Farm | 10 Northshire Valley | 15 Brackwell Pumpkin Patch | 20 Stormwind (Human Capital) |

YOUR FIRST DAY

Ewynn Forest is the pleasant home of Stormwind City and the basket of Human civilization in the east. Surrounded by settled farms, lumber mills, and mines, everything is within arm's reach in Ewynn. Humans who take up the call of adventure start here, where life is mostly safe and settled. Better to get your feet wet in Ewynn than to plunge headfirst into the troubles of more distant lands.

NORTHSHIRE

Northshire Abbey is tucked into a protected valley on the northern side of Ewynn Forest. Few enemies of import have ever seen the gentle streams of Northshire or seized this humble land. Adventurers who begin here start close to the Abbey itself. Join the merchants standing outside, near their wagons and wares (they are fine folk, it will seem to offer your upcoming hunting).

Standing on a small hill outside of the abbey is Deputy Willem, a brave man of Northshire (he has a Yellow Quest Indicator over his head). Willem has several tasks to give you, but he first wishes that you go inside and speak with Marshal McBride. **(A Threat Within)** Step into the quiet halls of the Abbey and do as Willem requests.

Marshal McBride is standing by the front of the building and cannot be missed. Talk to the Marshal and find out what troubles have come upon Northshire recently. McBride wants to have some of the Kobolds outside cleared out; they are not major threats, but it's inappropriate to have them making trouble. **Kobold Camp Cleanup**



Accept this task and leave the building. Turn right and look around the side of the abbey to find Eagan Peltskinner. He wants to see some of the Timberwolves brought into line as well, and have Wolf Hare brought back to him. **(Wolves Know the Border)** Because the Wolves are near the Kobolds, it's wise to accept this chore also and do them both at the same time.



The Wolves and Kobold Vermin are just north of the abbey entrance. Fight the Wolves as you make your approach to the Kobold camps and stock the meat away to Eagan. When you have enough, tear into the Kobold Vermin. There are slightly more powerful Kobold Workers mixed in with the Vermin, but they too are neutral to you, being horribly trained and inexperienced in real combat. If there are many targets and few others hunting, dive into the Vermin and avoid the Workers. If you must wait for Vermin targets, fight some of the Workers to pass the time to see the difference between levels of monsters.

When enough Vermin have been eradicated, return to the abbey and collect your reward for both Eagan's quest and the Marshal's. The Marshal isn't terribly pleased with what he's hearing about the Kobold presence; he wants more investigation into **Investigate Echo Ridge**. Return to the camps and fight 10 Kobold Workers; any of these are near the actual entrance to the Echo Ridge Mine, set into the northern hillside, but enough are in the camps to support multiple hunters. As a kill task, this duty goes faster in groups, but the difficulty is so minimal here that doing it is entirely a matter of taste.

With 10 Workers down, seek out Marshal McBride once again. Fully convinced of the problem now, he asks that you fight inside the mine and kill both Workers and Kobolds. This time he's offering rewards that are a bit more generous (for Leather or Mail wearers certainly), so the quest is a bit more pleasing to complete. **(Skirmish at Echo Ridge)**



Fighting inside the mines is safe enough; Kobold Laborers are still passive brutes, so you dictate who to fight and when to do so. Rest between battles if your Health or Mana become depleted (feel free to use the modest Food or Water available to you, as these are worth very little and can decrease downtime).

McBride needs no reminder to pay you once you bring him the final tally of the fallen Kobolds. Don the new armor, if possible, and talk to Deputy Willem again; he now has other duties for you (more challenging than the battle for the Echo Ridge Mine). Indeed, a foul gang known as the Defias has taken control of the nearby Vineyards. They have substantial numbers and an aggressive disposition, and there is no choice but to get into fighting! The Deputy has chosen you for this task. **(Brotherhood of Thieves)**

Before leaving, talk to Eagan Peltskinner; he'll mention that a friend of his is in a bit of trouble. This Milly Osworth is nearby, standing just east of the abbey. Talk to her about her lost harvest. **Milly's Harvest** is a quest to get Harvest Buckets from the Vineyards across the water. Collect 8 of these before returning, and do this while fighting the Defias to get multiple quests done at the same time. Return to Milly when you are done then take her manifest to Brother Neals, in the bell tower of the Abbey.

The Vineyards are to the east, across a small stream. If you cross at the bridge, be wary of the two Defias on the other side (these aggressive enemies will attack you once they are aware of your approach). Either look for lone Defias to avoid larger fights and being outnumbered, or grab fellow adventurers in the region for a Defias hunting party! Groups do well in the fields, where there are many more targets. Individuals have better luck a bit farther north, where the Defias are more spread out.

Beyond killing the Defias, Willem wants Garrick Padfoot brought down for his cruel and unforgivable crimes. **(Bounty on Garrick Padfoot)** This Defias scoundrel is almost due east, at a shack along the mountains. Be sure to gather his head to complete your sweep through Northshire! A single Defias stands at the cabin with Garrick, so you are likely to have a fight with both of them at once. Concentrate on Garrick first to ensure the quest's completion, and then worry about bringing down the spare Defias.

Speak to Marshal McBride one more time to see if he needs any final help. There are some documents that need to be delivered to Goldshire, and this is going to be your next stop anyway (what fortune!), so there is no harm in doing this for the Marshal.

Collect all of the final rewards for the quests you've done and bid farewell to these comfortable haunts; you have already graduated to a greater field of battle! Your character is likely to be around Level 5 with all of the quests done, and you have a few items to equip from both the quests and from random drops (if fate has been kind). Remember to put any 6 Slot Bags you find into their own slots for added storage, and talk to Falkhaas Senstrider on the way out of the valley (he gives you a quest to seek the Lion's Pride Inn in Goldshire).



GOLDSHIRE

The road leading away from Northshire heads directly into Goldshire, to the south, so it's not a difficult trip. Out in central Ewynn Forest, there are many more aggressive monsters. Notice the hostile Wolves and Defias that lurk near the edge of the road; fight these if you wish for more money and experience, but be wary of other hostiles who might join the fray and cause trouble during the encounters.

It takes just over a minute to make the trip to Goldshire. The small town opens into a central square, flanked by the town's Inn, Forge, and local vendors.



DUN MOROGH

EWYNN FOREST

TELDRASSIL

DUROTAR

MILGORE

TRISTFUL GLADES

HEARTHSTONES

Speak with the Innkeeper and ask for a place to rest. This binds you to this particular inn. Though the stones have a one hour cooldown, use them frequently to cut down on travel time back from more distant quests (like those out to the Eastvale Logging Camp).

Marshal Dughan is always standing outside of the inn, watching for trouble from those who wander through town. Hand him the documents from Northshire and see what is next in your journeys. The Kobolds are a problem down south as well, and the Fargodeep Mine is having far worse problems than the one at Echo Ridge. You are needed to explore the mine and find out how bad the infestation has become. **(The Fargodeep Mine)**

Don't rush off to do this quite yet. There are several tasks in Goldshire that involve Kobolds, and it's always a boon to be working on several quests at the same time. Grab the quests from Remy (outside, by the vendors) and William Pestle (just inside the inn, on the left). Now you have two types of items to collect from the Kobolds and a quest to search the mines to the south, where there are tons of Kobolds! Win-win, eh? **(Kobold Candles and Gold Dust Exchange)**



Odds are that you don't feel quite ready for the Fargodeep Mine by yourself (the creatures are higher level than early Goldshire arrivals, quest together, and are in decent numbers at several points in the mine). So, there are two options at this point. One route is to band together with three or four fellow adventurers and take on the mines without hesitation (a large group will have to clear Fargodeep several times to get all of the Gold Dust and Candles they need, but the safety level is much higher).

Or, if you feel like a more solitary path, try walking south and diverting to the west slightly when you see the large hill for the mine. Just west of that area is the Stonedfield Farm. There are quests here that you can start on without searching for partners.

Look around the farm and speak with everyone there. "Auntie" Bernice Stonedfield has lost her necklace, and she is pretty darn sure where it snuck off to: a boy from the nearby Maclure Vineyards that has been causing trouble pretty much since he was born. **(The Lost Necklace)** Bernice wants you to find the lad and get the necklace back from him.

Fight some of the creatures in and around the farms while running east to the Maclure Vineyards, and certainly take out Kobold targets of opportunity outside of the mines (where they are unlikely to receive assistance), and poke your head around the eastern farm (just on the other side of the mine). Billy did steal that necklace, sure enough, but he isn't telling where it is. If you really want the answer, without resorting to horrible violence, the boy demands 4 chunks of Boar Meat. **(Pie for Billy)** Beyond that, he wants you to have those made into a pie for him by Bernice Stonedfield (yes, the kid has plenty of nerve).

Talk to Maybell Maclure before leaving to fight the boars. She has a romantic problem and wishes to avoid an Elizabethan ending to it; her family hates the Stonedfields, but she is in love with Tommy Joe, a young man who hails from there. Her family wouldn't accept it under any circumstance, so she needs help to run away and find a new life with him. **(Young Lovers)** This involves a bit of running around, but you're going to be doing that anyway (getting Boar Meat, making a pie, and so forth).

Kill enough Boars to get the meat, and do all this while moving back and forth, hitting more Kobolds and gaining general experience. By the time you bring Billy his pie, you should be up around Level 6 (where another quest opens). Ma Stonedfield is a wee jealous of a prize-winning boar that the Blackwells have. Princess, as she is known, is a big girl, and you get the lovely job of ending her reign of girth. That quest can wait, but it's good to have. **(Princess Must Die!)**



After getting the pie to Billy and finding out that a Kobold actually has the necklace, it's really time to look at Fargodeep, which has up to four quests to complete if you haven't gotten a chance to go inside yet. **(Goldtooth)** Start looking for a group that is already working the mine or planning to, and continue about your business with other quests until a slot opens in a nifty group, or until you are high enough to do the mine on your own (at around Level 8).

Continuing on Maybell's quests will pass the time productively, if you're waiting. Talk to Tommy Joe at the south-western part of his family's farm. He tells you that his grandmother can be trusted to help and that she's smart enough to come up with an answer. **(Speak with Grandma)** She sends you into Goldshire with a note to William Pestle, inside the inn. He can make a potion to help the young lovers get off together, but he needs several Crystal Kelp Fronds. **(Collecting Kelp)** Just east of town is Crystal Lake, where many Murlocs frolic in the clear water. Isolated Murlocs patrol the outer edge of the lake, and these are perfect targets for your quest.

Return to the two farms and clear up the Lovers' quests **(The Escape)**, once you have the potion, and plow through the Fargodeep/Kobold quests that remain. The brings home plenty of experience and puts your character into a better position to wandering around the rest of Elwynn; many of the wandering monsters aren't quite as scary now.

GOLDTOOTH

Because there are casters and such near Goldtooth, it's important to see what abilities your class has to disrupt caster activities. Make sure you know how to stun, interrupt casting, or otherwise cripple these potent ranged foes.

Back in Goldshire, Marshal Dughan sends you off to the final mine of the region. **(The Jasperode Mine)** He wants the Jasperode Mine explored as well. That mine is in the center of Elwynn, but east of the Northshire road. The Kobolds that were seen around that mine are tougher, and some talk of Spiders has reached town too. If you still have a group from the previous quests, try to keep them together for dealing with both the Jasperode Mine and Princess. It won't take very long to get both of these done in a party, and it's so much easier.



Exploring the Jasperode Mine doesn't take long once you arrive, because the quest is considered completed once you make it a short distance into the mine. Quest-hungry players often leave at that point. Those eager for skill points and rare tradeskills should stay and fight the Spiders and Kobolds for a time.

Princess and two tough Boars wander around the Pumpkin Patch, south of the road and somewhat far east from the Maclure Vineyards. Princess is a pretty girl, and she can deal substantial damage to people. Have tanks engage her before ranged folk get in on the act (this prevents her from charging). Attack Princess first and have an ally bring her down; even if party members fall during the fight, they should be able to return to loot Princess before her body disappears.

THE EASTVALE LOGGING CAMP

The Marshal has more than enough troubles for one time, and the situation in the east has him worried in a more pressing way than even the Kobold insurgency. Murloc attacks in the east have caused people in the Eastvale Logging Camp to go

a bit nervous, and they already have to deal with Defias brigands and rumors of war in Redridge. To rectify the situation, report to Guard Thomas: he's by the bridge just west of the Logging Camp. **(Further Concerns)**

EQUIPMENT IMPROVEMENTS

With a spare bit of cash players can fill out their equipment a bit by this point in the game. Sure, those silver are hard fought, but the sum of 5 to 10 silver won't mean much in the long run, and getting a better weapon or armor piece at a critical period can make all the difference. So, if you've been unlucky in rewards and drops, stop by Stormwind and see what's available in the Trade Channels. An inexpensive flight or train ride up to Ironforge is always available as well (if you want to see the Auction House).

Take the road east and fight some of the woodland creatures along the way if you're interested in more experience and the chance for some loot. It isn't a terribly long journey, and Guard Thomas does have an interesting quest or two for dealing with the Murloc threat. **Find the Lost Guards** is the first quest; it requires you to see what happened to two soldiers who disappeared recently. Look on the west bank of the river when it meets Stone Cairn Lake to find the first guard, then cross the river and clear the first Murloc camp to find the other. Many characters need help clearing the Murloc camp, but there are often people in the area who are willing to do this (some characters can try to break the camp by pulling a couple Murlocs at a time, but it's a dangerous proposition for new recruits).

With the plight of the guards discovered, Guard Thomas can assign a **Bounty on Murlocs** who started the bloody affair. Take the fight to the Murlocs and receive a probably weapon upgrade for your troubles (daggers, mace, or sword). Thomas also offers a reward for a kill quest against the Prowlers and Bears in the area; this is another perfect quest given because it can easily be finished by a few people. **(Protect the Frontier)**

Supervisor Raelen has a quest from inside the Logging Camp. Talk to this worker and find out about the Wood Piles that are scattered around near the camp. Gathering there is easy to do while you hunt for Prowlers and Bears, so this is a fast and simple quest unless many other players are picking up the wood already. **(A Bundle of Trouble)**

Before leaving the Logging Camp, talk to Sara Timberlain (SW in camp) and get the collection quest against the Defias. **(Red Linen Goods)** Any of the Defias in Elwynn will do for this, so it's a fine target of opportunity quest while other tasks are being done. Most people come back to the camp several times anyway.

Guard Thomas sends you back to Goldshire with your duties done, and Marshal Dughan hands you a marker for some armor. Indeed, this has to be taken back to Sara Timberlain, so wait until you have the Defias Blandanas and do them both at the same time.

STORMWIND CITY

With a bit of spare fighting and good fortune, you are probably going to hit Level 10 soon. That's a great time to visit Stormwind, if you haven't already. Take the Candles from William Pestle to his brother Morgan, at a shop close to the front entrance of Stormwind. **(Delivery to Brotherwind)**

HELPFUL GUARDS

The guards in Stormwind know where a fair number of NPCs are located. Talking to a City Guard allows you to ask where various trainers and stores can be found (these are then marked on your minimap after the conversation has concluded). Don't feel shy about pestering guards for such information—they just like to help out.

While in town, do any training that wasn't finished back in Goldshire, and learn any trades that just aren't available in the earlier towns.

STORMWIND BY DISTRICTS

DISTRICT	QUICK POINTS OF INTEREST
Trade	Griffons, Inn, Trade Supplies, Guild Functions, Bank
Old Town	Cooking, Leatherworking, Skinning, Warrior/Rogue Barracks
Mage's Quarter	Alchemy, Enchanting, Herbalism, Tailoring, Mage's Tower
Cathedral	Quests, Priest/Paladin Training, First Aid
Park	Hunter Training
Dwarven District	Blacksmithing, Engineering, Mining, Forge, Anvil
Canal District	Fishing Trainer



Many characters have a class quest around Level 10 that is based off of a Stormwind mission. Talk with your trainers in the city to find out where to start and what to do for these special tasks. Most involve granting special aspects of your class that are essential to future operations (Defensive Stance for Warriors, Resurrection for Paladins, etc.).

CLEANING UP THE SCRAPS

The final bits of victory to be found in Elwynn are based around the Westbrook Garrison. The tower and barracks over there are close to the Westfall border, and a heavy Gnom population has taken control of the southern portion along the river. Talk to Deputy Rainer outside of the barracks to start **Riverpaw Gnom Bounty**. Also, peek around the front of the tower; there is a Wanted Poster attached to a placard there. Read this to gain a second Gnom quest to kill Hogger, one of the nastiest Gnolls to dare tread into Elwynn Forest. **(Wanted: Hogger)** Make sure you have both quests and dig in.

Try to collect other players while running this collection quest, and hold back on attacking Hogger until another person or two has joined. Hogger is likely to present your first encounter with an elite monster; that by itself is a worthy reward for your duties. Yet, Marshal Dughan of Goldshire rewards you wonderfully if you bring Hogger's Huge Gnom Claw back to town.



ELITE FOES

Hogger presents a more dangerous target because he is elite. This Gnom has about three times as many hit points of a normal Gnom of his level. A Level 10 character can often beat a Level 11 monster without any problems, but Hogger lasts much longer, does fair damage, and can defeat solo players with fair regularity.

Be sure to wait until Hogger is alone before pulling him (it's always easier that way). Use long-term abilities during the fight to ensure that Hogger stays as debuffed as possible, and buff yourself before going in, unless you have formed a party.

You may find a Gold Pickup Schedule on the Gnolls, especially if you come across Gruff Swiftbite (at the southern side of the camp). This special item begins a quest to find **The Collector**. Take the schedule to Marshal Dughan, who asks that you bring The Collector's Ring back to him (to prove that justice has been meted out). Travel to the Blackwell Pumpkin Patch and search for Morgan the Collector. Kill any Defias who get in your way and eventually Morgan is found (he can appear at several places around the patch). With the ruffian slain, loot him for the ring and return to the Marshal for your reward.



DUN MOROGH

ELWYNN FOREST

TELDRASSIL

RUOTAR

MULGOORE

TRISFAL GLADES

TELDRASSIL

Teldrassil is the new home of the brave Night Elves, a people who have taken arms and magic to battle against demons and restore the balance of their spirits. With the former capital of Elven power nearly destroyed by the fighting against the demons, this refuge has grown greatly in prominence. Those ancient and animated trees that remain to protect the forest have gathered here to stop any final advance from the evil remnants. Now the Night Elves are shaking off their suffering and readying themselves for the next chapter in their history.



LEGEND

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|----------------------|------------------------|-----------------------|------------------------------------|
| 1 Rut'theran Village | 5 Bear with Hollow | 9 Lake Al'Azzish | 13 Shadowglen |
| 2 The Oracle Glade | 6 Bear with Burrow Den | 10 Dolanor | 14 Aldrassil |
| 3 Wandering River | 7 Pools of Artificers | 11 Fel Rock | 15 Shadowthread Cave |
| 4 Road to Darnassus | 8 Gnarlypine Hold | 12 Starbreeze Village | 16 Darnassus (Night Elven Capital) |



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YOUR FIRST DAY

Teldrassil is a large island off the coast of Kalimdor. Isolated from the effects of many recent troubles, the land itself is free from some of the greater taint that plagues many of Kalimdor's forests. Yet even here, there are the stirrings of disease and corruption.

The greatest problems that exist in Teldrassil involve the tainting of natural creatures and beasts by a force of evil in the forest. Your duties often involve weeding this taint in an attempt to isolate it, eliminating the corruption, or to destroying the creatures who are beyond salvation.



ALDRASSIL

Aldrassil is the starting town, in the north-east of Teldrassil, where your character begins the journey into greatness. As with all lowbie fields, the majority of the creatures are neutral and won't attack unless engaged directly. A single large building at the center of this forested valley houses trainers, vendors, and the leaders of Aldrassil.

NIGHT ELVES HAVE METTLE, NOT METAL!

If you want to be a mine, be warned that Teldrassil is starved for metal. No one out here will train you in the hearty art of mining, and the problems don't end there. Copper is so rare out here that you won't find any of it. If mining is of tremendous importance to you, create the Night Elf you want and head to the mainland (this is double even at low levels).

On the flipside, Peacebloom and Silverleaf are in great abundance, so harvesters who prefer Herbalism are often quite happy here. Skinners, too, have abundant resources from which to gather as many beasts in the area are skinnable.

Speak to a nearby Night Elf after watching the introduction to Teldrassil. Pan about until you spot Melithar Staghelm. Talk to him and find out about the Dryad who protects the local wood. (The Woodland Protector) Her name is Tarindrella, and she is close by. Melithar encourages you to seek her! Tarindrella wanders south of the town building; speak with her to find out about the Grells and the problems they are causing. These minor foes collect the Fel Moss that is a corrupting force in the region (having driven out the peaceful Firbolgs already). Agree to slay the Grells while collecting Fel Moss from them!

Speak also with Conservator Ithilaine before going after the Grells. The Conservator is worried about the populations of both Young Nightsabers and Young Thistle Buns. These need to be thinned out, and fighting them while going after Grells and during your return trip is a fine way to gain extra coin and experience here. (The Balance of Nature)



Hunt the three targets mentioned above, then return to Aldrassil and turn in your quests. After selling any spare loot and equipping 6-slot bags (if you found some of them), look around for your class trainer. Most of the trainers are inside the main section of the building, but the more nature-loving folks (such as the Druid trainer) are in the higher branches of the building. Get your character any new skills, then speak with Ithilaine a second time.

To complete the ongoing balance of beast populations, he wishes that four Mangy Nightsabers and just as many Thistle Boars be culled. Both targets are on the northern side of Aldrassil in fair numbers. On the west side of the building, standing outside, is Gilshalan Windwalker, and he has a northern quest also so talk to him while heading out. (Webwood Venom) Collecting Webwood Venom Sacs for him is

simple, as these spiders are in high numbers near a cave to the north-west. Go after both quests simultaneously for a more efficient run!

POISON

All of the major breeds of spiders in Teldrassil are venomous. This makes fighting them a slow process due to increased downtime (especially when you factor Night Elves' limited hit points at low levels). Though needed for quests, the spiders are better avoided when hunting for money or basic experience.

While making the various runs back and forth from the spider cave, there is a longer quest to grab. To save a life, talk to Dirania Silvershine (outside, and east of the main building) and ask her about her Friend in Need. She is worried that a Night Elf man named Iverson hasn't been around to see her lately. Look to the west of the Webwood Spider Cave, in a small valley. A wounded Night Elf male named Iverson is there. He was bitten by the largest of the foul spiders and will soon perish.



To save him, get his quest and return to town (best to do this at the same time you are making your first go at the spiders). Speak with Dirania Silvershine again; luckily, she knows how to make the antidote. Fight the Grells for 7 Hyacinth Mushrooms while collecting ground spawns of them to supplement your numbers, and looks around the northern pond to snag all 4 Moonpetal Lilies. The Webwood Iverson is easily obtained from the spiders you are already fighting, so that is a simple chore.

Have Dirania make the antidote and rush it to Iverson while making your move to grab the Webwood Egg (the next step for things inside the cave). This is a very efficient way to grab extra experience in the starting area.

Turn in the quests to their respective NPCs and accept when Gilshalan sends you back into the cave for a genuine Webwood Egg. There are said to be hundreds of these inside the north-west cavern, so the only worry comes from fighting past all of the poisonous beasts. Run out to the cave and seek the upper levels of the tunnel complex (the paths wind upward on the left side of the cavern). Only one of the spiders is as high as fifth level, so even a solo character can move through the place safely (just don't try to fight more than a single target simultaneously). Grab a Webwood Egg from up top and return triumphantly to town.



Gilshalan sends you upstairs for a minor chore after the Webwood quests are completed. He asks you to Speak with Tenaron. This accomplished Night Elf won't take much of your time, and he merely asks that you fill a Phial with the waters from the Moonwell just north of town. (Crown of the Earth) This only takes a minute, and you won't even have to fight there unless you want a few more Thistle Boars under your belt.



FILLING THE PHIAL

Just click on the Moonwell when you get the pointer with the gear on it. This indicates that you can interact with the object at which you're pointing.



DUN MOROGH

ELWYNN FOREST

TELDRASSIL

DUROTOR

MULGORE

THRISTAL GLADES

JUMPING OFF!

It's very fast to jump off of the high branches after speaking with Tenaron. To survive, leap down onto the lower tiers of the branches and ramp. It's fun and saves a surprising amount of run time while rushing after the Moonwell.

With all of your tasks in Aldrassil completed, Tenaron hands you a vessel with the Moonwell water and requests that you take it to Dolanaar, a large town near the center of Teldrassil. It's about time to head in that direction anyway, so that's a fitting conclusion to your time in Aldrassil.

ENTERING DOLANAAR

Following Tenaron's bidding, it's time to seek the greater town of Dolanaar. Finish selling extra items to the vendors below, and make sure to train with the musters that specialize in your class. With that done, take the southern road away from Aldrassil and into the greater wilds of this majestic land.

Stick to the road, and fight creatures nearby when you wish, then speak to the lone Satyr, Zenn Foulhoof, on the right side of the path, by a tree. He seems almost friendly, and is willing to award you a simple quest, **Zenn's Bidding**: Return items from the Nightsabers, Strigid Owls, and Webwood Spiders that cover the local area. It takes a number of kills to collect everything, so this is best accomplished while you are busy with other quests!

Press on to Dolanaar and talk to everyone in town. The north building has Athridas Bearmantle, who wants you to enter the Firbolg village to the east; there is another Night Elf there who he is worried about. This is one of the first quests to you can quickly complete, so grab that. (**A Troubling Breeze**) Walk upstairs in the same building and ask Tallonkai Swiftroot about the **Emerald Dreamcatcher**. It's located in a small building at the southern end of Starbreeze and won't take long to grab when you make it out there.

Zarrin is a cook who works well with odd dishes. Seek this teacher of fine things for a quest to learn the **Recipe of the Kaldorei** (a fine piece of spider-cooking cuisine). Zarrin asks that you bring 10 Small Spider Legs back from your hunt before learning this.

Another trade quest from this area comes from Syral Bladeleaf, a herb seller of Dolanaar. Syral wants you to bring six Elixirs of Lion's Strength and two Elixirs of Minor Defense. (**Elixirs for the Bladeleafs**) She promises to open free trade with you when you're done with this task.

Before leaving, speak to Corithras Moonrage at the southern end of town. He receives Tenaron's phial and asks you to fill another from the Moonwell to the east (this is just outside Starbreeze Village). This action continues the Crown of the Earth quest.



DOLANAAR, A GOOD HOME

Talk to Innkeeper Keldamyr in Dolanaar to set your home point. With all the running back and forth that needs to be done, especially for some of the later Teldrassil quests, it's nice to have the option of getting back there quickly.

Run east, mostly following the road until you see the outskirts of Starbreeze Village and the Moonwell. Jump into the Moonwell and right-click on the Phial to fill it with the special water. That is one quest that won't give anyone trouble!

Next, push slowly into the village and beware of the Firbolgs (they have become quite feral and attack almost anything they see). The first large building on the right has two floors, and Gaerolas Talvefther is on the top floor. Fight the few Firbolg in the way and head upstairs. Gaerolas isn't in great shape, but he tells you what

has happened and asks you to send word of it back to Athridas in Dolanaar. Before leaving, curve around to the south-eastern cottage of Starbreeze and search the dresser.

Return to Dolanaar, fighting the beasts for Zenn along the way, then turn in the quests you have completed. The next stage of the **Emerald Dreamcatcher** is more challenging and involves slaying a Firbolg leader and a number of casters (all north of Starbreeze Village). Take a companion or two if you are uncertain of victory, then run out to complete that while polishing off Zenn's quest. Make the turn in to Zenn himself and to Tallonkai Swiftroot.

RECOVER AND CLEAR THE LAKE

By now, it's probably time to train again and sell a few things. Talk to any of the trainers in town as well if you want to learn Cooking, Alchemy, or Herbalism (they are all on the south side; look to the north to find the First Aid trainer). There are a fair number of quests to grab now, and it's time to round them up. Talk to everyone and focus on getting **Seek Redemption** from Syral Bladeleaf. To make things right with her, leave town and walk south until you reach Lake Al'Amaneth. There are Fel Cones near the trees there, so **Seek Redemption** can be completed while walking around the lake. First, speak to Denalan, on the eastern edge of the lake.



Denalan has two quests that are done while looking for Fel Cones. He is a darn fine person, and he too wants to find out what is harming the land. Accept the tasks of collecting **Timberling Sprouts** and **Tiberling Seeds**. The Sprouts are found all around the lake (and other bodies of water in Teldrassil). Right-click on those growing plants to collect them while moving around. Fight the aggressive Timberlings you come across to gain their seeds. If your eyes are sharp and can spot the steaming Fel Cones, all three quests can be done in a single pass around the lake!

Turn in everything to Denalan and receive his shipment to Relian Greensmythe. Relian is in Darnassus, the capital, and can be found on the either the east side of town, just outside the Warrior's Terrace, or north of the bridges (before reaching the Druid's Grove). Do not head out to Darnassus just yet.

Again, it is a good time to seek a small group. Tallonkai Swiftroot wants to see the head of Melenas, minus the body. Melenas is a dark Satyr who lives in a cave called Fel Rock, just north of Dolanaar. (**Twisted Hatred**) There are many aggressive Goblins in the cave, and that is why having a few buddies can make a huge difference. Search the cave while killing the nasty monsters and look for the wandering Melenas; though he stops in the north-western corner atop a ledge, he also patrolled from time to time. Target Melenas first when jumping the brute, and bring him down to make sure the quest is a success. Even if you die afterward, return to the body and loot it for a fine victory.

With that done, there are several quests west of town that can be done in a loop if you still have a group it is even easier, since one of the small dungeons is on the left and can be quite challenging solo.

WEST OF TOWN: HOME OF THE DRUIDS

Athridas Bearmantle also has a quest to gather The Relics of Wakening. With a small group in tow, grab that quest, Crown of the Earth (from a Sentinel just west of town), and the next step of Crown of the Earth. Move west, toward the mountain ahead, and look for the Gnarlpine Ambushers that lurk south of the road. The quest for these is very fast, as you only need to kill six. Follow the hill that rises to the south, beyond the Ambushers, and notice the slightly stronger Firbolgs beyond.



AVENGERS ARE EVIL!

Avengers are a troublesome class of enemies. The Fibrlogs are one of the races that have Avengers, and there are a number of them out in the forests of Teldrassil. When you slay another Fibrlog near an Avenger, the Avenger bursts into a Rage and starts to attack very quickly with devastating results. Try to slay Avengers first.

If there are casters around, they need to be brought down quickly as well. To save this command, have one person attack a caster to interrupt their spells while the other party members beat on the Avenger. This way, both enemies are limited in their ability to let loose! It's not optimal, but fighting both casters and Avengers at the same time never is.

At the top of the hill is a dungeon (Bar'ethil Barrow Den). Below are the relics that you are seeking, but dozens of Fibrlog patrol the corridors and make life difficult for anyone who tries to enter. Move slowly with your group, taking on only one or two Fibrlog at a time, and search the rooms of the dungeon for the four artifacts. This is not your only goal in the dungeon. A restless spirit resides in a room on the second tier of the dungeon. Oben Rageclaw has been slain, yet the Fibrlog use his body to attack intruders. Oben's spirit wants this to end. Slay Shamans for Oben until you find the Shaman Voodoo Charm. **(The Sleeping Druid):** Return this to Oben, then agree to slay his body. Seek the animated corpse at the lowest level of the dungeon, fight it, then use the Charm to give this druid final rest.

Return the artifacts to Ural to speak with Oben again. Athridas is ready to have you go after **Ursal the Mauler**, the very Fibrlog who began this war against the Druids of Teldrassil. Move into the south-west, in the very base of Teldrassil (Gnarlpine Hold). While getting into position, fill your Phial at the end Moonwell (completing another part of **Crown of the Earth**), and steal a piece of fruit from the glowing tree south of the Moonwell. **(Glowing Fruit):** The fruit can be taken to Denalan for some extra experience.

Ursal is somewhat easy to kill, yet the many Fibrlogs around him offer moderate resistance. Hopefully you can carry the group from the last dungeon onward and plow through Ursal's allies without trouble. Be wary of the Avengers and casters, since these enemies carry a wicked punch.

DARNASSUS AND THE NORTHERN QUESTS

Return to town and rejoice. All of the substantially challenging quests are done in Teldrassil, and the remaining ones are much easier with the skills you are already beginning to master. The next part for **Crown of the Earth** takes you up to the Oracle Glade, in the north-eastern section of Teldrassil. Sell, train, and grab that final quest before moving out.

The house on the side of the road as you head toward Darnassus has a Skinner and Leatherworking Trainer. Stop there for a second if you are interested, then pass all the way to the capital. Before striking out to the Oracle Glade, complete Denalan's dropout to Relian; better late than never, eh? Relian wants you to collect Tumors from the larger Timberlings that live along the Wellspring River, east of Oracle Glade. Accept that quest, and hit the temple of the south side of town for Tears of the Moon. Priestess A'moora gives you that quest, and she is on the upper tier of the temple.

DARNASSUS POINTS OF INTEREST

LOCATION	USEFUL STORES/NPCS
North Side	Druid, Hunter, and Rogue Trainers; Arch Druid Fandral Staghelm; Night Elf Mount Vendor
East Side	Warrior Trainer; Craft Trainers; Inn (North-East)
Central	Bank
West Side	Teleporter to Docks
South Side	Priest Trainer; Darnassus Temple; Chief Archaeologist Greywhisker; Priestess A'moora

Now that you are loaded up with quests for the northern area, head out from town and walk to the Wellspring River. Fight the Timberlings as you plod north along the banks, and keep your eyes peeled for a dark-colored Timberling named **Blackmoss the Fetid**. Kill that one if you see him; this heart can be turned in to Denalan for additional experience, and you soon shall see Denalan for other rewards, so it's win-win!

Once the tumors are happily yours, walk along the north side of the area and search for the spider, Lady Sathrah. This magnificent spider has been tainted, like so many things in the land, and you need to slay her. Take the Spinnerets from her body after the deed is done. Also, continue just west of her usual location to find a second glowing tree (another piece of fruit can be picked there). As always, Denalan is happy to receive these. **(The Shimmering Fronds)**

Steer toward the center of the region and talk to the Night Elves who live there (and fill up your Phial from the Moonwell there). Recently, a messenger to Darnassus was murdered by the Harpies that fly to the west. **(The Enchanted Glade)** Sentinel Arynla Cloudsbreak needs to see their numbers beaten back, and she asks you to take up the challenge. Agree to this, then fight west and slightly north into a tiny cubby between the western wall and the trees where the Harpies are congregating. Not only do these kills help to rake in the Bloodleather Belts that you need but there is also a trapped tiger named Mist. Talk to the wounded beast and escort it back to the Glade in safety. Turn in the belts and receive the reward for that and saving Mist. Return to Darnassus after that to receive rewards from the temple and from Relian.



With Teldrassil almost done, it's time to wrap up a few loose ends. Talk to Denalan and give him the final few goodies that you found in the north. With the tumors to examine, he'll ask that you destroy the Timberling with the most Gargantuan Tumor that he has seen. This is certainly one that has the power to damage the land further because it has been so badly tainted. **Oakensowl** is the Timberling's name, and he is undoubtedly the most powerful monster in all of starting land. Bring several allies to attack Oaksencowl, who lives south-west of the lake, just inside a small cave.

Bid Denalan farewell after receiving your reward, sell and train in Dolanaar, then wave to all of the friends you have made there. Darnassus beckons, and the mists of Darkshore are coming soon after. To reach the foreign coast, look for a glowing pagoda on the western end of Darnassus; this teleports people out to Rut'theran Village, where a Hippogriff Master sends novice and veteran alike over the seas.

Elune be praised!



DON MORGON

ELYNNE FOREST

TELDRASSIL

DOROTAR

MULGORE

THIRIAL GLADES

DUROTAR

Durotar is the new homeland of the Orcs and Trolls on the continent of Kalimdor. It was Thrall who led the Orcs to this new desolate land and began to rebuild what his people had long lost to the Burning Legion and then to the Alliance as a result of their folly. Thrall rescued the Trolls as well and what are left of their tribe has also taken up residence in Durotar. There are still troubles within Durotar however. Quillboars, Kolkar Raiders and the last vestiges of Proudmoore's fleet still harry the new residents.



LEGEND

- | | | | |
|------------------------|-------------------|-------------------------------------|----------------------|
| 1 The Valley of Trials | 6 Tiragarde Keep | 11 Buzlek | 16 Bladecliff Bay |
| 2 Burning Blade Cove | 7 Scuttle Coast | 12 Dead Eye Shore | 17 Southbury River |
| 3 Kolkar Crag | 8 Drygulch Ravine | 13 Ruckhunk Farm | 18 Nisha Tar'ken |
| 4 Darkspine Strand | 9 Margaz' Camp | 14 Jaggodwine Farm | 19 Razormane Grounds |
| 5 Zolczone | 10 Skull Rock | 15 Zogglin to Grongul and Undercity | 20 Thunder Ridge |

YOUR FIRST DAY

Durotar is mostly a desert region with the capital city of Orgrimmar to the North, the river to the west and the ocean to the east. Caverns wind their way through the land creating valleys that enemies have taken refuge in and islands pepper the southeastern coast.

THE VALLEY OF TRIALS

The Valley of Trials is the starting point for all new orcs and trolls. It sits nestled within a valley in the southwestern region of Durotar. The beginning trainers and a small few vendors are located here.

CLASS QUESTS

All starting players have a mission in their packs upon starting. When right-clicking this message will give you a quest to seek out your class trainer. You're awarded 40 experience points upon completion of the quest.

At level 10, classes that have class specific quests are able to get the quest from their trainer should one be available.

The Valley of Trials is a great starting place for Orcs and Trolls. There are minimal amounts of running involved at this point and the quests all revolve around the same contained area.

When you first come into the world, you'll find yourself face to face with Eitrigg. He's your introduction into the **New Horde** and directs you to seek out Gornak to begin your journey. Gornak wants to help you to gain strength, albeit a bit reluctantly. He tasks you with killing 10 Mottled Boars. (**Cutting Teeth**)

Calgar is nearby and has another quest for you as well. He wants you to collect 10 cactus apples for him so he can make his **Cactus Apple Surprise**. He claims that Cactus Apple Surprise can do wonders and cool you down. Both of these quests are a fairly easy way to start your time as an Orc or Troll.



Right in the beginning part of the Valley of Trials you'll see plenty of Mottled Boars running around. They're not aggressive. Also sprinkled around the area are cactus and cactus apples. You'll know them by the rosy blooms on the cacti. Right-click on them to gather the apples; they respawn relatively quickly.

Once you've killed all of the boars and gathered the apples, return to The Valley of Trials and complete the quests by speaking to the appropriate NPCs. Gornak will want you to prove your prowess further by killing Scorpions and collecting 8 of their tails. It seems anti-venom is created from an extraction of venom from their stingers. Fortunately, Scorpions are not aggressive here. (**Sting of the Scorpion**)

You'll now be able to speak to Zureetha Fargaze and get the latest quest from her. She tells you of the coven called the Burning Blade that has taken up residence nearby. She would like you to say their **Vile Familiars**.



Head back out into the Valley of Trials to the north again where you just gathered Cactus Apples and killed Mottled Boars. As you travel north toward the Scorpions you'll notice a tree with an injured troll beneath it. Hana'zua will tell you have a Scorpion that is named **Sarkoth** that has injured him with his stinger. He managed to slice off one of the claws however, he would like revenge and for you to bring him the other to show that Sarkoth has been slain.

Move through the area nearby and kill the Scorpions and collect their tails. A bit more northeast you'll come across **Vile Familiars** that you need to kill. Be careful here. It's better to fight them up close since they have a ranged fireball.



Once all of the Vile Familiars and Scorpions have been killed, head to the southeast of where you found Hana'zua. There is a slight ramp up to a new area in which you will find **Sarkoth**. Sarkoth is larger than any other Scorpion and has orange bands across it. He's very easy to identify and is also aggressive - unlike the other Scorpions.



Once you kill him, loot his claw and return to Hana'zua. He's very grateful to see that you've triumphed and is now resolute that he won't just lie down and die. He asks you to help by letting Gornek know back in The Valley of Trials that he needs assistance.

Return to The Valley of Trials, turn in the Scorpion quest (**Sting of the Scorpion**) and **Sarkoth** quest to Gornek then see Zureetha Fargaze. She now has a new more dangerous mission for you. She would like you to venture into the cave of the Burning Blade and retrieve a medallion off of an agent of the Burning Blade within. (**Burning Blade Medallion**)

You need to carefully maneuver into the cave clearing the way as you go. Vile Fiends and Felstalkers await inside. As you follow the path deeper into the cave, you arrive at a spot where the cave opens a bit. Take the right path and follow it as it curves back to the left again and then straight. At the end of the path, you come across Yargog Baneshadow. Kill him and collect the medallion.



Carefully make your way back out of the dungeon and check back in with Zureetha Fargaze. Your time within the Valley of Trials is at an end. Now you must make your way to **Report to Sen'jin Village** and let Gadrin know of the Burning Blade. As you exit the Valley of Trials, you'll notice a person waiting at the a crossroads. He needs your help in delivering some food to the innkeeper in Razor Hill. (**A Peon's Burden**) It seems he's too much of a coward to do it himself. Go north along the road to Razor Hill and check-in at the Inn.

Don't worry about picking up the Razor Hill Quests as of yet. Run south to Sen'jin Village instead to begin those.

SEN'JIN VILLAGE

Sen'jin Village lies to the southeast of The Valley of Trials. Trolls populate it. To its east are the Echo Isles and some of their most dangerous foes. On the way into Sen'jin Village notice Lar Prowlusk. He tells you of the Kolkar Aggression quest in which he asks you to infiltrate their stronghold and destroy their attack plans against the Orcs and Trolls.

Continue farther into the village and find Master Gadrin near a small puddle of water. He has three quests for you. For **Mishina's Skull**, he tells you of his brother's spirit being trapped by a Warlock in the Echo Isles. He wants you to find the skull within a circle of power and return it to him.



DUN MOROGH

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He also tells you of a witch doctor named Zalazane that is hexing Trolls and placing them under his spell. He has used other Darkspear Trolls to continue kidnapping so that he can place them under his sway. He wants you to kill 8 Voodoo Trolls and 8 Hexed Trolls and to bring him Zalazane's head. Lastly, he requests that you report your findings of the Burning Blade to Orgrim in Razor Hill as well as tell Orgrim of the troubles the Darkspear Trolls are experiencing themselves. (Report to Orgrim)

Master Vornal is nearby and also has a quest ready for you called **A Solvent Spirit**. He asks you to collect some Makrura eyes and some Crawler Mucus to help him in his alchemical studies. There is one more quest giver named Vel'rin Fang who asks you to help him keep up on the supply of hides. He asks you to bring 4 Durotar Tiger Hides. (Practical Prey)

Head southeast to the beach and Darkspear Strand to start killing Crawlers and the occasional Makruras. Be careful of nearby Scorpids as well. While Crawlers are not hostile, Makruras and Scorpids are. Follow the coastline as you hunt. Return to Master Vornal once you have collected everything you need. Turning in the quest should see you around Level 6.

Use your Hearthstone to make a quick trip back up to Razor Hill. Report to Orgrim and complete the quest. He has another quest for you, but don't take it now. Come back to it. Instead, speak with cook Torka. He wants you to **Break a Few Eggs** by going into the Echo Isles and taking Bloodtail Lasher eggs and bringing them back to him. Accept the quest and head south to Sen'jin once more.

TRAINING

Don't forget to train every chance you get. Generally, classes receive spells or new abilities every 2 levels.

It's time for a swim out to the islands to gather eggs and pelts. Swim to the second largest island to the south along the island chain. Here you'll find plenty of Raptors and Durotar Tigers.



There are two Raptor locations that have eggs. They're both on the west side of the island and usually have a single raptor guarding both locations; a group of purple eggs at the bottom of a tree is your target. Right-click to collect them.



Once you have gotten all 4 hides and 2 eggs, move to the main island. You can get the third egg here and make your way over to the Trolls. Move to the south end of the island carefully. Kill any Tailashers or Tigers that get in your way. There's an odd looking flattened short hill with a Hexed Troll standing guard. **Mishina's Skull** is at the top of the hill.



Scale the backside of the hill to reach to the skull pile. Watch out for **Zalazane** who makes a circuit up the hill and back down from time to time. He's Level 10 and a bit out of your solo range—for now. Swim back to Sen'jin village and turn in the quests you have finished: **Mishina's Skull** and **Practical Prey**. Go ahead and use your Hearthstone to make a quick stop back in Razor Hill to turn in the raptor eggs.

It's time to visit the Kolkar Raiders and put an end to their scheming. Make your way into the Kolkar Crag and start clearing your way to the first tent on the left. The Attack Plan for the Valley of Trials is lying on the floor inside the tent. Right-click them to destroy them. (Thwarting Kolkar Aggression)



The next plan is farther in and to the right. Clear the Kolkar Raiders and make your way to the next plan on the ground. Destroy the Attack plan for Razor Hill then make your way back further into the area. Clear the Kolkar Raiders and make your way to the last plan. It should be the Attack plan for Orgrimmar. Once those are complete head back to Lar Prowlusk and complete the quest. A little more swimming and the quests of Sen'jin Village will be complete.

VOODOO AND HEXED TROLLS

Voodoo and Hexed Trolls for the most part are nicely spaced out along the outer perimeter of the camp. Voodoo Trolls however can cast a fire dot and are better off being fought in close proximity.

It's time to deal with Zalazane. Swim back to the large island where you got **Mishina's Skull**. Kill the Hexed and Voodoo Trolls you need to. Once you have managed to kill the ones you need, take the back side of the hill where you got **Mishina's skull** again and wait for Zalazane. This is the safest possible spot to fight him without having to wade into the center of the camp to get him. Once you have managed to kill him, return to camp and check back in with Master Gadlin. When finished it's time to move up to Razor Hill.



RAZOR HILL AND DUROTAR

Razor Hill sits solidly in the center of Durotar. This is a primarily Orc location and houses the Inn and many trainers. Pick up all of the available quests in Razor Hill. Orgrim wants you to venture into Thunder Ridge to kill Fizzle Darkstorm, a Burning Blade Warlock. (Dark Storms)



Gar'Thok is waiting for you at the top of the tower nearby. He has two quests for you. For **Vanquish the Betrayers**, he wants you to venture into the remains of Tiragar Keep to kill 10 Kul Tiras Sailors, 8 Kul Tiras Marines and Lieutenant Benedict. As Admiral Proudmoore's reserves, they have moved back into the region and need to be shown the door.



He also speaks of the **Encroachment** of the Razormane Quillboars that are in the west. Their presence is no longer to be tolerated and they need to be driven from Durotar. You must kill Quillboars, 4 Scouts, 4 Destructives and 4 Battleguards. Begin by making your way southeast toward Tiragar Keep. Kill sailors and marines as you make your way toward the main keep on the interior.

As you enter the keep, you can only turn to the right. Once you turn to the right it will force you again to the left. Take the first left again and head around the corner toward the stairs. Once up the stairs, take the ramp to the left. This leads to a main room where the Lieutenant waits.

Kill all of the Lieutenant's minions and then him. Loot the Silver Key that he has and go back to the stairs that you passed when you made the left into the room. Go up the stairs on to the landing. Kill any sailors or marines that are in the way and open the box at the end of the walk. There's an Aged Envelope inside. It starts a quest if you right-click it. (**Admiral Proudmoore's Orders**)

Stop by Gar'Thok and turn in both quests. He tells you to rush to Orgrimmar to let Thrall's right hand man Nazgrel know about what you have found. He also wants you to swim out into the Scuttle Coast to get some tools from the wreckage of the ships and bring them to him so he can better learn of the abilities of the enemy. The only things that you need to keep in mind as you swim out to get the tools are that the Makruras will attack you and that you need to resurface to get air from time to time. There are tools in small chests in the ship wreckage. (**From the Wreckage**)



It's time to see Orgrimmar. The rest of the quests you have are still a bit challenging so take the time to run to Orgrimmar now and complete the **Admiral Proudmoore's Orders** quest. There's a Goblin named



Rezlak off to the left as you near Orgrimmar. Stop by and pick up the quest he has waiting for you. He would like you to recover some supplies that were waylaid by the Dustwind Harpies in nearby Razorwind Canyon. Accept his quest and continue on to Orgrimmar. (**Securing the Lines**)

Travel the north road in Orgrimmar and then take the first right turn toward the Valley of Wisdom. Run straight through the Drag into the Valley of Wisdom and see Thrall's fortress. Nazgrel is waiting all the way in the back of the building near Thrall himself. Nazgrel thanks you and tells you that he advises Thrall of what he has learned.



With that there is nothing more left in Orgrimmar save to exit and travel down to Razorwind Canyon. There are two ways to enter the canyon. One is from the north and one is from the west. The entrance to the west is less populated by Harpies and perhaps the easiest path to take. Look for small tan sacks on the ground. These are the items you need to collect. Just right-click to pick them up. Return to Rezlak when you're done and he will have the next part of the quest for you.

Rezlak would like your help in **Securing the Lines**. He feels that if you kill enough of the Harpies it makes it safe for other supply caravans to come through. He would like you to kill 12 Dustwind Furies and 8 Dustwind Witches. The Dustwind Furies aren't so difficult, however the Dustwind Witches can be a bit more of a challenge. It's important to try to take them on one at a time.

To get to them, you need to go back into Razorwind Canyon and (if entering from the west) take the right turn and pass through the small tunnel. Take your time and

work your way through the Harpies. They tend to respawn relatively quickly so be wary of what is around you at all times. Once you have completed this, return to Rezlak for your reward.



Return to Razor Hill and head over to the Razormane Grounds. The camp to the left has the Quillboars and Scouts that you must kill. Stay on the outer edges and pick off the ones you need. In the opposite camp are the Dustrunners and Battleguards. The Dustrunners are casters, so get in close to fight them.

Once you have completed that, make your way down into Thunder Ridge. You will need to kill Thunder Lizards as you go to get to the encampment for Fizzle. Picking up at least one other person to join your group will make this quest go much faster and much easier. (**Dark Storms**)

Carefully lure the outer guards to you and kill them. Then follow the ledge to the right to get behind the camps. Clear each camp from the backside working your way around the camp counterclockwise until you only have Fizzle and his pet left in the center. You will need to work quickly since the mobs you have killed earlier should be respawning soon. Kill him and collect the claw from him.



Return to Orgrimmar and turn in the claw. He will want you to see Margoz further north toward Orgrimmar to see if he has more on the Burning Blade for you. Check in with Gar'Thok and complete the **Encroachment** quest.

Run north toward Orgrimmar and over to Margoz's encampment. He wants you to venture into **Skull Rock** to gather the collars that the Burning Blade wears. It seems to give them powers that he would like to examine further. By grouping with others you're able to make your way all the way in to Gaze'uz at the end of the dungeon. He has a Burning Eye of Shadow on him that initiates another quest. (**Burning Shadows**) You need to take the Burning Eye to Neeru Fireblade in the Cleft of Shadow in Orgrimmar.



Return the collars to Margoz and he creates a sample collar to take to Neeru as well. He's unable to fathom the magic himself, but is confident that Neeru will be able to. In Orgrimmar you'll find Neeru Fireblade down in the bottom area of the Cleft of Shadow. He has a continuing quest for you that takes you out into the Barrens.



Travel back out of Orgrimmar to a small house just southwest of Orgrimmar where you will find Misha Tor'ken. It seems she and her son had an argument and he stormed out of the house. She is very worried about him and would like some sign of his fate. (**Lost but not Forgotten**)

Head west and follow the river south in search of Kron's Amulet. While the quest says to kill every crocolisk you come across, it's easy to spot the one you want.



He's an ancient crocolisk with bright green scales. Kill him and collect the amulet. Misha, while saddened by the knowledge of the fate of her son, will be thankful to have some peace of mind. With this last quest complete, it is now time to move out of Durotar. You should have a couple quests that take you out into the Barrens. Good Luck!



DUN MOROCH

ELWYNN FOREST

TELDRASSIE

DUROTAR

MULGORE

THIRISAL GLADES

MULGORE

The Tauren, once a nomadic people, have taken up residence within the plains and mesas of Mulgore. They walk the paths of the ancient Shaman, the nature empowered Druids and the ways of the Warrior and Hunter. The hunt is a right of passage for all Tauren. It is through hunting the beasts of the land that they gain strength and learn the lessons of the world. While the Tauren may have found a new home, it is not a wholly safe and peaceful one. Centaur, Harpies, Dwarves and Bristleback Quillboars (along with the indigenous beasts of the land) are something to take task with.



LEGEND

- | | | | |
|-------------------------------|-------------------------|---------------------------|------------------------------------|
| L Lift | 7 Palemane Camps | 14 Ravaged Caravan | 21 Windfury Ridge |
| 1 Camp Horache | 8 The Rolling Plains | 15 Thunderhorn Water Well | 22 Red Rocks: Sacred Burial Ground |
| 2 Well | 9 Palemane Rock | 16 Boal/Dax Digsite | 23 Elder Rise |
| 3 Sear Graytongue | 10 Bloodhoof Village | 17 Sear Wharrunner | 24 Hunter's Rise |
| 4 Chief Sharpstusk Thauramula | 11 Winterhoof Waterwell | 18 Wildmane Water Well | 25 Venture Co Buildings |
| 5 Antur Fallow | 12 Windfury Harpies | 19 The Golden Plains | |
| 6 Stonebull Lake | 13 The Venture Co. Mine | 20 Spirit Rise | |

YOUR FIRST DAY

Mulgore is located near the center of Kalimdor just west of the Barrers. After being displaced from their homeland by the Kolkar Centaurs, the nomadic Tauren took up residence in Mulgore and became one tribe. The Tauren are very much in tune with the land around them and hunt the creatures of the land to not only prove their place within their own society, but to provide for each other. Dwarves have taken up excavation on their land disturbs the very fabric of nature.

CAMP NARACHE

Camp Narache is your starting point as a fresh Tauren ready to prove yourself worthy to become a citizen of Thunder Bluff. It's a tiny village nestled in the crook of a mountain range. The area it is in is called Red Cloud Mesa. Creatures that reside here are Plainriders, Mountain Cougars, Battleboars and Bristleback Quillboars. Plainriders and Cougars are not aggressive.

Your first encounter is with Grull Hawkwind. Once you have finished watching the opening movie, you will find yourself face to face with him making finding your first quest gives extremely convenient. He asks you to help provide for the village by collecting plainrider leathers and meat. **(The Hunt Begins)**

Before you head off to complete this task, there are two more quests to pick up. One involves opening your inventory and reading the tablet within. By right-clicking on it, you can accept a task to report to your class trainer within the village. Pick up some new experience and acquaint yourself with where their location for future training.

Next, visit the Chief of the village (Chief Hawkwind) and pick up a quest from him. **A Humble Task:** It seems his mother has gone off to collect some water but hasn't come back as of yet. The well is nearby and just slightly southeast of the village. You can kill Plainriders and take care of this quest very easily within the area around the well. The well is within sight from nearby the village by cresting a small hill. Talk to the mother and collect the water needed to complete the quest. Once you have all of the Plainrider Feathers, Meat and the water from the well, head back to the village to turn in those quests.



The chief will be very pleased that you took it upon yourself to aid his mother. He gives you the **Rites of the Earthmother** task and asks you to seek out Seer Graytongue to the west of the village. Grull Hawkwind would like you to prove yourself even further by collecting 5 Cougar Pelts. **(The Hunt Continues)** It seems these are highly valued by the village and will make some nice pieces of clothing for the children and mend the tents of the village.

Iliue Windleather is nearby waiting to speak with you as well. He has heard of you and would like you to put you to task. Where others have failed before, he hopes that you can succeed. It seems the Bristleback Quillboars plague the Tauren and he would like you to venture into the Brambleback Ravine to the east. Within, there's a makeshift village and their chief. Collect his head and Windleather will reward you well. **(Break Sharpstus)**

Once you've collected all of these quests, head toward the west of the village. You should see a small tent up on the hill and a bonfire burning. Seer Graytongue is waiting for you there. On the way, start killing the Mountain Cougars. They're not aggressive.

Seer Graytongue sets you on the path to the **Rite of Strength**. You need to battle the enemies of the tribe, the Bristleback Quillboars to the east in the ravine; collect 5 of their belts and return to Chief Hawkwind.

Before you venture as far as the ravine however, finish collecting the Cougar Pelts and turn those in to Grull Hawkwind. He has a new task for you. **(The Battleboars):** It seems the Battleboars of Brambleback Ravine are encroaching on the Tauren's hunting grounds. They're trained to be aggressive by the Bristleback Quillboars.

He asks you to slay them and bring back some snouts and flanks so that they can make stew for the young of the tribe. Head to the east after doing some training.

Outside the Ravine you'll find the Battleboars. They're aggressive, so carefully make your way to the cave that enters into the Ravine proper. The Battleboars are spaced out enough that you should be able to pick and choose your battles relatively careful. There are also Battleboars inside the ravine with the Quillboars from whom you can collect the snouts, flanks and belts as you make your way toward the chief.



The first path on the right takes you toward your destination. It then splits; take the left curve in the road. It curves back to the right. There's a larger opening that has a building standing larger than the rest in the area. This is the chief's. Inside he has two other Quillboars with him. Carefully clear the area outside the building and then attempt to draw the others to you. If done well, you only need to fight one NPC inside and can draw him to you with a careful aggro pull.

Once you have the chief's head, start making your way carefully out of the ravine. If you still need more belts, snouts or flanks, there are plenty of opportunities on the way out.

Turn in all of the quests that you have just completed. By the time you're done, you should have reached Level 4. Chief Hawkwind has one more quest for you before you venture out of the Redcloud Mesa area. He wants you to continue in the **Rites of the Earthmother** and asks you to deliver a totem to Baine Bloodhoof in the Bloodhoof Village. Baine is the chief of Bloodhoof village and the son of Cairne Bloodhoof, chief of Thunder Bluff. It's his hope that by completing the rites you'll impress the Elders enough to gain acceptance with them.



On your way along the path and just before you leave Red Cloud Mesa, you'll come upon Antur Fallow. She asks you to deliver some furs to her father at the Inn in Bloodhoof Village so she can complete her own Rite of Strength task. **(A Task Unfinished)**

BLOODHOOF VILLAGE

Bloodhoof Village is located to the north and a bit east on the road from Red Cloud Mesa. It sits on the banks of Stonebull Lake. It is only a slightly larger village than Camp Narache, but has all of the class trainers available to Tauren.



Make your way to the Innkeeper first before you visit anyone else. He rewards you and you can bind there. There are several NPCs that have quests waiting for you, provided you have managed to reach Level 5. Harken Windlotem, Mull Thunderhorn, Baine Bloodhoof, Maur Raincaller and Ruul Eagletalon each have quests. Check in with Baine to complete the Rites of the Earthmother quest and pick up **Sharing the Land** and the **Rite of Vision** from him.

Sharing the Land consists of killing Palemane Gnolls. They have taken up residence to the south and the west (Palemane Rock) of Bloodhoof Village and are killing creatures indiscriminately. They're unwilling to come to any agreements with the Tauren. He feels the only thing they now understand is force. Kill 10 Palemane Tanners, 8 Palemane Skinners and 5 Palemane Poachers.



DUN MOROGH

STYNN FOREST

TELDRASSIL

DURTOTAR

MULGORE

TRISTAL GLADES

For the **Rite of the Vision** it seems you need to visit Zarlam Two-Moons to continue. Luckily, he's nearby in the village. This is yet another quest in the long line of the **Rites of the Earthmother** you need to complete. Harken Windtotem wants you to kill Swoops and collect 8 Trophy Feathers to prove your cunning as a hunter. These feathers are used to reward hunters within the village for their cleverness and as a badge of honor. (**Swoop Hunting**)

Rual Eagletalon would like you to collect Windtury Harry Talons for him as a test of your strength. By doing so, you'll better prepare yourself for the trials beyond the Tauren lands. (**Dangers of the Windfury**) Mull Thunderhorn is concerned over the cleansing of the sacred water wells. It seems Venture Co. Goblins have been poisoning them. Collect Prairie Puff Paws and Plainstrider Talons so that he can create a cleansing totem. (**Poison Water**)

Maur Raincaller has had a run-in with a strider called **Mazzranache** who has a venomous bite. He needs some hard-to-find animal parts in order to clear out the infection that he has gotten as a result. While you don't need to kill Mazzranache, he's not easy to miss with his bright flamingo pink color.

COLLECTING ANIMAL PARTS

While a large queue of quests requiring animal parts will seem daunting, it's actually much easier than you think to get these quests done. By collecting all of these quests on one, you'll be able to kill as you move along the plains and collect as many of the parts as you need at once rather than killing the same creatures repeatedly.



For the **Rite of Vision**, Zarlam Two-Moons asks you to collect 2 Well Stones and 2 Ambercorn in order to create a special potion that will help you along on your vision quest.

Once you have gathered all of those quests, begin collecting all the necessary requested items. Winterhoof Well is just to the southeast of Bloodhoof Village. You won't need to clear out the entire well in order to get at the well stones, but instead can clear an area on one side of it to get them. Ambercorn are easy to find and look like giant pinecones sitting beneath the trees here and there.



After you've accomplished gathering the Well Stones and Ambercorn, head slightly northeast toward the crossroads and find Morin Cloudstalker. He asks you to go to **The Ravaged Caravan** to take a look inside of one of the containers there. As you're wandering the plains, kill the needed animals and collect the parts requested. Swoops can be a bit of a challenge when they attack at the same time you're fighting other creatures. Take the time to kill them as quickly and efficiently as possible to collect their quills before killing any other animals around them.



Return to Bloodhoof Mull Thunderhorn and turn in the well stones and ambercorn to receive the next part of the quest. (**Winterhoof Cleansing**) Return to the well and complete the cleansing process. Clear an area near the well so that you can safely stand near it and right-click on the cleansing totem. The well will begin to glow and have a bit of a light surround it to show that it has been cleansed.



Return to the village and turn in the Swoops' Trophy Quills to Harken Windtotem and check in with Mull Thunderhorn again. He has the next quest ready for you to cleanse the Thunderhorn Well. (**Thunderhorn Totem**) You can pick up the item he asks for as you go from here.

Baine Bloodhoof has another quest in the village at Level 6. (**Dwarven Digging**) He wants you to collect 5 Prospector Picks and break them on an anvil. He suggests you can do it within their camp or go to Thunder Bluff. There is a third place the better suits your needs if you're a bit patient.

Turn in the animal parts to Maur Raincaller to complete the **Mazzranache** quest. Return to Zarlam Two-Moons to continue the **Vision Quest**. He creates the Well of the Seers for you to drink near the tribal fire. Go ahead and drink it now to continue the quest. A ghostly wolf appears to lead you to your destination. It leads you to a cave to the Northwest where you can speak to Seer Wisenrunner. He gives you the next part of the quest called the **Rite of Wisdom**.



Travel south from the cave and skip past the Windfuries for now. You will see the Bael'Dun Digsite to your right as you continue on. Carefully make your way to the outer fringes of it and start killing Dwarves. There's no need to go into the site; carefully pull one Dwarf at a time from the edges rather than risk dying to multiple Dwarves.

BAEL'DUN FORGE

While the quest informs you that you could use the forge within the digsite, it would take at least one other person with you to control the spown and get to it. For those soloing, attempting to gain access to this forge is unnecessary at this time.

Travel farther south to Palemane Rock to finish up the **Sharing the Land** Quest. It won't take long if you take your time to clear the camp and then venture into the small dungeon itself and back out.



Straight east from the Bael'Dun Digsite is the **Ravaged Caravan**. It's easier to get to the crate from the north of the caravan. Take your time to clear a path to the center of the caravan when you need to right-click on the crate to examine the contents. Once you do, you can return to Morin Cloudstalker. Before you do, however, stop in at the village once more.

In the village see Baine Bloodhoof again and turn in the **Sharing the Land** Quest, then stop by Mull Thunderhorn to turn in the components for the continuation of the **Thunderhorn Totem**. Check back in with Morin Cloudstalker to turn in the next part of the Ravaged Caravan Quest. He now wants you to kill 14 Venture Co. Workers and 6 Supervisors. He also wants you to venture farther into Venture Co. territory and get Supervisor Fitzsprocket's Clipboard.

Before you venture up to deal with the Venture Co., head southeast to the Harp and kill them for their claws. (**Dangers of the Windfury**) You should easily be able to handle them and survive without needing to gain more levels or find a group.



WINDFURY WITCHES

When killing windfury's keep in mind that the Windfury Witches are casters of lightning. It's best to get close to them when possible to kill them more quickly and minimize the damage they do.

Take the road back north toward **The Ravaged Caravan** and head east to the Venture Co. Mine. Below the mine itself is a small village of workers. You may need at least one other person to make your way to Supervisor Fitzspocket, but at this point the most important thing is to clear a path up to the mine entrance. Just left of the mine is a large. You can finally break those Dwarven tools you've been hanging on to all this time in relative safety.



As you go along through the mine, you should meet your kill quota for Workers and Supervisors. If you have successfully killed Supervisor Fitzspocket for his clipboard and not taken out enough of the underlings, take some time to raid the village below by picking off the ones you need that linger along the edges.

Return to Morin Cloudstalker to turn in the clipboard and turn in the Venture Co. quest. It's time to return to the village again and speak with Mull Thunderhorn. Turn in the animal parts you have gathered for him and get the **Thunderhorn Cleansing Totem**. The Thunderhorn Water Well is just north of Bloodhoof Village. Turn in the **Deaven Digging** quest to Baine Bloodhoof. He no longer has any new quests for you. Also turn in the **Dangers of the Windfury** quest to Ruul Eagletalon.

Skorn Whitecloud will be waiting nearby to give you a new quest. In order to prove you are truly ready to be a hunter, he asks you to gather 4 Flatland Prowler Claws and turn them in to Melor Stonehoof in Thunder Bluff. (**The Hunter's Way**) It seems that once you prove yourself to Melor, your path may be assured in the way of the Hunter.

Also, stop by and speak with Lorekeeper Raintotem. He charges you with clearing out an ancient burial ground and killing 8 Bristleback Interlopers. (**A Sacred Burial**) Go north to the Thunderhorn Water Well so that it can be cleansed. Clear a path through the surrounding Goblins and use the totem. A beam of light appears to show that the well has been cleansed. Return to Bloodhoof Village and get the Wildmane Water Well quest. Mull Thunderhorn needs Alpha Wolf teeth in order to create the last cleansing totem. (**Wildmane Totem**) These Wolves can be found to the southeast at Bloodhoof Village nearby or far to the north beneath Thunder Bluff. Head to the southeast to take care of the ones that are nearby.

KOLKAR RAIDERS

When hunting Alpha Wolves in the southeast region of Mulgore, beware the Kolkar raiders that wander in the area in pairs. It's best to stay relatively near the road rather than risk drawing agro from the swoops, prairie wolves and Kolkar as well as the Alpha Wolves.

Move toward the north as you go along to discover Red Rocks. Up on the hill there is the ancient burial ground. Kill your way through the Razormane Interlopers as a means to complete **A Sacred Burial** until you can speak to the Ancient Spirit within. It's easier to approach from the northwest side and slip in against the wall.

The Ancient Spirit congratulates you on completing the **Rite of Wisdom** and whether you are ready or not to accept it, they have given over the duty of protecting Thunder Bluff to you. Your last step will be to enter into Thunder Bluff to stand face to face with the Tauren leader Cairne Bloodhoof at last.



THUNDER BLUFF

Return to Bloodhoof Village to turn in the first part of the Wildmane Water Well quest and get the Wildmane Cleansing Totem. The Wildmane Water Well is located to the north of Thunder Bluff. (**Wildmane Cleansing**) Take the west road from Bloodhoof Village to Thunder Bluff. It's time to enter the city at last. At the base of Thunder Bluff is a lift that will take you up to the city proper. Wait for the lift to come down to you and step lively to get on before it goes back up without you. You will arrive in the main complex of Thunder Bluff.



WATCH YOUR STEP!

Be careful when navigating the lifts of Thunder Bluff as well as navigating around the city itself. It's very easy to fall from the mesa tops and die. There are few that can survive such a fall without careful preparation.

Here you meet up with Eyahn Eagletalon. (**Preparation for Ceremony**) It seems he's running very short on time and is trying to prepare a headdress for his brother and needs to ask you a favor. He needs 6 Azure Feathers and 6 Bronze Feathers from the Harpies that are to the north and northwest of Thunder Bluff.

From here, follow the signs to Hunter's rise. It should be to the south of the main area of Thunder Bluff. Deliver the 4 Flatland Prowler Claws to Melor Stonehoof. Melor has faith in the judgment of Skorn Whitecloud and sets you on the path to becoming a true Tauren Hunter. He tells you to continue the path you need to speak to **Segra Darkhorn** at the Crossroads in the Barrens. She can guide you.

Take the wooden bridge to Melor Stonehoof's right to see Cairne Bloodhoof at last. He stands in the doorway of a large tented building on the east side of the mesa. Cairne confirms that you have at last completed the **Rites of the Earthmother** and earned your place among the other citizens of Thunder Bluff however, you must continue to prove yourself to remain worthy. He charges you to kill the Kodo called **Arra'chea**. The Kodo proves a difficult beast to track and is best left until the last of your other quests are complete.



Take the eastern lift down to the main prairie and head up to the Furies to the north. Kill and collect the feathers that are needed for Eyahn Eagletalon. Make your way to the east and start south a bit to the Wildmane Water Well. It's located near a small area with Goblin buildings. Work your way carefully in and cleanse the water well. (**Wildmane Cleansing**)



Now is a good time to look for others to join with you to find and kill **Arra'chea**. It can be an elusive kodo and by having many eyes watch for it, you will all be able to find it more easily and all get credit for the kill. **Arra'chea** has a tendency to wander slightly southeast of Thunder Bluff and takes a clockwise pattern in the Golden Plains. There is no doubt a kodo is nearby when you feel the ground shake around you or hear the thunderous fall of their feet on the ground.

Once **Arra'chea** has been killed, head back to Bloodhoof Village one last time to turn in the **Wildmane Cleansing** quest. All the wells are now untainted and Mull Thunderhorn will be pleased. Continue north along the road once more and turn in the harpy feathers to Eyahn Eagletalon and continue on to Cairne Bloodhoof. All of the quests available for now have been completed at this point and the last thing to do is to venture out to the Barrens to the east and find new adventures.

OUR MOROCH

ELFMYN FOREST

TELDRASSA

DURGTAR

MULGORE

THRIFSL GLADES

TIRISFAL GLADES



With the spread of the plague throughout Lordaeron and the transformation of the once proud High Elf Sylvanas Windrunner into a Banshee, a new breed of Undead was born. Rebelling against the Scourge and the Lich King that had created her new life, Sylvanas gathered together the willful Undead and fought against the mindless ones under his control. With victory in their hands, they claimed Lordaeron and Tirisfal Glades as their new seat of power. These new Undead known as the Forsaken now fight against the Lich King's forces while fighting off the Alliance who wishes the destruction of all Undead touched by the taint of the Scourge.



LEGEND

- | | | | |
|----------------------|-----------------------|---|---|
| 1 Deathknell | 7 Cold Hearth Manor | 13 Bobair Farmstead | 19 Scarlet Watch Post |
| 2 Night Web's Hollow | 8 Brill | 14 The Bulwerk | 20 Zeppelin to Orgrimmar and Grom'Gol Outpost |
| 3 Solidren Farmstead | 9 Garren's House | 15 Crusader Outpost | 21 The North Coast |
| 4 Nightmare Vale | 10 Ruins of Lordaeron | 16 Venomweb Vale | 22 Ganthar's Retreat |
| 5 Stillwater Pond | 11 Undercity | 17 Foul's Rest | |
| 6 Agamand Mills | 12 Brightwater Lake | 18 Whispering Gardens Scarlet Monastery | |

YOUR FIRST DAY

You have awoken from the crypt as one of the Forsaken. You are not alone however. Not only are there many that the plague has transformed, but the Horde stands with you in an alliance born of need rather than trust.



DEATHKNELL

Once you ascend the stairs, you gaze upon Deathknell. Right-click the scroll in your pack to see your first task. Each class is given their own quest that takes them to their trainer. The Warlock, Mage and Priest trainers are all located within the church. The Rogue and Warrior trainers are in the second building across from the church.

Stop to speak with Undertaker Mordoo as you leave the Crypt. He has a yellow exclamation point hanging over his head to indicate he has a quest for you.



Accept the **Rude Awakening** quest. Continue on down the road and stop off in the church on the left to see Shadow Priest Sarvis. Shadow Priest Sarvis gives you the **Mindless Ones** quest and Nince Elth gives you **The Damned** quest.

WARLOCK DEMON QUEST

Warlocks receive their first demon pet quest at Level 1 along with the normal quests everyone else gets. Do this quest before any others; return to the trainer and get the **Summon Imp** spell from the start. The imp helps kill quickly and effectively. By completing this quest, you'll also be Level 2 and able to take the **Night Web's Hollow** quest from Executor Arran.



Bats and Wolves are behind the graveyard and just a bit farther are the Mindless and Wretched Zombies. The **Mindless Ones** is a kill quest and only requires that you kill 3 Mindless Zombies and 3 Wretched Zombies. The **Damned** Quest is a collection quest. You will need to loot 4 Scavenger Paws and 4 Duskbat Wings to turn in.

Priest Sarvis has a new quest for you called **Rattling the Rattlecages**; you need to kill 12 Rattlecage Skeletons. They can be found farther down the road behind the buildings to the right. Stop by Deathguard Saltain and pick up his new quest. **Scavenging Deathknell** You can find the piles of boxes he's looking for in the buildings with the Rattlecages. Stop by Executor Arran also before you move on. You'll receive the **Night Web's Hollow** quest, which take you a bit deeper into Deathknell.

Before heading to Night Web's Hollow, do **Rattling the Rattlecages** and **Scavenging Deathknell**. It's easier to make a sweep toward the cave to the north since you'll already be headed that way. Night Web's Hollow is located farther down the road and off to the west. The young Night Web Spiders hide in the grass among other places outside the cave proper. Within the cave itself you will find the full-grown Night Web spiders. Kill 8 Young Night Web Spiders and 6 Night Web Spiders then return to Priest Sarvis, Deathguard Saltain and Executor Arran for your rewards.

Executor Arran has more in store for you. He needs you to kill members of the Scarlet Crusade and bring back 8 Amibands. (**The Scarlet Crusade**) Their camp is east of Deathknell. Return to Executor Arran once you have the 8 Amibands.



The **Red Messenger** pits you against Meven Korgal in the camp nearby. He is in the center of the camp from which you just collected amibands. This is a quest in which everyone with the quest can loot the item, so while you may miss out on a little extra experience, you still obtain the item.

When you return to Executor Arran, he sends you on to report to Executor Zygand in Brill. (**Vital Intelligence**) Deathknell is finished for you. As you leave, meet up with David Trias. He has **A Rogue's Deal** in which he asks you to deliver a letter to Innkeeper Renee in Brill.



BRILL

Down the road toward Brill you encounter Deathguard Simmer who tells you of the **Fields of Grief**. He asks you to gather 10 Pumpkins from Solifield Farmstead and turn them into Apothecary Joluan. Tempting as it may be, don't do it just yet. Trisfal Glades is a dangerous place. Stick to the road. If Decrepit Darkhounds attack, you should be able to handle them with a bit of effort, but beware should more come.

On the way to Brill, keep an eye out for an Abomination named Gordo. He walks the road from Brill and wanders near the woods. **Gordo's Task** asks you to pick some weeds that his master sent him for. The weeds are easy to pick out and are typically near the road. Don't venture too far into the woods. Once you have the weeds, continue toward Brill once more.



Stop by quickly and see Junior Apothecary Holland to turn in the Gloomweed you picked up. He will be upset at Gordo's incompetence in telling you to get the wrong plant and assigns you to instead collect **Doom Weed** to the north. Check in at the Inn and turn in **A Rogue's Task** to the Innkeeper. She gives you a little something for your trouble and waves you along. Speak with the Innkeeper to make this your new resting place.

Check in with Executor Zygand. Turn in the papers and listen to what he says about your next task. **At War with the Scarlet Crusade** is not quite over. He wants you to kill 10 Scarlet Warriors. This must be your lucky day because they guard a tower next to the Solifield farmstead. Don't go there just yet though. There's another quest that Deathguard Dillinger would like you to help him with. He has **A Putrid Task** for you. He wants you to collect 7 Putrid Claws from Rotting Dead and Ravaged Corpses. The Rotting Dead and Ravaged Corpses are just to the west a bit of the Brill graveyard. They're a bit tougher than the Mindless and Wretched Zombies you were killing earlier.



DUN MOROGH

ELWYNN FOREST

TELDRASSA

DUROTAR

MULGORE

TRISFAL GLADES

Turn in the quest and head inside the town hall. Magistrate Sevrin has another task for you that is also nearby. Magistrate Sevrin is a bit concerned. Rot Hide



Gnolls are using corpses to bolster the army of the Scourge. He asks you to kill 8 Rot Hide Gnolls, 5 Rot Hide Mongrels and to collect 8 Embalming Ichor. The Graverobbers can be found just north of Brill at Garren's Haunt. There are many Gnolls guarding the way. Work on the Doom Weed quest while killing the Rot Hide Gnolls; the weed is found in abundance in this area.



The dig sight for the Graverobbers is at the end of the road that splits off to the left before you reach the farm. Kill them, collect ichor and work your way east toward the farm to kill Mongrels. Be cautious in how you deal with them.

Once you've completed killing the Gnolls and collecting the Embalming Ichor, head back to see Junior Apothecary Holland and Magistrate Sevrin. He has two more quests for you: **The Prodigal Lich** and **Forsaken Duties**.

Stop by the Town Hall and right-click on the wanted poster. (**Wanted: Maggot Eye!**) On the way out, Deathguard Dillinger should have another quest available for you. He informs you that the Scourge are setting up a base at the Agamand Mills and the **Mills are Overrun**. Accept his quest before moving on.

It's time to go see about some Pumpkins. The first part of **At War with the Scarlet Crusade** in Tirisfal Glades and the **Fields of Grief** can be done at the same time.

It's not easy to miss the pumpkin patch, but be careful as you approach. Not only do the farmers watch over the crop, but it seems the Scarlet Crusade is patrolling the road to the north and the farm a bit to the west. This makes killing the Warriors so much easier.



Patrol from east to west and pick Pumpkins while killing a few Warriors. You'll be done fairly quickly. Kill 10 Scarlet Crusade Warriors and pick 10 Pumpkins before returning to Brill.

It's time to travel to Agamand Mills. They can be found in the Northwest region of Tirisfal Glades. The farther north you go, the higher level the Darkeye Bonecasters and Rattlecage Soldiers become. Bonecasters provide the skulls you need and Soldiers provide the ribs. It may take some time, but if you start either at the first tower or the southernmost region of the Mills, you should be able to pick your way through them safely. Watch out for those Darkhounds.



If you're lucky, you'll find a **Letter to Yvette**. Accept the quest to deliver **A Letter Undelivered** before you leave. She's in the Inn in Brill. Stop at Deathguard Dillinger and turn in the skulls and ribs and collect your reward.

Take your Pumpkins to the Apothecary Johan. There's a Scarlet Crusader being held hostage in the basement of the Inn. Take him the formula-laced Pumpkin for part two of the **Fields of Grief**. Apothecary Johan has another task for you as well. He would like you to collect Darkhound Blood as a part of **A New Plague**.

Check in with Executor Zygand in front of the town hall. Not surprisingly, he has another quest for you to kill more of the Scarlet Crusaders. (**At War with the Scarlet Crusade**) You will need to kill Captain Perrine this time as well to try to knock out the command structure behind the Scarlet Crusaders. As you head toward the Inn to visit the prisoner you'll notice Deathguard Burgess has a new quest for you. He wants you to bring him rings off of the Scarlet Crusaders as **Proof of Demise**.

Inside the Inn, Coleman Farthing is waiting with a little bit of revenge on his mind. (**The Haunted Mills**) He asks you to kill Devin Agamand. Accept the quest and head down to the basement to see the Scarlet Crusader captive and give him the potion-laced pumpkin.

If you have the **Letter to Yvette**, she's in the corner of the Inn, upstairs. Gretchen needs your help. The **Chill of Death** seeps in her bones and in order to continue her work she wants you to pick up some Bat Pelts and Course Thread so she can sew herself something a little warmer.

THE BALNRN FARMSTEAD

It's time to venture to Undercity and the ruins of Lordaeron. As you go, stop off quickly to the east at the split in the road to visit the tents set up nearby. It's time to take care of **Forsaken Duties** and speak with Deathguard Linnea. She tells you that the **Rear Patrol** has somehow been compromised and word is that the Scourge has snuck up from behind the Bulwarks. She asks you to kill Bleeding Horrors and Wandering Spirits at the Balnrn Farmstead. (**Return to the Magistrate**)



Continue back down to the Southwest toward the Crusader tower. Be careful at the tower. The humans are prone to help each other should they run for help. There are Missionaries and Zealots at the back of the tower and it's no problem finding new Crusaders to kill. The Captain is inside the tower (usually with two comrades). Don't forget to collect rings as you are killing. If you do not get all the rings now, don't worry. There's another opportunity to get all the rings you need, though the sooner you get it done the better.

Once you've finished all three quests (four if you got all of your rings) return to Brill. Stop at the general trade vendor and purchase some Coarse Thread. You should now have everything Gretchen requested. Go inside the inn and upstairs to give it to her.

Turn in the ring quest to Deathguard Burgess. Return to Executor Zygand and turn in the quest to get the third part of **At War with the Scarlet Crusade**. Return to the Magistrate in the city hall and turn in the report to him from Deathguard Linnea. Take the Darkhound Blood to Apothecary Johan and turn it in. He has a new quest for **A New Plague** that takes you back toward Garren's Haunt and the North Shore.



Continue past the farm for now and head right to the shoreline. Don't get too close to the shore. Murlocs like to wait under the water and you can never tell just how many of them may be hiding. Collect the 5 Vile Fins from the Murlocs. Once you complete that, work on getting a reward for Maggot Eye. You will find him in a house at the northern end of the farm at Garren's Haunt. He has a lot of other Gnolls around him. Maggot Eye is Level 11 and a tough nut to crack.

Once both quests are complete, run back to Brill. Turn the Vile Fins in to Apothecary Johan and receive two more quests. One new quest is **A Delivery to Silverpine** (don't worry about right now) and the other is the last part of **A New Plague**.

There are three more quests to do, all in the same region. Start with the **Rear Guard Patrol** at Balnrn's Farmstead. It lies to the southeast of Brill along the road. Be careful not to go too far. There are some powerful creatures patrolling the Bulwark.



Once you've finished with the Bleeding Horrors and Wandering Spirits, pay a visit to the Scarlet Crusader Outpost just a bit northeast of the farm. While you could attempt to approach it from the front and climb the steep hill; it's better to come from the rear. There's an easier grade just to the west of the tower and plenty of Crusaders to kill as you make your way to the tower. Kill 5 Friars and Captain Vachon. Group for this quest. Captain Vachon is well protected. The Crusaders here range from Level 8 to 11. If you haven't finished the **Proof of Demise** quest, you would be able to finish it up here. Even if you finish this part of **At War with the Scarlet Crusade**, continue killing until you have all of your rings to turn in (if you haven't already).

There's an opening onto a new field to the east of the tower. Venomweb Vale hides the spiders for Apothecary Johaan's newest experiment with the plague.

When you have completed this quest, return to Brill. Pick your way carefully through and you won't have any problems. It's time to go back to the tents and check in with Deathguard Linnea for the **Rear Guard Patrol**. Once through there, it's on to Brill.

Check in with Excutor Zygang and receive the next **At War with the Crusade** quest. Turn in the spider venom to Apothecary Johaan and he tasks you with one more experiment. **A New Plague!** Take the concoction to the Dwarf who comments on finally getting a drink. Visit your trainer for some new goodies.

UNDERCITY

Go to Undercity to speak with Bethor Iceshard and start the **Prodigal Lich Quest**. It's easy to get confused at first as to where you need to go, but it gets easier if you remember that the Undead have created the Undercity beneath the ruins of Lordaeron. Be careful not to fall into the green ooze. Sure you don't have to worry about breathing, but it does have a tendency to do some damage to your flesh.

Take the elevator down to the heart of Undercity then follow the stairs all the way down to the bottom beneath the bank. Head down through the Trade Quarter and into the outer rings. Bethor Iceshard is located in the Majes Quarter in the outer ring in the northeast corner of the city at the Temple of the Damned.

You'll find him up the stairs and toward the front of the building. He knows he's one of the freed forsaken, however, the lich does not realize that he is not the only forsaken that is of his own free will. In the meantime, all of his minions attack any who venture near. Bethor would like to find out who this lich is and needs proof of **the Lich's Identity**. He wants the Lich's book.

Venture up and out of Undercity and head toward the lake. Bethor and his book are on the larger island. Approach the island from the left side, which is closest to the book. Kill the minions from the shore to the area near Bethor and take the book. Once you have the book, jog back to Undercity and check in with Bethor Iceshard.

Bethor is pleased that it is in an old friend of his. **(The Prodigal Lich Returns)** Make your way back to the island, fight through the Lich's pets and give him the gem. He asks you to **Prove Your Allegiance** by summoning and killing Lillith Nefara by placing a candle from his box on the altar on the small island.

As you approach the Farmstead, Bleeding Horrors are easy to make out in the distance. The Wandering Spirits however, take a bit of concentration as their ghostly forms float smoothly over the field. Kill 8 Bleeding Horrors and 8 Wandering Spirits.

The small island has two creatures wandering on it. You must kill them before you summon Lillith. Kill her and return to Gunther Arcanus.

Gunther is pleased that you have dispatched Lillith. He gives you a nether gem to take back to Bethor Iceshard. **(The Prodigal Lich Returns)** Return to Bethor in the Undercity and get your reward. Now pay Devlin Agamand a visit.



The Haunted Mills asks you to bring back the remains of Devlin Agamand to Coleman Farthing in the Inn.



Run to Agamand Mills, but take it slow as you approach near the tower. Devlin should be near the road on the left side. Kill him and return to the Inn.

Coleman Farthing is more satisfied now, but not completely. He asks you to return once more to bring him the other three remains of the Agamand family: Nissa, Gregor and Thurmond Agamand. **(Deaths in the Family)**



Nissa is the easiest to find at the Mills. At the end of the road in the very first house she waits in Banshee form. You need to kill all of the Darkeye Bonecasters and Rattlecage Soldiers nearby and then kill her to get the remains. Follow the road a bit farther, taking the left split to the first windmill on the right. Gregor wanders behind it and down the road a bit and back normally, and can be spotted by his hunched and bulbous form. Thurmond is all the way down at the end of the road. He looks similar to Bleeding Horrors, so you'll recognize him easily. When you have gotten all three of the remains, return to Coleman Farthing in Brill.

There's just one more quest that takes you to Agamand Mills. Speak with Magistrate Sevren to get **The Family Crypt**. He wants you to slay the Scourge's local Military leader Captain Dargol as well as slay Wailing and Rotting Ancestors as you go along. Wailing Ancestors are easy to pick out. These are the Banshees floating about and are casters. Rotting Ancestors are the brute force and resemble Bleeding Horrors. The crypt can be found by going off following the road back to the split and taking the one to the right.

Kill as you work your way down carefully. As you go you'll easily meet the kill requirement for the quest. The final stairs down in the center lead to the Captain and several Wailing and Rotting Ancestors. Once the captain is dead and you have retrieved his skull, stone to Brill.

Once in Brill turn in the skull to Magistrate Sevren. There is just one last task to do and if possible, now is the time to ask for a group to do it. **At War with the Scarlet Crusade** needs you to go to one last place and kill three more people.

The Crusader Outpost is way to the north with the tower built onto the Cliffside and looming over the sea below. Be wary as you travel. There are easily four people within the tower at this point. If it's possible, try to pull the front bodyguard by either pulling from an outside edge or getting just close enough to aggro the front NPCs as a pull.



Once both bodyguards are dead and Melrache is also, head back in victory. You have successfully completed all of the quests up to this level as well as put a dent in the power of the Scourge and Scarlet Crusade in Tirissal Glades. Heartstone back to Brill. Check in with Excutor Zygang one last time and turn in your quest. You're ready to go beyond the boundaries of Tirissal Glades. Don't you have a certain letter you have in your inventory?



DUN MOROGH

ELWYNN FOREST

TELDRASSIL

DUROTAR

WILDOORS

TIRISSAL GLADES

JOINING THE TROOPS

Before getting involved with specific class abilities, data tables, and so forth, it's important to evaluate play strategies that are used by all characters in *World of Warcraft*. This chapter explains various methods to improve your ability to gather money; rise in level, move around Azeroth, engage in combat, and find special areas.

COMMON TACTICS

It takes considerable time to teach someone about *World of Warcraft*. This game has enough complexity to keep players reeling for many days, even while learning the basics. This section is organized to give you the tips and ideas to cut down on lost opportunities during that learning phase. There's always money and experience to be made, and there is no harm in starting from the beginning!



Grinding itself can be a very fast method for leveling. Or, it can be slower than other available techniques; this entirely depends on the current level of your character, your equipment, local quest options, and more subtle aspects of play. Indeed, some



grinders are able to gain levels with extreme speed by choosing a class and character concept that is geared for soloing and finding areas where tandem fighting (going after one mob, then another right afterward, then another, etc.) is easy to do.

GAINING EXPERIENCE

Experience points get you closer to your next level. Characters currently progress from Levels 1 to 60 and each advancement brings better attributes, higher hit points/mana, and the potential for greater deeds. Whether you focus on pulling in XP is one thing, but everyone gains levels if they enjoy the game and keep heading out into the wilds.

KILLING MONSTERS

The most basic way to gain experience is to walk into an area with monsters and start fighting them. Every victory against a monster of (or around) an equivalent level gets you experience. These points add up nicely if you try to kill monsters as quickly as possible. Trying to gain levels solely through monster killing is called "grinding" by many players. Some people find this method dull because it offers less variety of action compared to questing, going exploring, and so forth. Others feel relaxed by bringing down a stable flow of money, experience, and nasty monsters. There is nothing wrong with this method if it's what you enjoy. There are plenty of areas where non-stop hunting can keep players busy for weeks!



CHECKLIST FOR A GOOD GRINDING AREA

- ❖ Many Monsters Available
- ❖ Enough Space between Monsters that They Can Be Fought Individually
- ❖ Creatures in Area Lack Powerful Special Abilities that Harm your Class/Race
- ❖ Monster Levels are Just Low Enough to Keep the Kills Fast and Downtime Short (A Couple Levels under Your Character's Level)
- ❖ Little to No Competition for Kills
- ❖ A Vendor is Somewhat Accessible for Periodically Dropping off Loot
- ❖ Preferably, a Graveyard is Close Enough to Shorten Downtime if an Accident Happens. This isn't as important as the Other Factors

QUESTING FOR EXPERIENCE

During the lower levels (certainly through Levels 1 to 30), characters gain quite a bit of experience through questing. It isn't hard to gather multiple quests from towns in this period, and completing several at a time is both easy and exciting. The awards for turning in these quests catapults characters through their levels. And, when played correctly, the best elements of grinding and questing can be combined once players understand the locations in which they're adventuring.



First off, it's useful to grind while approaching quest sites and while leaving them! If you have a quest in the northwest of The Barrens, asking you to kill Harpies, it is helpful to kill Centaurs, Raptors, and other enemies on the way. Walking to the edge of a zone may take five or six minutes (more in a number of cases). That time is somewhat wasted if you simply run because your characters are full on hit points/mana and have nothing to use it on.



WHAT MAKES AN EQUIVALENT MOB

Monsters are worth experience if they are close to your character's level. A 20% difference in levels between your character and the monster OR a difference of five levels is allowed; whichever is greater will be used.

Anything beneath this threshold gives zero experience, because the challenge is trivial. However, such creatures still drop treasure.

QUICK EQUIVALENCE CHART

CHARACTER LEVEL	ALLOWED LEVELS OF DIFFERENCE
25	5
30	6
40	8
50	10
60	12

Instead, blast monsters along your way to gain experience and keep the time interesting. This slows your questing somewhat, but it dramatically improves experience gained per hour of play. Those who grind and quest do very well for themselves, especially in the early game.

Pick and Choose

A subset of questing is to avoid getting all quests in a region while doing only those that fit your character's needs. This becomes quite common at the later levels, when people prefer to fight in certain regions, instances, and such.

To Pick and Choose means to look through all available quests and decide which ones have rewards that you need or which ones have targets that you want to kill anyway. This is a solid, mercenary approach. If your character likes to grind against Trolls in the Hinterlands, there is no reason on Azeroth not to help the local Ourses who have a few problems with said Trolls. Grinding is all well and good, but dropping off a quest each time you head back to sell loot nets practically free experience when you play in this manner.



UNDERSTANDING ATTRIBUTES

At the most basic level of play, higher attributes equal a better character. However, you're often forced to decide which attributes are the most important to your style of play and character concept. It's crucial to understand what the attributes do, how they affect your class, and which systems can be influenced by your choices.

ATTRIBUTES	
ATTRIBUTE	PURPOSE
Strength	Improves Damage (DPS). Raises % Chance to Block w/ a Shield
Agility	Higher % Chance to Dodge, Higher Critical Hit Rate, Increases Damage for Some Characters (e.g. Rogues)
Spirit	Improves Rate of Hit Points/Mana Gain While Out of Combat
Stamina	Raises Hit Points (10 Hit Points/Point of Stamina)
Intellect	Raises Mana (10 Mana/Point of Intellect)

Strength improves your character's DPS and helps to block incoming attacks. Warriors always need a fair bit of Strength, but all melee characters are interested in getting more when they can.

Agility affects Dodge and Critical Hit percentages for all characters. This makes Agility a secondary damage attribute for tanks (Warriors, Paladins, etc.) and a primary damage attribute for Rogues and Hunters. The reason for this is that ranged damage is influenced by Agility. Also, Rogues receive half of their damage bonuses from Strength and half from Agility!

Spirit determines how many hit points/mana you regain with each tick of the game's clock. All characters gain at a full rate outside of battle and have a lesser rate of mana regeneration in battle (it requires special Talents to regenerate health while taking damage). A person's class affects the amount of regeneration that goes toward either hit points or mana, but Spirit raises the rate for both types. Having a very high Spirit reduces downtime by a fair margin.



Stamina gives characters ten hit points for every point of Stamina they gain. This is a flat sum and does not suffer from diminishing returns and other complexities of the earlier attributes.

Intellect is similar to Stamina, though it gives mana to characters instead of health. Characters with higher Intellect are able to learn skills faster than those who are at or below par for this attribute.

It's easy to understand how the latter attributes influence your character, since they're linear, but the other attributes are subtle enough to require further explanation.

STAYING ON PAR

For each level of your character, there is a hidden par value for your attributes. This value is meant to reflect the improvements that are available to your character during advancement. If you stay at par, your percentages won't change in a major way; Critical Hit rates, Dodging, and such are meant to be fluid yet stay within certain bounds.

If your character falls below par by having low-level equipment, not spending talent points, or otherwise focusing on different elements, your percentage in different tasks may drop! Look at your character now and compare the numbers for Block, Critical Hit, and Dodge to what you had five levels ago; there is no guarantee of improvement in these things.



HOW DO I LOOK AT MY PERCENTAGES?

To see your chance to Block, Dodge, and Critically Hit Opponents, open your Abilities Menu (the hotkey is "I") and highlight these given aspects. They should be listed on the first page.

For even more interesting data, remove various pieces of equipment and notice the immediate and profound changes to said percentages. Equipment choices matter!

Read the new entry to learn about specializing your character. This gives you control over which parts of your class are dominant in battle.

SPECIALIZING A CHARACTER

Nobody in Azeroth is meant to be exactly the same. There are many ways to configure your character for different forms of combat, and this goes well beyond a person's class. Use of talents, style, equipment, and profession(s) all make a difference in the end result.



The big question for each player is, "What do they want to accomplish in battle?" Are you a healer, a damage dealer, a support character? Do you want to be good for short bursts or for sustained effort? Is disruption of enemy forces more important to you than getting kills and glory?

Before jumping into the "how" end of things, it's best to investigate "why?"

PERKS OF CHARACTER SPECIALIZATION

Customizing your character is an enjoyable experience because you're making an avatar into your own reflection of a class. You're leaving the simple distinction of Warrior/Rogue/Mage, etc. behind; what appears in its place is your representation of that class. Making a name for yourself, exploring new ideas and style choices, and seeking new modes of victory are all waiting down this path. The rewards are considerable.

If you stay along a general line, your character ends up with few weaknesses (only those given by your race/class). However, you're rarely able to play to your strengths unless you develop them. Specializing your character makes it much easier to win in battles where you are able to use your advantages.

Does this mean that you lose more often when you cannot focus on your strengths if you heavily customize? Yes, it does. In a well-balanced game, there have to be penalties to your choices as well as perks, and World of Warcraft makes great efforts to balance your options.



COMMON TACTICS

GROUP ROLES

ROLE-PLAYING

PROFESSIONS 101

TRANSPORTATION

MAIL SYSTEM



The reason this isn't as much of a problem as it sounds is that a skilled player can often take advantage of the edges given to them. Against many mobs and even some players, the ability to drive forward with your best abilities precludes the weaknesses of your deficits. That is why specializing and customizing is useful, doable, and a great deal of fun.

USING YOUR TALENT POINTS

The most obvious form of customization is provided directly by the class system. At Level 10, you start gaining talents. The abilities gained from this system are very powerful, especially when players devote their characters into specific lines; the deeper stages of specific talent lines are quite impressive and rewarding.

Before spending these points, take a long look at the lines available to your character. Because of the extended hours involved in reaching the higher levels, it's nice to know what you're getting into. Instead of taking any talent that looks nice now, come up with a path that nets as many permanent, useful talents as possible.

On the whole, there are several varieties of talent specializations. These are not identified directly, but an astute player can see where specific talents are the most useful. Anything that reduces downtime and raises efficiency in battle is good for extended fighting against weaker targets; this is a style more for soloers than group members. On the other hand, abilities that are expensive, but raise burst damage and effectiveness, are critical in Instances and PvP fighting.

Decide what variety of character you are interested in playing. There's always the chance that your needs and interests will change, but many people know somewhat what they enjoy doing from the very beginning. Try to create a talent path that advances the areas of the game you enjoy.

GENERAL ABILITY TRADEOFFS

ABILITY TYPE	POWERFUL FOR	WEAKEST IN
Burst Damage/Healing	PvP	Group Settings
Efficient Damage/Healing	Soloing	PvP
Increased Potential Damage/Healing	Grouping/Instances	Soloing
Higher Survivability	Grouping/Tanks	Large Scale PvP
Disable Enemies	Specific Hunting	General Combat

PvP builds are often about doing the greatest amount of activity in a short period. Instant abilities, helpful passive talents, and other reactive perks are the focus here. Player vs. Player combat is often much shorter in duration than fighting against monsters in the field or in Instances. Thus, efficiency is almost worthless compared to immediate power and survival. Specialize in burst healing or damage to be able to respond to the unpredictability of facing live, intelligent players in PvP combat.

Soloers need to be independent; they don't have backup healing, easy damage, or safety. This necessitates a build where the character is fully functional in multiple aspects of play. Efficiency is stressed because there are no allies to fall back on, and long downtime is a very bad thing if you don't have anyone to talk to or to keep the experience rolling. If you are a soloist, seek talents that make your favorite actions more effective, then use those abilities to their fullest.

Group-friendly builds are some of the most specialized characters of all. They build are intended to extend the weaker areas of many classes while honing specific strengths that are useful to allies. Seek increased potential in areas that are hailed as groups (better defense for a tank, more potent and dependable heals for a healer and safe/constant damage from DPS classes). The group is present to negate the weaknesses of each member while extending the strengths of each member's build.



Remember that a soloist can group, a PvPer can and will farm Instances, and so forth. Everyone should be capable of filling a variety of roles, but it's going to be harder going against your element. Choose the line that makes your favorite role more enjoyable, because that is what you spend the most time doing.

HONING EQUIPMENT

Talents are by no means the end of character customization. Equipment choices account for a great deal of a person's effectiveness. This doesn't boil down to simple numbers game (i.e. go for higher level gear all the time and don't stop). Rather, a focus on the type of equipment that completes your build is needed.

The most basic example is for casters who are rising in level. These characters need both Spirit and Intellect (Spirit for regaining mana and Intellect for having a large pool of mana to draw from). A soloist wants to have quite a high Spirit to maintain the mana and minimize downtime, since they are the ones casting in each battle. PvPers, at the other end, need to survive their current encounter no matter what the mana cost they use Intellect for having the highest possible DPS for a given encounter. Even if recovery is slow as nails, they are free to drink water and cheer their victory.

Again, ask yourself what type of character you want to play! Look at your attribute and choose a primary attribute and a secondary one. When selecting armor pieces, weapons, and other equipment, try to find pieces that add heavily to your primary attribute while supporting your secondary choice. Or, if you self full self-sufficiency, try to raise three attributes as well as possible. The key is to find out what you need for your style.



ATTRIBUTE PREFERENCE EXAMPLES

CLASS/STYLE	PRIMARY ATTRIBUTE	SECONDARY ATTRIBUTE
Defensive Tank	Stamina (Hit Points)	Agility (Critical Hits/Dodge)
Offensive Warrior	Strength (Damage)	Agility (Critical Hits)
Group Rager	Agility (Critical Hit/Damage)	Strength (Even More Damage)
Solo Rager	Agility (Critical Hit/Damage)	Strength (Need Survival)
PvP Mage	Intellect (Maximum Mana/Magical Criticals)	Stamina (Extra Hit Points)
Group Mage	Intellect/Spirit Balance	Stamina
Solo Mage	Spirit (Mana Regen)	Intellect

These examples are neither exhaustive nor perfect. There are major exceptions created when people seek a niche that needs to be filled. Imagine a PvP Mage who enjoys going into large-scale battles that last for several minutes of direct fighting. Such a character might shun the pure Intellect model and grab more Spirit and use more efficient spells than a standard nuking Mage.



The goal is not to memorize a specific table to select what you need. Instead, view the process that others use to create their customized equipment sets and see how it relates to your character.

Weapon Speed

Weapons have an added stat that bears consideration. Though the damage you do over time is presented freely by DPS, weapon speed has a bearing on many special abilities. Before going too far, it's useful to understand what DPS means. DPS absolutely reveals how well a weapon can perform under minimal circumstances. Higher DPS equates to higher damage regardless of weapon speed (thus, the whole use of the term *Damage Per Second*, as this accounts for the variance between slow and fast weapons).

Yet, so few battles are fought in a vacuum; there are many peripheral factors that bring weapon speed back into play. Anything that adds direct, damage bonuses to spells or weapons is a great boon for fast attacks. If you use a Sharpening Stone that adds +6 damage to all attacks, a dagger benefits from this more than a slow, two-handed sword. The reason is that the bonus is flat; that +6 is better if it occurs every 1.5 seconds instead of every 4.0 seconds.

Faster weapons and spells are thus better for characters that focus on equipment that adds directly to damage.



Both sides are personal, subjective, and have only a slight impact on character effectiveness. Primarily, it is easier to avoid attacks from a slow-weapon wielder by running behind them and using terrain to your advantage. However, experienced players compensate for this enough to make it a small matter.

REFINING YOUR PLAYSTYLE

Once you have the talents, equipment, and knowledge to support your interests, victory comes from refining the techniques you use in battle. Which attacks aren't as useful in light of your new talents; which moves are now essential, and need to be used earlier in the fight? Try to work on pounding your technique into a trim and effective weapon of its own. If you want to get really scientific about it, time your battles against monsters of the same type and level and see if you can reduce the period it takes to defeat them. The same method can be used to reduce damage taken (kill time and limiting damage taken are often linked to some extent anyway).

Look at the abilities you use in battle. Which of these make the most difference over the course of the battle? If you have status buffs and debuffs, see if there are better times to cast them. Some of these can be done before battle is engaged, so work on mastering a lead in to fights that frees your character to use direct combat abilities as soon as possible.

Perhaps a reorganization of the quickbar is in order at this stage. One thing that slows players down a great deal is the inefficient use of the game's interface. Many players who take the time to customize their quickbars are impressed at the difference in their character's performance. Keep abilities that aren't used often on entirely different bars and streamline the buttons that are used in each and every combat. Try to use an ascending order that fits the progression of battle, such that your fingers know where to go without you losing time looking down at the keyboard.



Even these issues are part of customization. If something doesn't feel right, work hard to change it. Look through the key bindings and make sure everything is where you need it to be; Stance/Form shifting can be bound to keys. You may want to put those beneath your most active fingers to smooth the transitions.

MAKING MONEY AND FINDING GEAR

Being an adept player is great, but money still makes the world go around. Buying from vendors and players is only one sink for money and you're going to need plenty of cash just for those folks! Trainers take their fair share as well, and by the end of the day very few people have more gold than they need. So, how do you plan to stay in the black?

UNDERSTAND LOOT TABLES

Being out in the wild is interesting when looking for treasure. Unlike the rewards for quests or defeating specific, named enemies, there are many random pieces of treasure that drop from normal creatures. This is entirely random within the bounds of loot tables.



This means that people hunting for higher-level loot may push the bar a bit and shoot for enemies on the next loot table; this is a sound way to seek better gear for characters entering the new threshold. Of course, the downside is that creature difficulty experiences a bit of a jump every ten levels as well. Still, the leap in difficulty at these levels is trivial compared to the increase in item value!

WEAPON SPEED UPS AND DOWNS

FAST WEAPONS

- Enhanced by Direct Phrases to Damage
- Better Against Casters
- Fuel More Responsive

SLOWER WEAPONS

- Enhanced Tremendously by Instant Abilities
- Deal Damage in Bursts that Intimidate Players in PvP

On the flipside, slower weapons can be desirable as well. You may suffer from lost strike opportunities while wielding slow weapons, since there is a long lead-up time, but watch what happens when instant abilities are brought into the equation. Some attacks are made outside of the normal combat flow; these often cost Energy or Rage and are commonly made by Rogues and Warriors. In these cases, an attack that does full weapon damage is much more daunting when used with a slow weapon. DPS has NO EFFECT on the damage done by instant, special attacks. Instead, it's the fully computed damage of the weapon that is applied.

If a Gnome Warrior has a dagger that does 30 to 50 damage a swing and a two-handed sword that does 60 to 100 over twice the time, it seems that neither is much better a weapon. Yet, an instant attack from the sword does double damage at the same cost.

Without worrying about special abilities, fast weapons do have a nice perk against casters; that is the ability to disrupt spells sooner and more often. This assists in stopping Channeling spells and slowing regular ones. Slow weapons don't fill this role nearly as well, forcing their users to rely on sheer kill power to stop casters from having their way.



A more subjective element of weapon speed is that faster weapons are more active and provide a higher element of frantic play to combat. Some players enjoy fast weapons for the chaotic aspect of back-and-forth hacking they provide. Others like the slower weapons because they are a bit more methodic.



COMMON TACTICS

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TRANSPORTATION

MAIL SYSTEM

SELLING TO VENDORS

Just as the most simple way to gather experience comes from grinding against monsters, you can gather a great deal of money from selling loot to vendors. Almost all of the creatures in the wild have something worth selling (whether they are living, dead, beast, or construct). Fight against creatures at a fast rate and harvest their goodies for future sale to players and vendors.

Sell anything that cons greys to your character and then take a look into the uses for the various crafting items and other goodies that fall. If there is a market for the remainder of your inventory, hold onto that until you can make an Auction House run.

It's a very big mistake to be picky about the items you pick up from monsters. Sure, some creatures are terrible about dropping good stuff (darn Slimes), but even these enemies occasionally have a rare gem or magical item to snag. Beyond that, if you have tons of space in your bags, there is no reason not to grab everything in sight! It takes almost no time to sell items, and every single sale adds up. Indeed, it sounds foolish not to loot a corpse with a mere silver piece on it. Why then, would anyone stop collecting vendor trash that could add up to many gold pieces in the long run?



For faster looting, hold down shift while right-clicking on bodies; this loots everything at once and is slightly faster for getting you on your way again. BoA items won't bind to you by doing this; a query bar pops up instead, and you have the choice to take the item or leave it on the body.

GATHERING MATERIALS

There are plenty of craftfolk out there who need a constant supply of leather, cloth, metal, herbs, and magical powders. If you aren't interested in creating items, try out the gathering professions. In any event, selling the ingredients for crafted items to their creators is profitable throughout the levels. Use the Auction House to accomplish this unless you have friends or guild sources that need first crack at these items.

Knowing where to gather your items can make the difference between slim pickings and a lucrative trade. People don't usually go to Teldrassil for making it rich as a Miner, eh. Indeed, talk to other people and learn where some of the best spots are for getting the items you seek. Open fields have more beasts for leather, humanoid caves often have both metal deposits and cloth to harvest, and herbs are specifically located because of their inability to grow in inhospitable regions.

Don't let your inventory control you either. You may harvest enough material to fill your bank vault and your packs, but understand what your merchandise is worth. Stay current on the going rates for your items and only slide a bit under that quantity when selling. A few silvers can attract a buyer almost as quickly as entire gold pieces worth of discounts. It's similar to running away from a bear when you have a Gnome in your party; you don't have to outrun the bear, you just have to outrun the Gnome. [Editor's note: No, Gnome's don't run slower than other races.] When competing against other sellers, there is no need to cut the market.



FARMING FOR LOOT

There may be specific places that bring in money at a fast pace for your character. Perhaps you have a group that brings down groups quickly with AoEs. Or, you may have a favorite cave where there is metal, and the creatures drop cloth and vendor loot that sells half-decently. In any event, farming for money is a tradition with a long and glorious past.

Much like grinding with experience in mind, you can grind with loot in mind. Find an area with as many of the target monsters as possible and hop to it. Though this is often a good solo practice, groups sometimes form with different needs. Perhaps you are trying to get an uncommon elemental drop (Breath of Wind or some equivalent), and another character wishes to hunt for experience in the same area. Joining together can help both individuals; agree to divide loot in a way that lets you farm for your items while the grinder gets what they need as well.

Small teams with different professions work nicely in this field as well. Having a person to skin, another to mine, a cloth gatherer, and so forth keeps the peace perfectly. Everyone can get what they want while journeying around the world without having to roll for items for split things evenly. Associations of crafters don't have to be unified by a guild tabard.



BECOME ONE WITH THE AUCTION HOUSE

The Auction House is a blessing in every way. Having a major center of trade open the window for players to cooperate with everyone in their faction (and beyond, in the case of the neutral Auction House of Gadgetzan). Setting your Hearthstone to a capital city with an Auction House is rarely a bad choice, considering how often people return here to talk, trade, and find new items.

Sell useful items through the Auction House instead of vendoring them. Players who do this make far more money in the long run. There is a deposit every time you puts items into the AH, and this increases proportionally as you set the timer for an auction for a longer duration.

The best bet for keeping your money flowing freely is to sell only your higher quality items (the ones that move quickly through the AH). People are rarely interested in equipment of low quality, so the profits for such items are higher through vendoring. Watch the AH by the searching for the very items you wish to sell and see what prices they are going for (and if people are really bidding on them). If the product aren't moving well, try a lower layout than the other sellers.

If moving inventory is more important to you than the raw price, try very low starting bids. This really encourages impulse buying for anything useful; as long as the price is still low, players may push back and forth trying to keep their bid on the item. This sometimes leads to prices above what the players would have paid originally, but they become somewhat attached to the auction itself. You can't count on this, but it does happen.



TESTER TIP

Managing the Auction House

by Christopher Burton

Tradeskills are part and parcel of the merchant lifestyle. Even if you never put needle to thread, or don't have the strength to beat iron into swords, you have to understand enough about crafts (and crafters) to figure out what they need. Finding out what's in demand and getting it to buyers (for a price) is the heart of the merchant lifestyle. When it comes to the specifics of how to go about making a profit buying and selling items, there are only three general rules that you need to remember.

- ♦ Buy Low, Sell High
- ♦ Know Your Target Buyers
- ♦ Have Patience

There are several different approaches that can be taken to making money. The first way to make cash is by auctioning raw materials. The second lies in auctioning items to adventurers, and the third is buying items and re-selling them for a higher price. These are not mutually exclusive, though focusing on one at first is a good way to get established and learn how the goods are flowing.

The first approach, supplying raw materials, is a good one for the adventurer who wants to make some money when they return from their quests. Most of the raw materials (metals, herbs, leather, and cloth) can be gathered from fallen foes or gathered while moving around. If you want to make money selling raw materials, you'll need to pick up one of the gathering professions. It's usually beneficial to stick to one gathering profession, as that leaves a slot open for a future crafting profession. Once you have the skill, use it! Use it at every possible opportunity. Skin everything you can, even if it won't raise the skill. Mine every resource pile, and pick every flower you see. This gives you a large stockpile of resources, which you can take back the Auction House.



In this approach, the target buyers are the crafters. They are the ones who are going to be interested in what you have. Start off by using the browse feature of the Auction House to find out the current prices for your types of resources, as well as how many lots are currently for sale. Take Light Leather as an example. You see that there are 20 lots for sale, most of them starting with an opening bid of 10 silver. If all of them have bids, there is likely still a demand for what you have.

Because there is a demand, let your opening bid be slightly higher than current market price. Try to get a feel for what the closing bids are likely to be by looking at the prices of items that have only a short time left to go. However, why stop at what everyone else is making? Be ruthless! Crafters are often impatient and don't want to wait for the auctions to end, so offer them a buyout price (at twice the final expected bid) to get the item immediately. Then, set the auction length to the

maximum, which encourages the impatient ones to use the buyout price. Thusly, if it looks like 10 silver tends to be the final bid, try your opening bid be about 8 silver, and set your buyout price at about 18. Timing is crucial in this. If you start your auction right before peak playing times (late afternoon for your time zone, usually), the auction has all night for people to look over it.

However, don't forget rule number three: always be patient. If leather isn't selling (e.g. no one is bidding on it), don't try and put yours up for sale at a reduced price. If you have no choice, accept that you're likely to make little money on the deals.

The second approach is to supply items to adventurers. First off, decide if you're going to auction items that you find, or if these are going to be items that you create. If you're going to take the crafter route, it helps to have the requisite gathering skill, so that you can supply your own materials. This helps you avoid the people who use the approach we just mentioned! Adventurers have a wide range of items from which to choose. Usually they are looking for something specific, a certain type of axe, for instance. In order to make money, you need to be flexible. If you have a variety of items, try and browse for each to get an idea of how much to price them. Always include a buyout price, as every adventurer will be tempted by the option to get it immediately. If you have no idea of how much your specific item is worth, take a look at other items of that type and level. So, if you have a one-handed axe with a minimum level of 9 you want to sell, see what other one-handed, level 9 axes tend to cost. If they tend to start at 8 silver, try an opening bid of 6 silver.



This gets the attention of the buyer. Set the auction at 24 hours and offer a 15 silver buyout price; they'll often take it rather than risk someone coming along and bidding them out. What makes this all the more fun is that by starting with a lower bid than the competition, you're more likely to get multiple bids, which encourages buyouts. If you're making the items, consider sticking to green (Good Quality) items, as enchanters will always want green items to break down for parts. If you don't have Good or Superior items, try re-selling the same goods a bit cheaper later that day. Adding additional features, like applying an armor kit before selling, can also be effective. However, there may come a time when something just doesn't sell. In this case, vendor it and remember that item as one that doesn't sell well! Be patient, stay cool, and try again.

Finally, you can try and make money by buying items and re-selling them. Obviously, this is an approach that requires that you have some seed cash on hand. This is best used in conjunction with one of the other approaches, as you are likely to come across good deals while browsing around trying to establish prices. For this approach, Enchanting is a good skill to have, because you can break down the magical items you acquire cheaply into magical reagents that have a higher resale value. Go through each category in the Auction House and bid on every green item you can, especially the cheap lower level items. Having a huge number of bids at



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once is vital, since you should only expect to win about half (at best). However, the ones that come to you can be quickly disenchanting and the components sold for a high price (as always, offer a high buyout!). It's a good market to look into because there is usually a demand, supply is often low (few people like sacrificing magical items), and stacks of various enchanting components always fetch a good price.



Timing is a bit strange on this approach, as the peak buying times for enchanting components seems to be the weekend. However, always keep an eye on the auctions, and jump on chances. This is because you can sometimes come across major bargains that can be taken advantage of. For instance, you are browsing and see that there are only a few glimmering shards for sale. Each one seems to sell for about 50 silver, though there is a stack of nine that has 50 silver as its buyout price. This is an opportunity. Grab the stack immediately for 50 silver, then turn right around and auction each shard in the stack with an opening bid of 50 and a buyout of 75. This doesn't happen often, but it has the potential to make you some serious cash, and even if only one or two sell you have completely recouped your investment. Some may come back to you, to be auctioned again another day. Keep them safe and wait for your chance while you attend to the other parts of your budding mercantile empire.

GOODS AND SERVICES

Your characters can also make money by selling services to other players. Because everyone can master two professions (at most), it's common for players to need the services of other people from time to time. Blacksmiths attach Shield Spikes, Riding Spurs (for mounts), and other such goodies for weapons and armor. Enchanters prepare special concoctions to boost the power of items. Rogues can learn Lockpicking and open lockboxes for a decent tip.

When advertising your own skills, use the Trade channel and prepare a text macro that quickly states your available skills and associated costs. Try to keep this to two lines to prevent your message from filling up everyone's message windows. Use your macro periodically, but not more often than every few minutes. While doing this, participate in the channel and help others; it helps to have a clientele that already knows who you are and respects your attitude.

To receive services, ask in Trade if anyone has the skill level you seek in a profession. Be up front about what you want, and they often are just as forthcoming about the price they require for their time. Don't be shy about saying "How much do you want?" if they don't list a specific sum. Under the friendliest conditions, the other character may not answer firmly. Be sure to tip such people if you can afford to; it keeps the goodwill flowing and won't hurt you on any return visits.



SPENDING YOUR WEALTH

There are more ways to spend money than to make it; that is the usual way of things. Carefully choosing when and where to spend your hard-earned cash is very important, especially at low levels (where it's very hard to make substantial amounts).

LEARN CLASS ABILITIES FIRST

Before looking for new items or having fun with your money, make sure that your character's abilities are current. Every even level, talk to your class trainers and see which new abilities are available. If you use said abilities or would like to, buy them before any purchases of equipment, services, or whatever else you enjoy. Having abilities trained to their fullest is extremely important, and the cost is minimal if you're willing to do some hunting on the side from time to time.

To avoid taking a more substantial hit to the wallet every two levels, it's possible to ignore some abilities (for some classes). If you're a Warrior who never uses Berserker Stance, don't train in Slam or Cleave.

A sword-wielding Rogue could forgo Backstab and Ambush for quite some time too. Almost all classes have abilities that they may not use, depending on playstyle. Save money in the short term by holding off on their purchase. It's always possible to return later and train these skills when the cost is lower (compared to your total earnings).



KEEP EQUIPMENT UP TO DATE

Many, many gold pieces go toward keeping your character's equipment up to date. At first, quests and general loot are able to keep many characters up to speed. Decent items drop somewhat easily over the first 20 levels, and there are substantial numbers of quests with useful rewards.

In the mid and later levels, however, characters start to need rarer equipment. This necessitates going to crafters more often and buying Good or Superior items from the Auction House. When doing this on a budget, look for the items you need several days and only jump at bids that are priced below the norm. This saves you considerable money (at the cost of your time and patience). If you instead need an item as soon as possible, pay the premium and start buying out everything that looks nice; the sellers will love you.



THE BANK

Using the bank saves characters from losing bag space. It's unfortunate to lose vendorable items because you have your bags loaded with ammunition, food, potions, skins, and whatever else has crept in there. Anything that isn't needed in a specific outing should be left in the bank vault and taken out at your convenience (especially trade goods).

For a one-time investment of cash, you can purchase extra bag slots in your bank vault. Notice how quickly the prices rise for additional slots; it is far more effective to use high-end bags than to purchase many bank slots. Each new tier of space costs ten times what the previous slot cost, so people need a frightening sum to unlock the later ones.

Though bags are a bit costly early on, crafters can save you tremendous time and frustration by creating some of the larger bags at a decent price. Ask your guild or

honestly if they know a good Tailor, then see if those folks are able to set you up with their larger bags at a fair cost. It's sparse with buying bags from stores when you are already wealthy and only need a spare 6-Slot for an alternate character; otherwise, crafters are able to make bags at much lower prices.

As a side note, bags start at 6-slot containers and move up toward 16-slot backpacks. Though crafters are wonderful for making all of the lower-level items, you need to hunt on the 30+ Loot Table to find the 16-slotters. The way the tables work, expect to have a new bag size on each new loot table.



BAG SIZE BY LOOT TABLES	
MONSTER LEVEL	POSSIBLE BAG GROUP
1 to 10	6-Slot Bag (Linen Equivalent)
11+	8-Slot Bag (Wool Equivalent)
21+	10-Slot Bag (Silk Equivalent)
31+	12-Slot Bag (Mageweave Equivalent)
41+	14-Slot Bag (Dunecloth Equivalent)
51+	16-Slot Bag (Mooncloth Equivalent)

SPEND WISELY

The simple way to decide what to spend money on is to look at future earning potential. What items/skills are going to help you make money faster? Is it going to help you more to master a ranged weapon or get a new chest piece? Look at what your character does well and what they do poorly; spend money at both ends of that spectrum first, then deal with the in-between later. Mages deal tons of damage but do quickly spend money on doing even more damage or on saving your nump. Don't let over raising less important attribute, peripheral abilities, and other such concerns until you know that your best equipment is on par and your central abilities are fully trained.



Beyond that, do a bit of research to avoid spending money at the wrong time. If there are important class quests coming up, you often have some nice items in your future; it's better to buy equipment for slots that aren't going to receive quest upgrades anytime soon.

EXPLORING

Wandering around the world and seeing the impressive variety of locations is a source of lasting joy. The zones in Azeroth are well differentiated, so it's a shame not to fully explore Kalimdor and the Eastern Kingdoms. This is a task that has subtle but worthwhile benefits for future play, since you also learn more about camp locations, monster variety, and other such matters while exploring.

FILLING IN YOUR MAPS

Begin maps start off without many locations uncovered. It is your responsibility to fill out the map over time by visiting the major points of interest. Each location you discover opens a new section of the map and awards you an exploration bonus (a slight gift of experience). Though this process isn't profitable by itself, given that hunting earns far more experience than wandering, it feels very good to have your maps uncovered for all major regions.

Instead of racing off to fully explore each map when you enter a new region, take the time to explore naturally, following the direction of quests and hunting to guide you. This way, you are never just exploring. You're finishing quests, making money, gaining experience from multiple sources, and having a good time. If you choose to grind your way through an entire zone, fighting everything you see, the map unlocks just as nicely as if you spent all the time looking about and avoiding those top skirmishes.

If you have trouble getting a specific section to come clear, try to walk closer to the major buildings, caves, and general landmarks inside that area. Just because a new text name appears in your map header doesn't mean that the area is uncovered (that doesn't happen until you receive the "You Have Discovered XXX" message and get the experience bonus. Walk deeper into each new area to find such bonuses.



GOING INTO SMALLER DUNGEONS (MICRODUNGEONS)

Dungeons are a useful point of interest because they often have heavy fighting, metal deposits, and quests to complete. Try to find where all of the dungeons are located when you're exploring even if you don't have quests for them at the time; it's common for quests to send people all around the world for various goals, and knowing where you are going can cut down on lost time.

Microdungeons are found in most regions. These areas are part of the normal terrain (in other words, you face no loading screen and can freely walk into the dungeons and back out without delay). There are often many monsters in microdungeons, but they won't usually be much tougher than the beasts and enemies walking out in the fields nearby.

Microdungeons are some of the best places to camp for metal in Azeroth. Though you can get more metal by running around entire areas, taking everything you see (once you know the spawn points for the deposits), there are several benefits to camping



a cave. For one, the creatures there are worth plenty of experience if you are at the right level for fighting in the dungeon (which is often the case if you stay current on your Mining). Getting metal, experience, and loot at the same time is a major boon. Beyond that, the flow of metal out of a dungeon is reliable compared to searching external sources that people can mine casually.

TAKING ON WORLD DUNGEONS

World Dungeons are very different from microdungeons. As you might guess, these dungeons are much larger than their cousins. However, this is one of the superficial differences between the two. In fact, there are far more daunting challenges in World Dungeons.

TRAITS OF WORLD DUNGEONS

- ✦ These Dungeons are Instances (Every Group Goes into Their Own Version of the Dungeon)
- ✦ There is a Loading Screen to Mark the Separation between the Shared Game World and the Instance
- ✦ Many Creatures in World Dungeons are Elite
- ✦ Battles inside World Dungeons are Often Harder, Involve Scripted Bosses (in Some Cases), and Have Greater Rewards
- ✦ Horde and Alliance Members can do All World Dungeons (Even Those in Enemy Territory)

If you've missed the term Instance before, it means that an area is not part of the shared world. If twenty groups go there, twenty versions (Instances) of the dungeon are created. So, only your group is going to head into the fire; expect no surprise assistance or enemy intervention.

At the suggested levels, parties without five people and very impressive gear may have trouble. Unlike fighting out in the field, World Dungeons are meant to challenge, frustrate, and even defeat parties that aren't experienced enough to survive the complex battles within.



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This is not a measure of a party's worth, since the vast majority of groups have to contend with full wipeouts and other such setbacks the first few times they try to overcome new World Dungeons.

To make your attempts safer, be sure to mold the group before it heads into a World Dungeon. Find people who you know and trust to play their characters with high skill. Beyond that, make sure everyone is willing to dedicate several hours to completing the task (most of the World Dungeons are somewhat long, and having people leave in the middle can be disastrous for the group). Practice techniques against many of the creatures early in the dungeon and get a feel for the style of the place. In general, a group that has trouble early on needs a couple more levels or some better gear before they can complete that Instance.

So, how do you power up (besides simply leveling)? One aspect is to complete as much of a World Dungeon as possible. There are often potent items that drop off of named enemies throughout these areas; some of said items are going to help gear-up the group. Beyond that, the experience in the Instance is going to cut down on the time and difficulty of future efforts, since extra adds, rough strategies, and other problems are less common once everyone has been in the dungeon several times.



Choose a very good leader for every Instance run. It is so important to have skilled and trusted leadership that a well-run group can function better than one with members of higher level, carrying better equipment. If you want to be a leader, run

the Instance multiple times, look for key ways to avoid extra aggro, reduce fight times, and finish the boss battles without losing people left and right. Exchange strategies with other party leaders and test out new methods frequently to keep your groups trim. With a good leader, Instances can be run sooner and without resorting to specific class combinations.

WORLD DUNGEON

DUNGEON NAME	EXPECTED LEVELS	REGION
Ragelore Cavern	13 to 15	Ogrimmar
Deadmire	15 to 20	Westfall (SW Moonsbrook)
Wailing Caverns	15 to 21	The Barrens (Cave SW of Crossroads)
The Stockades	23 to 26	Stormwind (Jail on West Side)
Goatsman's Den	24 to 33	Dun Morogh (NW of Map)
Razorsnout	25 to 31	The Barrens (Southern End, West of Road)
Blackfathom Deeps	20 to 27	Durkshore (Ruins Near Tower of Althorax)
Shadowfang Keep	18 to 25	Silverpine Forest (Above Pyrewood Village)
The Scarlet Monastery	30 to 40	Tristful Gables (NE Expanse of Humans)
Uldaman	35 to 45	The Badlands (East Just After Loch Modan Entrance)
Razorsnout	25 to 31	The Barrens (Southern End, East of Road)
Zul'Farrak	43 to 47	Tanaris Desert (NW Side of Map)
The Sunken Temple	44 to 50	Swamp of Sorrows (Center of Lake)
Blackrock Depths	48 to 56	Burning Steppes (West Side of Map)
Blackrock Spire	53 to 60	Burning Steppes (West Side of Map)
Stratholme	55 to 60	Eastern Plaguelands (Just Above Darrowmore Lake)
Scholomance	57-60	Western Plaguelands

GROUP ROLES

This section takes the general knowledge and tactics of this chapter and expands it to cover group roles and functionality. Being able to control your character, rise in level and power, and find the right items is enough to bring you up in the ranks. However, a group with five soloers is not as effective a group with five players who are skilled at grouping! There are tricks that work quite well when you have others on your side that would be worthless when tried solo. Learning these creates a synergy within well-played groups; that edge is what leads to victory in World Dungeons, Raids, and mass PvP combat.



ROLES: IN SHORT

Going past the terminology, players benefit from understanding that the true components of a group are capable of providing. Look at the following list and consider the way battles are won in a mathematical sense. By reducing incoming damage, shortening encounters, and extending survival time, characters of different roles are able to assist the greater needs of a group in separate ways. When facing various and unknown opponents, it is essential to have multiple answers to each problem.



GROUP ROLES AND FUNCTIONS

ROLE	IMPORTANCE IN BATTLE
Tank	Gathers Aggro, Reduces Total Group Damage Taken
DPS	Deal Damage, Reduces Duration of Battle by Killing Enemies
Healer	Allows Group Members to Survive Lethal Damage and Continue Fighting, Reduces Downtime

These are the three primary components of a battle in this game. A tank reduces incoming damage, a DPS class reduces battle time, and a healer reduces downtime and extends survivability. It's for this reason that many form a core group out of a Warrior/Mage/Priest combination. Yet, there are five slots in a group, and combining of roles can lead to mastery in these three areas without using any of the above classes (though it takes more effort to do this).

THE TANK

Suggested Classes: Warrior, Paladin, Druid

Protectors come in many forms, but their role is never trivialized. Tanks are men to consolidate enemies (bringing them together onto a single target); they excel at doing this by being able to attract multiple enemies and use abilities that are instant fast use. Warriors are the primary tanks of Azeroth. This is ensured by the ability to automatically damage, debuff, and Taunt enemies who enter a battle.

Yet, gathering aggro is only half of a tank's purpose. If a tank takes as much damage as a weaker party member, the issue of healing and aggro control becomes grim. A party that cannot heal wounded Mages and Priests quickly enough won't be able to save a Warrior without shield, armor, or abilities, or talents. Indeed, the most tanks are chosen to draw aggro upon themselves is that they take less damage from enemies than those who wear lighter armor and specialize in other roles.

Turn a round of battle into some simple math. If a party has 600 points of damage incoming (before armor is taken into consideration), how much is actually dealt by the end of the round? If only cloth-wearers are struck, the majority of that damage is inflicted upon the party. We'll say 500 points land, and the healers now need to use their resources to make up for that.





That is the glory of a tank. You're able to make damage disappear from the battle equation. Keep targets focused on your heavy armor and thick shield to save healer mana, reduce aggro on other characters, and give DPS characters a chance to attack later and with greater efficiency.

DAMAGE DEALERS (DPS CHARACTERS)

Suggested Classes: Mage, Rogue

Almost every class can deal damage if configured properly. Yet, the classes that come into damage in a natural way are the ones with light armor and few hit points. This person's duty is to knock down enemies quickly and prevent them from harming the party. Any foe that fails is unable to deal damage for the rest of the fight, meaning that DPS characters are able to protect the party by negating enemy activity.



It those 600 points are directed entirely toward tanks, the enhanced armor and abilities of that group can reduce the damage down to a far smaller quantity (perhaps 200-300 points by avoiding attacks, negating them, armor absorption, etc.). In this better case, the healers of the party only need to make up for about half of the damage, even though the incoming damage was exactly the same.

The most effective way for DPS characters to operate is to deal targeted damage to enemies who are most likely to die quickly (or to target the enemies who deal the most damage). To wound all enemies is not good enough for most situations; it is the slaying of targets that offers the true benefit of damage! Thus, damage done by DPS characters needs to be concentrated so that each target dies as quickly as possible. A leader should be chosen among the damage dealers, and this person picks each target with a mind for kill rate vs. threat of target. The faster the kill, the better the target. The more dangerous the target, the more important the kill. Quickly rate all of the enemies in a battle along these lines to decide what needs to be destroyed, then start opening the metaphorical can of beatdowns on your list.

FACTORS IN CREATING YOUR OWN HATE LIST

The advice here has been fairly complex. Creating a Hate List (just like the AI does against your party) is not easy for people who are new to the role. Yet, it becomes much easier with time, so that is some comfort.

To decide which targets come first, look at how past battles have gone. Which enemies deal the most damage to your party? Casters, creatures with major debuffs/combat control, and other such aggressive foes are usually high risk. Luckily, they are also softer kills. This ranks highly for both criteria you use.

Take down high damage or combat control targets as soon as possible, then move on to foes with less opportunity. Often, the most enduring targets are the weakest, so they can be dispatched at the end of combat. Bosses are the big exception to this: removing any substantial allies a boss has may not be possible because of a boss' immense DPS (in other words, you may have to ignore fast kills to make a mad scramble against a superior target).

HEALER

Suggested Classes: Priest, Shaman, Druid

Healers extend the length of time a group can survive in a battle; they also decrease downtime between battles to raise experience and money-gained efficiently. This is done by using mana to negate damage done against a group. With careful casting and high Spirit, these characters can dramatically lengthen the survival time of a group.

Also, there is a targeted advantage to the boost healers provide. Though tanks are able to reduce damage coming in against a party, they have only a few chances to turn the tide of battle if aggro is cemented and they fall close to death. If the tank goes down because of this, all of the potential that protector brought to the group disappears in an instant. Healers smooth out damage so that individual members of the group do not die before their time. Proper healing ensures that tanks last as long as possible, use all of their abilities and items, then only start to die off when the group has nothing left to give. Preventing premature deaths is as much a part of a healer's service as ensuring total group survivability.



Backup healers (such as Paladins, Druids or Shaman who haven't focused on healing) lack some of the healing efficiency and potential of a solid and true healer. This does not remove their functionality, but it means that they contribute only a fraction of a healer's role. As such, it's important to have two secondary healers if the role of a primary healer is not filled.

As for the abilities themselves, healing magic is often a subject for complex tactics. Using less efficient healing spells or using the right spells at the wrong times can waste hundreds of mana in a given fight. This is just as bad as having a tank take unneeded damage. Healers should use the minimal and fastest heals to keep their groups up to speed (always shoot for a spell that you take your target close to their maximum hit points without overshooting). In predictable fights, that translates to waiting and letting tanks take damage until their health is at the right place for an efficient heal.

During more frantic combat, it's hard to maintain composure. When multiple characters are taking damage and monsters are flying back and forth, it's essential that the healers focus on saving lives. Keep trickling the spells to the entire group while the tanks hold all the aggro they can. Only unleash the massive, aggro-drawing flurry of heals (or group heal) when it's make or break time. Once that happens, hope that you can do enough to allow a secondary rezzer to survive and bring you back, because considerable aggro is coming your way.

HYBRID CLASSES

Can Include: Druid, Battle/Berserk Warrior, Paladin, Shaman

Depending on build and style, a number of classes can fill several roles in the group. Once the three necessities are filled (damage mitigation, DPS, and healing), try to spread around the rest of the duties so that everyone has a backup. It dramatically improves a healer's survivability to have a backup; this way someone can heal the healer! The same is true for the efficiency of DPS characters and safety of tanks. Because characters with several roles are versatile by nature, two such members can backup all three characters of the primary group!



For example, take a very standard party configuration (Warrior, Mage, Priest), then add a second Warrior and a Paladin. If the second Warrior uses a two-handed weapon and is specced for damage, it is easy to deal substantial damage (aiding our DPS Mage), while doing limited tanking against adds that are too much for the real tank to snag. The Paladin supports the Priest perfectly by both healing, offering Resurrection potential if the Priest falls, and by pulling aggro off of the Priest when the Tanks have a problem.



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WILD CARDS

Suggested Classes: Hunter, Warlock

Pet classes often have support abilities that don't evenly fall into the three main categories, but that doesn't lessen their usefulness. Hunters and Warlocks each have abilities that raise a group's potential to survive and thwart enemies. Hunter tracking is good on the offense, and having a pet to throw away during tight pulls is never a bad thing (sorry for disposable allies, sorry Mr. Raptor).



Warlocks are able to pull group members from distant locations, create Soulstones to negate party wipeouts, and do enough damage/DoTing/debuffing to supplement other casters in the group.

ROLE-PLAYING

World of Warcraft is an MMORPG and within that is the very important RP for Role-Playing. It's important to keep this in mind when diving into the game. The world of Azeroth is a rich and vibrant world full of history from the *Warcraft* series and deserves some attention. From the moment you enter into the game, a tale of the race you have chosen unfolds before your very eyes as you soar over the land and settle into your new home.

Despite the rich history of paper gaming and the advent of MUDDs, Role-playing is still a very misunderstood aspect of MMORPGs. Those that partake in it are often mislabeled as uninterested in more than just talking to others and pretending to be something they are not. Along with this misunderstanding comes the belief that all role-players use Shakespearean or speak in Old English. These beliefs are archaic and misinformed at the least.

STEPPING INTO CHARACTER

There are many levels to which you can take your role-playing. The most basic is creating a character. Some may wonder how this is role-playing at all. It's the most basic principal of role-play. It's the suspension of disbelief and becoming something that you are not in everyday life. For instance, in real life you may be a clerk at a video store. In the *World of Warcraft* you're a two-handed axe-wielding Orc with a penchant for killing everything in your path. Not one word would need to be uttered and everyone that you encountered would see you as an Orc. There isn't much more to it than that.

From the very start, your name will be the most telling thing about your character. It's important to choose one that fully reflects the kind of character you want to be known as.

The next levels of role-play involve actually developing a persona for your character. Some players take the time outside of the game to sit and write a history of their character. For those new to this method, you don't even need to write an entire story. Develop questions that help flesh out your character's background. Where were they born? Do they have any phobias? Interests? Are they geared to specifically hate another race? Or do they find themselves liking a supposed enemy? (Tauren and Night Elves are a great example. Both races have an affinity for nature and could feasibly see that as something in common.)

Don't be afraid to expand your imagination and write about anything you want when it comes to your character. No one ever has to read any of it, but the most important thing is that you know and understand how you would like to play your character to get the most enjoyment out of it. For those that want to dig into their character and their development even further, take time to read through the history of *Warcraft* and learn all you can about fitting in to your new world.

SPEECH IN GAME

There are many players that immerse themselves into their character so much that they never speak out of character unless absolutely necessary. These are the types of players that use speech as a medium to convey the essence of their character to others. There's a sense of full immersion that comes into play by shutting out the real world and becoming a very real citizen of Azeroth.

EXPAND THE ENVELOPE

Everyone has an idea of the "perfect" group. However, there isn't one, per se. The perfect group is actually formed when everyone involved at accomplishes the goals (whether it's grinding, hunting for loot, questing, etc.). b) enjoys one another's company, and c) has fun. Extremely successful groups have been formed with non-standard configurations.

Try grouping with different classes and even the same class line-up with each character having different specs (e.g. DPS Warrior vs. Defense Warrior) to discover what works best for you. Don't immediately turn down a Shadow-specced Priest because you want a Holy-specced Priest for healing. Consider the Shadow Priest's support addition and find a healer to fill their role. Having preconceived notions about how classes should be played leads to repetitive play and an unyielding mindset. Keep an open mind when recruiting for your group and see what happens.

What is usually misunderstood, however, is the kind of speech necessary. The assumption is that role-players use Shakespearean or Old English as a means of good role-play. It isn't true and doesn't necessarily fit into this particular world. Not only does this not fit into the style of Azeroth, but also communication is often key to getting things done unless you just happen to be hanging out at the local inn or tavern. The last thing other players want to encounter is a Shakespearean speech. Night Elf that has to take the time to say "Healing thee sir Ironknot with mine most eminent Flash Heal." In this case, it's best to leave that to a nicely worded mace anyway.

Another pitfall of speech when in reference to Shakespearean is that it is probably the most abused of speech patterns you could come across. Unless someone is a classically trained Shakespearean actor, they are going to hit the pitfalls of proper usage of words such as thee, thine, thou and any other possessives.

Some players like to add a little something to their characters by giving them a Scottish bent by using words such as Lad, Laddy, Lass etc., or even by making them into a basically grunting peon. It's important to keep in mind whether that works well with your racial type. While there are often exceptions to the rules, too many exceptions just make a quirk common.

CARRYING ON TO THE BOARDS

Once you have the hang of your character, you may want to relay the tales of the great victories, encounters and exploits on the boards for others to read. This can be a fun way of feeling connected to other players and their experiences as well as developing ongoing storylines between yourself, your guild and/or others.

Some simple guidelines to stick with are as follows:

Spell Check I know this sounds a bit uptight, but if you want people to read and enjoy your story, go over it carefully and confirm that you've corrected any spelling errors.

Paragraphs It's easy to get excited and carried away with what you're talking about. Take the time to break the thoughts and ideas into smaller segments. People are more likely to read the entire thing.

Beware Length As much as it would be great to post a novella on the boards, it may not actually get read. People cruising the boards are often looking for something they can scan and leave. It needs to be short enough to make them want to read and interesting enough to entice them to read the whole thing.

Don't Abuse Other Characters If it's not your character, don't involve them in the story. If you'd like to incorporate someone else's character, ask permission from the creator before doing so. This can be a major gaffe in role-play. It's important to understand that unless you actually killed another player in game, you cannot put them out of game even on the boards unless you plan to make it into some bizarre dream sequence.

Expect Feedback You may not always get feedback, but expect feedback (whether good or bad) if you post on a public board. Try to take any suggestions in stride and don't take what people say personally.



FOSTERING ROLE-PLAY IN OTHERS

The number one killer of new role-players isn't players that don't role-play, but those that do. There can often be an elitist attitude of what is and isn't possible within the realm of imagination in a setting such as Azeroth. This can be a real turn-off to those that have never previously tried role-play.

To help others feel more comfortable about trying something new, it's important to be careful about the kind of advice you offer. Never tell someone they "can't." It's a sure way of making them rebel. Explain a different option to them, offering constructive advice instead of slamming their decisions.

Go with the flow when others role-play. Even if you disagree with how they're doing it, you can't change them. The most you can do is adjust and meld your RP to what they offer and, if all else fails, role-play that they're a lunatic. Wasting your energy on telling someone how to do it the way you want or what you perceive as the "right way" detracts from everyone's experience.

Don't give up on non-role-players. Even the most stalwart of anti-RP'ers find themselves going along with things as long as nothing is expected of them. Role-play is what everyone makes of it and doesn't have any set rules. It's a creative process and, much like art, is often subjective.

EXCEPTIONS TO THE RULES

While it's true there are no hard and fast rules to what exactly is allowable within the bounds of role-play, there are issues that should be taken to heart.

Stick to the availability of possibilities within the *World of Warcraft*. There are so many great things possible such as exploding sheep, Dwarves carrying guns and more, that there is little reason to go beyond the possible.

Be careful about making exceptions of racial attributes. Each race has their own quirks and characteristics based on their history and the kind of race they are as a whole. While sometimes it's fun to make an exception to the racial type, it's important to be careful about how many exceptions are made. If everyone made an exception it wouldn't be unique anymore and part of role-playing effectively is finding a way to be unique in an almost ordinary way.

If you're going to create a story that's out of this world, do your research and make it work. There's nothing that bothers others more than not only being told a far-fetched tale, but also being told one that has no foundation. Give your character a leg to stand on even if it's based on insanity.

The most important thing is to let your character be who they are. Often enough, if you've done your job in developing their foundation and given them a name of worth, they'll take on a life of their own. From there it's just about having fun.



PROFESSIONS 101

There's an entire section devoted to Professions later in the guide, yet several aspects of the crafting system are worth developing here for incoming players. This section covers the basics of choosing your Professions, the terminology of the system, and how to know what you're looking for in-game.

WHAT ARE PROFESSIONS?

Professions cover the resource gathering, item creation, and service-oriented systems in *World of Warcraft*. Each character is allowed to learn and maintain two of these trades, and doing so can be used for profit, improved equipment and usable items, or simply for the enjoyment of supporting friends or your guild.

Professions have trainers (just like classes) found in small towns and large cities alike. There are higher concentrations of trainers in the capitals, and so much trade happens there that people often seek those specific trainers to do most of their work.

Trainers are needed to initially grab a Profession, but they're also needed to gain new tiers of skills, and to pick up extra recipes for various items. All of these projects cost money, so it is often a question of much how time and money you wish to invest in a Profession. In the later stages, many Professions are worth sizable fortunes (especially the ones that gather resources for other Professions). As long as you are willing to throw the extra energy into these skills, they're quite lucrative in the long run.

LIST OF PROFESSIONS

PROFESSION	PURPOSE	BENEFITS
Alchemy	Create Potions/Transmute Metals	Attribute Enhancement, Create High-End Metals
Blacksmithing	Forge Weapons, Chain/Plate Armor, and Peripheral Equipment	Increase Weapon Damage and Speed (for 2H), Improve Shields, Increase Mount Speed
Enchanting	Improve Equipment	Sell Enchantments for Profit, Raise Attributes on Gear
Engineering	Construct Bombs, Rifles, and Accessories	Battle Pets, AOE Explosives, Ammunition
Herbalism	Gather Herbs	Ingredients for Alchemy, Sell for Profit
Leatherworking	Make Leather Armor, Ammo Bags, and Armor Patches	Add Bonuses to Ranged Combat, Increase Armor Rating
Jewelry	Mix Metal	Ingredients for Blacksmithing and Engineering, Sell for Profit
Skinning	Skin Beast Corpses for Leather	Ingredients for Leatherworking, Sell for Profit
Tailoring	Sew Cloth Armor and Items, Make Bags	Sell Bags to Other Characters



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If you're part of a large guild, it is often wise to ask what Professions are needed before venturing into this territory. It's possible that starting these trades could go against the interests of the guild and end up wasting your investment. It really helps guilds focus their efforts on one or two characters for each Profession, thus ensuring that the materials discovered by the guild members are being sent to a central source.

On the other hand, if you want to be independent, it's wise to take two complementary Professions. Take Mining and Blacksmithing as an example (Skinning and Leatherworking, Herbalism and Alchemy, etc.). This enables a character to gather their own ingredients and create items out of these.

Learning how to create various items does not stop at the trainer for most Professions. Hidden recipes can be found on monsters and special vendors around the world. Talk to other crafters to find out more about the locations of these items (and read the tables in our Crafting and Professions Chapter for more info as well).



WHAT ARE SECONDARY SKILLS?

SECONDARY SKILLS

SKILL	PURPOSE	BENEFITS
Cooking	Create Food/Treats	Reduce Downtime w/Food and Spirit Buffs
First Aid	Stitch Bandages	Allow for Fast Healing of Moderate Damage
Fishing	Collect Items from Water	Ingredients for Cooking, Spare Equipment, Find Recipes for Other Trades

Secondary Skills aren't limited by anything except time and money. Each character can take these skills whether they are interested in Professions or not. In fact, many soloers take all three skills to reduce downtime and increase their self-sufficiency without losing constant money on store-bought food and such.



TRANSPORTATION IN AZEROTH

Azerath is a world that's been torn apart by war and dark magic. There are many dangerous places to explore. Learning the various ways to do so can save both time and frustration when walking is just too slow and swimming to another continent impossible. Thankfully, through the ingenuity of the races of Azerath, there are many means of travel, most of which are quite affordable.

FLIGHT PATHS

Both Alliance and Horde players have the means to use Flight Paths to travel from area to area within the continent they're currently on. These flights are for individuals only, so there's no need to argue over who gets the window seat. In order to use flight paths, you must first discover them. To do so, travel to each one by foot and speak with the appropriate master. Home city flight points are active from the start.

Starting Flight Paths

Undead	Humans
None	Stormwind to Ironforge
Orc/Troll	Night Elves
None	Teldrassil to Darkshore
Tauren	Dwarves/Gnomes
None	Ironforge to Stormwind

Discovering a new node is as simple as discovering a new quest. The only difference is that the Flight Master has a green exclamation point over their head instead of yellow. There are four different types of air transportation available depending on your faction.

ORIGINATION FEES

The cost of traveling to a home city is based on the origination of the flight. For traveling from a home city to a home city, the fee is a standard 50 copper.

Alliance

Gryphons The Gryphons of Aerle Peak have a history of serving with the Alliance through times of war. To this day they still transport messages between Ironforge and Stormwind as well as transport travelers for a small fee to the various Alliance controlled regions.



Hippogriffs These magical creatures once served the Alliance by carrying Sentinel Archers into battle and to this day still patrol Northern Kalimdor for threats. Passengers that pay their fee can be taken with them along their patrol routes.



ALLIANCE FLIGHT PATHS

KALIMDOR

DESTINATION	REGION	COST
Astranaar	Ashenvale	3 30 30
Auberdine	Dark Shore	Origination Fee
Everlook	Winterspring	10 20 20
Feathermoon Fortress	Feralas	7 30 30
Gadgetzan	Tanaris	7 30 30
Highshore Village	Moonblade	8 30 30
Hill's Point	Desolace	5 30 30
Ruth's Thran Village	Teldrassil	Free
Stonetown Peak	Stonetown Mountains	3 30 30
Thalmar	Thousand Needles	4 30 30
Theramore	Dustwallow Marsh	4 30 30
Theramore	Dustwallow Marsh	4 30 30

Horde

Wyrms
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Horde

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Gadgetz
Molekai
Origimm
Shadowe
Thunder
Volamok

East

DESTIN
Bounty B
Grant g
Hammer
Kargali
Shard
Tazren M
The Sepu
Sundercity

EASTERN KINGDOMS

DESTINATION	REGION	COST
Booby Peak	The Hinterlands	7 30
Booby Bay	Stranglethorn	6 30
Barkhorn	Duskwood	3 30
Ironforge	Dun Morogh	Origination Fee
Lakeview	Radrige	2 10
Menethil Harbor	Wetlands	3 30
Northgate Keep	Bleeding Lands	8 30
Redgate Post	Arathi	5 30
Sentinel Hill	Westfall	1 10
Southshore	Hillsbrad	3 30
Stormwind	Elwynn Forest	Origination Fee
Theramore	Lack Modan	1 10

Horde

Wivern Wiverns are sentient creatures willingly allied with the Orcs of Kalimdor. They carry payers throughout the lands surrounding Orgrimmar and Thunder Bluff. They have a distinctive look with the body and head of a lion, but like wings and the tail of a scorpion. They are said to share an ancestry with Dragons and Gryphons.



Vampire Bat These creatures are a perfect fit with the Forsaken. Hailing from Zul'Aman they, much like their Kalimdor counterparts, savor the thrill of battle and carry those that pay their fee throughout the regions surrounding Lordaeron. It is said they also serve as messengers for the Dark Lady.



HORDE FLIGHT PATHS

KALIMDOR

DESTINATION	REGION	COST
Lumpy Noodle	Feralas	7 30
Geopards	Barrens	1 10
Freelink	Winterspring	10 20
Free Wind Post	Thousand Needles	4 30
Goldpost	Tanaris	7 30
Mojo Joe	Stonefist Mountains	2 10
Orysona	Durotar	Origination fee
Shadenspire Village	Durotar	5 30
Thunder Bluff	Mulgore	Origination fee
Volunthak	Azshara	8 30

EASTERN KINGDOMS

DESTINATION	REGION	COST
Booby Bay	Stranglethorn Vale	6 30
Greenfall	Stranglethorn Vale	6 30
Hammerfall	Arathi Highlands	5 30
Kingsport	Badlands	6 30
Lowland	Swamp of Sorrows	6 30
Storm Hill	Hillsbrad Foothills	3 30
The Sepulcher	Silverpine Forest	1 10
Volunthak	Twisted Glades	Origination fee

BOATS, ZEPPELINS AND THE TRAM

There are three other methods of travel that fall within the "mass transit" category. There are no fees for using them, but they're on a set schedule and have limited routes.

Boats are a part of the mass transit system crossing between continents, though only one boat is easily accessible to both factions. The Zeppelin traverses the ocean as well and is available to the Horde.

The Deeprun Tram is a technological marvel connecting Stormwind and Ironforge. It was built as a faster means of travel and support between the cities. In Stormwind, it's located in the Dwarven quarter and in Ironforge, it's located in Tinkertown. The entryways into the Tram are instance portals, but don't worry too much about whether you are walking into danger. The Tram is quite safe and the scenery is quite pleasant.



PLEASE KEEP YOUR HANDS AND FEET IN

As tempting as it may be to take a leap of faith, it's better to keep all of your fingers and toes accounted for. (Only the Undead are excused from having to account for them all.) Resist the temptation to jump off any of these modes of transportation when traveling. It may result in injury or even death and a very long and tedious recovery time to get your body again.

NEUTRAL BOATS

There's a boat that travels between Booby Bay and Ratchet that can be used by both the Alliance and Horde. For those that are on a PvP server, this could be a rather exciting trip. Boats are not safe territory and if you look closely enough, you can see bloodstains intermingled with the salt stains in the wooden planks.

ALLIANCE BOATS

There are two different boats located in Darkshore. One is the boat that takes passengers to Rut'heran in Teldrassil. The other takes passengers to Menethil Harbor in the Eastern Kingdoms.

There is a third boat located in Menethil Harbor that carries passengers to Theramore Isle in Kalimdor. Theramore Isle is a part of Dustwallow Marsh granting easy access to the Barrens and beyond.

Each boat travels in a circuitous route that should take a total of 5 minutes with an additional minute pause between each port. Should you miss your boat, another will be along shortly. If you crash out of the game, your character will return to the previous port from which they left.



BOAT NEUTRALITY VS. FACTIONAL

There really isn't any difference between a boat that is neutral or the Alliance boats other than the ease of accessibility. Booby Bay is neutral territory (contested on PvP servers) and the others are all located in Alliance territory thus difficult to get to for Horde characters.



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ZEPPELINS



The Goblins have always been masters of engineering (lets only second to (though they'd never admit it) Gnome engineering. They have created great Zeppelins that can travel between three major points within the world of Azeroth and transport members of the Horde en masse. Even better, it's free! Undercity, Orgrimmar and Grom'gol are all on the Zeppelin's route.

MOUNTS

Players that have reached the ripe level of 40 have the luxury of being able to purchase a mount to speed them on their way. There are six general types of mounts available for purchase, however, you must have a good enough reputation with the racial faction from who you're trying to buy one. Faction is usually good with your home race; extreme circumstances could put you in danger of losing this ranking however. In addition to the price of a mount, players need to pay a 20 gold training fee to a riding instructor.



NO FIGHTING ALLOWED

While on a mount, players are not able to engage in combat however can be hit by mobs or other players.

NO GOLD NECESSARY

Warlocks and Paladins are able to quest for a mount at 40 instead of needing to purchase one. Warlocks can gain a Felsteed and Paladins a Charger. Tauren are able to quest for Plainsrunning.

ALLIANCE RACIAL MOUNTS

RACE	MOUNT	LEVEL	TRAINER LOCATION	COST
Dwarf	Gray Ram	40	Amberstill Ranch, Dun Morogh	80
Dwarf	White Ram	40	Amberstill Ranch, Dun Morogh	80
Dwarf	Brown Ram	40	Amberstill Ranch, Dun Morogh	80
Dwarf	Black Ram	60	Amberstill Ranch, Dun Morogh	1000
Dwarf	Frost Ram	60	Amberstill Ranch, Dun Morogh	1000
Gnome	Red Mechanostrider	40	Steelgrill's Outpost, Dun Morogh	80
Gnome	Blue Mechanostrider	40	Steelgrill's Outpost, Dun Morogh	80
Gnome	Green Mechanostrider	40	Steelgrill's Outpost, Dun Morogh	80
Gnome	Unpainted Mechanostrider	40	Steelgrill's Outpost, Dun Morogh	80
Gnome	White Mechanostrider	60	Steelgrill's Outpost, Dun Morogh	1000
Gnome	Icy Blue Mechanostrider	60	Steelgrill's Outpost, Dun Morogh	1000
Human	Pinto	40	Eastvale Logging Camp	80
Human	Brown Horse	40	Eastvale Logging Camp	80
Human	Chestnut Mare	40	Eastvale Logging Camp	80
Human	Palomino	60	Eastvale Logging Camp	1000
Human	White Stallion	60	Eastvale Logging Camp	1000
Night Elf	Striped Frostbeater	40	Canorian Enclave, Darnassus	80
Night Elf	Spotted Frostbeater	40	Canorian Enclave, Darnassus	80
Night Elf	Striped Nightbeater	40	Canorian Enclave, Darnassus	80
Night Elf	Frostbeater	60	Canorian Enclave, Darnassus	1000
Night Elf	Nightbeater	60	Canorian Enclave, Darnassus	1000

HORDE RACIAL MOUNTS

RACE	MOUNT	LEVEL	TRAINER LOCATION	COST
Troll	Emerald Raptor	40	Sen'jin Village, Durotar	80
Troll	Violet Raptor	40	Sen'jin Village, Durotar	80
Troll	Turquoise Raptor	40	Sen'jin Village, Durotar	80
Troll	Ivory Raptor	60	Sen'jin Village, Durotar	1000
Troll	Mottled Red Raptor	60	Sen'jin Village, Durotar	1000
Orc	Timber Wolf	40	Valley of Honor, Orgrimmar	80
Orc	Dire Wolf	40	Valley of Honor, Orgrimmar	80
Orc	Brown Wolf	40	Valley of Honor, Orgrimmar	80
Orc	Red Wolf	60	Valley of Honor, Orgrimmar	1000
Orc	Arctic Wolf	60	Valley of Honor, Orgrimmar	1000
Undead	Brown Skeletal Horse	40	Brill, Tirisfal Glades	80
Undead	Blue Skeletal Horse	40	Brill, Tirisfal Glades	80
Undead	Red Skeletal Horse	40	Brill, Tirisfal Glades	80
Undead	Green Skeletal Horse	60	Brill, Tirisfal Glades	1000

MAGE AND WARLOCK

Mages and Warlocks have their own means of transportation they can use to help others.

Warlocks have the ability to summon group members at level 20 with the aid of two other people. This can become a quick and efficient way to add players to a dungeon without having to backtrack to the beginning or hope the new addition can make a mad dash in. It's also an important means of calling in backup for PvP encounters.

Mages have portals for their three main factional cities. Members of their party are then able to use these.

Alliance

Stormwind (Level 40)

Ironforge (Level 40)

Darnassus (Level 50)

Horde

Orgrimmar (Level 40)

Undercity (Level 40)

Thunderbluff (Level 50)

Mages also have self-only teleport spells.

Alliance

Stormwind (Level 20)

Ironforge (Level 20)

Darnassus (Level 30)

Horde

Orgrimmar (Level 20)

Undercity (Level 20)

Thunderbluff (Level 30)

At level 30, Shaman can gain Astral Recall, which acts similarly to a Hearthstone. However, it has a 15 minute cool down in comparison to a Hearthstone's 1 hour long wait.

OTHER FORMS OF TRANSPORTATION

Shaman and Druids have travel forms that they can use instead of needing to purchase a mount. At level 20 Shaman gain Ghost Wolf, which increases their speed to 50% above normal run speed. At level 30, Druids can transform as well with the same speed boost that the Shaman enjoys with Ghost Wolf. Druids can also take the Aquatic form of a seal at level 16 that allows them to breathe underwater and swim at a normal speed rather than having to take a 50% speed penalty like other classes.

Hearthstones can be used as another means of transportation though with a high cool down value of one hour, it should be used only when necessary. Keeping your hand point in a central activity area for you will help speed up any questing or grouping you do as well by allowing you to return quickly to join others.

USING THE MAIL SYSTEM

World of Warcraft allows you to mail items and currency to other players rather than having to travel across the world to trade in person. You can also send mail to your other characters (bye-bye mules). However, the two restrictions are: 1) you can't send mail to members of the opposite faction and 2) a character can't send mail to himself. Mailboxes are found outside of inns across the world of Azeroth and, like many mailboxes, often take on different appearances depending on the location.



You can pick your mail up at any mailbox anywhere in Azeroth. You don't have to go to a particular one in order to get it. To access a mailbox, simply Right Click on it to open the interface. A new window will pop up showing any mail that's waiting for you.



ONE AT A TIME

You are only able to send one item or one stack of items at a time in the mail. Money doesn't count toward this limit, so you can send money and an item or stack of items all at once.

READING YOUR MAIL



To read your mail, Left Click on the item you wish to read. A new window opens with the message, item and/or coin showing. Click on the item to take it. To the right of the message there's a note on how many days you can leave the mail in the mailbox before it's returned to the sender.



SENDING MAIL

To send mail, click on the send tab. A different interface opens in the window prompting you to type in the name of the person you wish to send the mail to and the subject. You'll need to type both the player name and the subject in order to send the mail.

MAIL ISN'T FREE

To send mail, it costs 30cp coins per mailing. It's a minimal amount to pay, however, and if you're worried about getting back the postage, you could always send it COD.

Don't forget to add in the item you want! You can click and drag an item from your inventory to the mailbox slot for items. Include any COD charges or money you want by typing in the amount of coins you wish to send. COD can be a great way to handle sales that bypass the auction houses. When you're sure you have everything in your mail message that you want, click the send button.



SEND A GIFT

You can surprise a friend by sending a gift-wrapped item in the mail. Gift paper can be bought at general vendors and used by clicking the paper and then the item you wish to send. You cannot wrap stackable items however. If you were thinking of sending out a few mail bombs or an exploding sheep, the sad truth is that you can't wrap it.



COMMON TACTICS

GROUP ROLES

ROLE-PLAYING

PROFESSIONS 101

TRANSPORTATION

MAIL SYSTEM



DRUID

Druids are the keepers of nature and the world itself. Using their force of will and spirit, these protectors wander the Emerald Dream, focusing the power of the land. As a Druid, you have the power to shapeshift and use different forms of spells to rejuvenate yourself and allies while dealing damage to enemies. Outside, where nature seems so close at hand, your roots are able to hold enemies in place, plaguing melee opponents with frustration. Ultimately, the Druids are jacks of all trades and masters of none; they can fill almost any role well, and round out groups splendidly.

A DRUID'S TALE

We met above the Wailing Caverns and meditated for a short time to see if the stories were true. Indeed, I could feel that the place had become lost to our order, and that some of the finest Druids of the region were now against us. It was a sad thought, but we pushed it out of our minds and rose together. We were to go into the caves below in several groups.

The Raptors below were different; the diseases of mind and body had affected them, turning them into something unnatural. Several of them had been hiding in adjacent caverns and came out when we passed deeper into the Wailing Caverns. I held a moment to bring my focus together, then raised my arms to call nature's strength into the room. My companions changed into their altered selves to defend us, as Calimos took the form of a great bear, and Mariyn became a cat to slip behind our attackers. Together, we lashed into the beasts until peace was granted them. And we continued.

Our battles took us to the very end of dungeon, where the darkest monsters I have faced were waiting. The taint was in almost all things that lived in those oppressing chambers, but we returned it to a state of waiting. I don't think we could have succeeded without the help of all involved, but isn't that the way of things? Together, we stood against this darkness. If we continue to cooperate, perhaps I will see the Emerald Dream again before I pass into the world.



INTRODUCTION TO PLAYING THE DRUID

If you like the idea of being able to play a different set of classes with the same character, Druids are the perfect thing for you! These casters are able to heal, nuke, root, and engage in modest melee skirmishes, but they can Shapeshift and become powerful beasts. Through these forms, Druids can mimic the abilities of Warriors and Rogues! This means that a Druid can act as a group's backup Tank, a DPS class, or a spare Healer. It's hard to go wrong with options like that, and the Talent choices of a Druid make a huge difference in terms of customization.

Groups don't often grab a Druid as their first choice because of the uncertainty for what each Druid can do well, but there are certainly ways to make a Druid appealing as a soloer, a group member, or as a PvPer. With a focus on healing abilities, Druids are able to respond extremely well to backup and even some primary healer duties. Spec'ed for soloing, a Druid can rip through targets as a DPS attacker and switch from cat form to their caster (natural) form to heal after battles; it offers a low-downtime, exciting way to work through the game's outside areas.

Also, people look to Druids for their stackable buffs; other classes are able to raise specific attributes (Intellect and Stamina being obvious targets for Mages and Priests). The Druid buffs add a damage shield and a spell that raises all attributes, increases armor, and improves resists! Mark of the Wild isn't a good buff—it's an incredible buff.



RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPRIT
Night Elf	22	21	22	23	21
Human	25	23	19	20	22

ATTRIBUTES APPLIED

Strength	Increases Damage
Stamina	Higher Hit Points
Agility	Raises Chance to Get a Critical Hit and Dodge
Intellect	More Mana, Faster Rate for Gaining Weapon Skills
Spirit	Improves Hit Point/Mana Recovery in All Forms

ITEMS AND EQUIPMENT

Druids are able to wear up to leather armor, and they wield Staves naturally. Beyond that, they are able to train in Spears, Two-Handed Maces, and Unarmed Fighting. Both Spears and Two-Handed Maces are popular for their damage output, while Staves are desired for their bonuses to caster attributes. The best choice for your Druid is one that enhances your preferred style of fighting (more damage if you prefer the melee aspects of Druids, or choose higher Intellect and Spirit to follow the caster line).

Keeping armor up to date doesn't sound as important for a caster, since you are going to get chewed up no matter what, but that just isn't the case (especially with Druids). This class' ability to switch forms and fighting styles necessitates the best armor possible, even if leather is your cap. Druids that transform into bears to providing tank support to a party should remain on the lookout for any boost to their armor value.

Attributes are rough to deal with as a Druid (you need practically everything). Intellect is very nice to supplement the weaker mana pool of the Druid. Spirit helps all of the animal forms to a decent extent, so that is a decent secondary choice. Beyond that, look for gear that improves your favorite form: Strength and Stamina for the bear; Agility and more Agility for the cat. Unlike most classes, it's often wise to go for equipment that has more total bonuses than any single bonus (e.g., better to have +15 to Agility and Spirit than +25 to Agility).



CHOOSING YOUR PROFESSION

There are a number of good choices in this area, so it's debatable which path to take. Druids benefit highly from Alchemy/Herbalism (for various potions, all of which can aid the Druid at one time or another). Yet, Leatherworking and Skinning helps a great deal with armor. Caster Druids are probably a bit better off with Alchemy, while Shapeshifting Druids gain more from Leatherworking.

If you know that your character is going to have a pile of money (by being twinkled, supported by your guild, etc.), perhaps it's fine to take Leatherworking and Alchemy, and simply purchase/slag the supplies for them from others.



Secondary Skills aren't as vital to Druids as they are to non-magical classes that melee. First Aid and Cooking are downtime reducers that benefit everyone, but these have diminishing returns for a class that can move between melee and magic without delay.

CLASS ABILITIES

Druid Abilities are divided by the form needed to cast them. For ranged magic, the natural form of the Druid is used. As a bear the Druid can take far more damage and use Warrior abilities. As a cat the Druid is stealthy and able to deal much higher damage.



Notice that the form of a Druid also dictates which secondary bar they have (Mana for the caster, Rage for the bear, and Energy for the cat).

ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Back of the Wall	1	1	Restoration	Ensnaring Roots	4	36	Balance
Blessings	1	4	Balance	Feign Death	1	34	Feral Combat
Regeneration	1	4	Restoration	Growl	3	36	Restoration
Thorns	1	4	Balance	Howl	2	34	Feral Combat
Wrath	2	4	Balance	Signet Ring	2	34	Feral Combat
Ensnaring Roots	1	8	Balance	Claw	2	38	Feral Combat
Healing Touch	2	8	Restoration	Healing Touch	7	38	Restoration
Bear Form (Shapeshift)	N/A	10	Feral Combat	Warrior's Grasp	4	38	Balance
Demoralizing Roar	1	10	Feral Combat	Shred	3	38	Feral Combat
Growl	1	10	Feral Combat	Swiftness Animal	2	38	Balance
Back of the Wall	2	10	Restoration	Wrath	6	38	Balance
Howl	1	10	Feral Combat	Cower	2	40	Feral Combat
Blessings	2	10	Balance	Bear Form (Shapeshift)	N/A	40	Feral Combat
Regeneration	2	10	Restoration	Growl	4	40	Feral Combat
Growl	N/A	12	Restoration	Back of the Wall	4	40	Restoration
Regrowth	1	12	Restoration	Blessings	7	40	Balance
Claw	1	14	Feral Combat	Primal	2	40	Feral Combat
Cave Paces	N/A	14	Restoration	Regeneration	7	40	Restoration
Healing Touch	3	14	Restoration	Transcendence	2	40	Restoration
Thorns	2	14	Balance	Demoralizing Roar	4	40	Feral Combat
Wrath	3	14	Balance	Force Fire	3	42	Balance
Aspect (Bear (Shapeshift))	N/A	14	Feral Combat	Force Fire (Bear)	3	42	Balance
Howl	2	14	Balance	Force Fire (Cat)	2	42	Balance
Regeneration	2	14	Restoration	Howl	4	42	Feral Combat
Swiftness	1	16	Feral Combat	Bearge	2	42	Feral Combat
Ensnaring Roots	2	18	Balance	Regrowth	6	42	Restoration
Force Fire	1	18	Balance	Starfire	4	42	Balance
Howl	2	18	Feral Combat	Healing Touch	8	44	Restoration
Bear's Grasp	2	18	Balance	Rake	3	44	Feral Combat
Regrowth	2	18	Restoration	Rip	4	44	Feral Combat
Cat Form (Shapeshift)	N/A	20	Feral Combat	Swiftness	4	44	Feral Combat
Claw	1	20	Feral Combat	Thorns	5	44	Balance
Demoralizing Roar	2	20	Feral Combat	Back	2	46	Feral Combat
Growl	2	20	Feral Combat	Back	2	46	Feral Combat
Healing Touch	4	20	Restoration	Blessings	8	46	Balance
Back of the Wall	3	20	Restoration	Power	2	46	Feral Combat
Primal	1	20	Feral Combat	Regeneration	8	46	Restoration
Rip	1	20	Feral Combat	Shred	6	46	Feral Combat
Starfire	1	20	Balance	Wrath	7	46	Balance
Blessings	4	22	Balance	Cow	4	48	Feral Combat
Transcendence	4	22	Restoration	Ensnaring Roots	5	48	Balance
Immense Curse	N/A	22	Restoration	Warrior's Grasp	5	48	Balance
Shred	1	22	Feral Combat	Regrowth	7	48	Restoration
Swiftness Animal	1	22	Balance	Tiger's Fury	3	48	Feral Combat
Wrath	4	22	Balance	Growl	5	50	Feral Combat
Rake	1	24	Feral Combat	Healing Touch	9	50	Restoration
Regrowth	3	24	Restoration	Immense	7	50	Balance
Swiftness	2	24	Feral Combat	Back of the Wall	6	50	Restoration
Signet Ring	1	24	Balance	Howl	6	50	Feral Combat
Signet Ring	1	24	Feral Combat	Bearge	3	50	Feral Combat
Swiftness	N/A	24	Restoration	Blessings	5	50	Balance
Shred	1	26	Feral Combat	Transcendence	3	50	Restoration
Healing Touch	5	26	Restoration	Cower	3	52	Feral Combat
Howl	3	26	Feral Combat	Demoralizing Roar	5	52	Feral Combat
Starfire	2	26	Balance	Blessings	9	52	Balance
Demoralizing Roar	1	28	Feral Combat	Regeneration	9	52	Restoration
Claw	2	28	Feral Combat	Rip	5	52	Feral Combat
Cower	1	28	Balance	Force Fire	6	54	Balance
Ensnaring Roots	3	28	Balance	Force Fire (Bear)	6	54	Balance
Blessings	5	28	Balance	Force Fire (Cat)	4	54	Balance
Bear's Grasp	3	28	Balance	Rake	4	54	Feral Combat
Regeneration	5	28	Restoration	Regrowth	8	54	Restoration
Rip	2	28	Feral Combat	Shred	3	54	Feral Combat
Back	2	30	Feral Combat	Swiftness Animal	3	54	Balance
Force Fire	2	30	Balance	Swiftness	1	54	Feral Combat
Force Fire (Bear)	2	30	Balance	Thorns	6	54	Balance
Force Fire (Cat)	2	30	Balance	Wrath	8	54	Balance
Growl	1	30	Feral Combat	Healing Touch	10	56	Restoration
Back of the Wall	4	30	Restoration	Power	7	56	Feral Combat
Regrowth	6	30	Restoration	Cow	5	58	Feral Combat
Shred	2	30	Feral Combat	Ensnaring Roots	6	58	Balance
Transcendence	1	30	Restoration	Howl	7	58	Feral Combat
Bear Form (Shapeshift)	N/A	30	Feral Combat	Blessings	10	58	Balance
Wrath	5	30	Balance	Warrior's Grasp	6	58	Balance
Demoralizing Roar	3	32	Feral Combat	Feign Death	6	58	Balance
Bearge	4	32	Restoration	Transcendence	10	58	Restoration
Swiftness	1	32	Feral Combat	Starfire	6	58	Balance
Swiftness Animal	N/A	32	Feral Combat	Primal	6	60	Feral Combat
Howl	1	34	Balance	Immense	3	60	Balance
Blessings	6	34	Balance	Back of the Wall	7	60	Restoration
Rake	2	34	Feral Combat	Primal	2	60	Feral Combat
Regeneration	6	34	Restoration	Regrowth	9	60	Restoration
Starfire	3	34	Balance	Rip	6	60	Feral Combat
Swiftness	3	34	Feral Combat	Tiger's Fury	4	60	Feral Combat
Swiftness	4	34	Balance	Transcendence	4	60	Restoration



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

BALANCE

The forces of Balance lend the Druid powers of ranged damage, natural fury, and the ability to bind their foes to the ground (when outdoors).



ENTANGLING ROOTS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT	
1	8	50	30yd	1.5	-	2	Roots the target in place and causes 20 nature damage over 12 sec. Only usable outdoors.	
2	18	65	30yd	1.5	-	22	Roots the target in place and causes 50 nature damage over 15 sec. Only usable outdoors.	
3	28	80	30yd	1.5	-	54	Roots the target in place and causes 90 nature damage over 18 sec. Only usable outdoors.	
4	34	95	30yd	1.5	-	1	40	Roots the target in place and causes 140 nature damage over 21 sec. Only usable outdoors.
5	48	110	30yd	1.5	-	3	10	Roots the target in place and causes 200 nature damage over 24 sec. Only usable outdoors.
6	58	125	30yd	1.5	-	3	50	Roots the target in place and causes 270 nature damage over 27 sec. Only usable outdoors.



FAERIE FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	55	30yd	1C	-	22	Decrease the armor of the target by 175 for 40 sec. While affected, the target cannot stealth or turn invisible.
2	30	75	30yd	1C	-	55	Decrease the armor of the target by 285 for 40 sec. While affected, the target cannot stealth or turn invisible.
3	42	95	30yd	1C	-	1 80	Decrease the armor of the target by 395 for 40 sec. While affected, the target cannot stealth or turn invisible.
4	54	115	30yd	1C	-	2 90	Decrease the armor of the target by 505 for 40 sec. While affected, the target cannot stealth or turn invisible.



FAERIE FIRE (BEAR)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	30	5 Rage	30yd	1C	-	10	Decrease the armor of the target by 285 for 40 sec. While affected, the target cannot stealth or turn invisible.
3	42	5 Rage	30yd	1C	-	50	Decrease the armor of the target by 395 for 40 sec. While affected, the target cannot stealth or turn invisible.
4	54	5 Rage	30yd	1C	-	70	Decrease the armor of the target by 505 for 40 sec. While affected, the target cannot stealth or turn invisible.



FAERIE FIRE (CAT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	30	15 Energy	30yd	1C	-	10	Decrease the armor of the target by 285 for 40 sec. While affected, the target cannot stealth or turn invisible.
3	42	15 Energy	30yd	1C	-	50	Decrease the armor of the target by 395 for 40 sec. While affected, the target cannot stealth or turn invisible.
4	54	15 Energy	30yd	1C	-	70	Decrease the armor of the target by 505 for 40 sec. While affected, the target cannot stealth or turn invisible.



HURRICANE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	50	884	-	1C	1 min	40	Creates a violent storm in the area surrounding the caster, causing 75 Nature damage to all nearby enemies every 1 sec, and reducing the attack speed of all nearby enemies by 20%. Lasts 10 sec.
3	60	1125	-	1C	1 min	1	Creates a violent storm in the area surrounding the caster, causing 101 Nature damage to all nearby enemies every 1 sec, and reducing the attack speed of all nearby enemies by 20%. Lasts 10 sec.



MOONFIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT	
1	4	25	30yd	1C	-	80	Burns the enemy for 7 to 9 Arcane damage and then an additional 12 Arcane damage over 9 sec.	
2	10	50	30yd	1C	-	3	Burns the enemy for 13 to 17 Arcane damage and then an additional 22 Arcane damage over 12 sec.	
3	16	75	30yd	1C	-	18	Burns the enemy for 25 to 31 Arcane damage and then an additional 52 Arcane damage over 12 sec.	
4	22	105	30yd	1C	-	34	Burns the enemy for 40 to 48 Arcane damage and then an additional 80 Arcane damage over 12 sec.	
5	28	150	30yd	1C	-	54	Burns the enemy for 61 to 73 Arcane damage and then an additional 124 Arcane damage over 12 sec.	
6	34	190	30yd	1C	-	90	Burns the enemy for 81 to 97 Arcane damage and then an additional 164 Arcane damage over 12 sec.	
7	40	235	30yd	1C	-	1	30	Burns the enemy for 105 to 125 Arcane damage and then an additional 212 Arcane damage over 12 sec.
8	46	280	30yd	1C	-	1	90	Burns the enemy for 130 to 154 Arcane damage and then an additional 264 Arcane damage over 12 sec.
9	52	325	30yd	1C	-	4	Burns the enemy for 157 to 185 Arcane damage and then an additional 320 Arcane damage over 12 sec.	
10	58	375	30yd	1C	-	3	50	Burns the enemy for 189 to 221 Arcane damage and then an additional 384 Arcane damage over 12 sec.



NATURE'S GRASP

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	18	65	-	1C	15 sec	5 @ 50	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 2). Only usable outdoors. 1 charge. Lasts 45 sec.
3	28	80	-	1C	15 sec	13 @	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 3). Only usable outdoors. 1 charge. Lasts 45 sec.
4	38	95	-	1C	15 sec	40 @	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 4). Only usable outdoors. 1 charge. Lasts 45 sec.
5	48	110	-	1C	15 sec	80 @	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 5). Only usable outdoors. 1 charge. Lasts 45 sec.
6	58	125	-	1C	30sec	90 @	While active, any time an enemy strikes the caster they have a 35% chance to become afflicted by Entangling Roots (Rank 6). Only usable outdoors. 1 charge. Lasts 45 sec.

SOOTHE ANIMAL

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	50	40yd	1C	-	34	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects targets level 40 or lower. Lasts 15 sec.
2	38	75	40yd	1C	-	1 40	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects targets level 55 or lower. Lasts 15 sec.
3	54	100	40yd	1C	-	2 90	Soothes the target beast, reducing the range at which it will attack you by 10 yards. Only affects targets level 70 or lower. Lasts 15 sec.

STARFIRE

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	95	30yd	3.5	-	19	Causes 89 to 109 Arcane damage to the target.
2	24	135	30yd	3.5	-	67	Causes 137 to 167 Arcane damage to the target.
3	34	180	30yd	3.5	-	90	Causes 201 to 241 Arcane damage to the target.
4	42	230	30yd	3.5	-	1 80	Causes 280 to 334 Arcane damage to the target.
5	50	275	30yd	3.5	-	2 40	Causes 362 to 428 Arcane damage to the target.
6	58	315	30yd	3.5	-	3 50	Causes 445 to 525 Arcane damage to the target.

THORNS

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	35	30yd	1C	-	1	Thorns sprout from the friendly target causing 3 Nature damage to attackers when hit. Lasts 10 min.
2	14	60	30yd	1C	-	9	Thorns sprout from the friendly target causing 6 Nature damage to attackers when hit. Lasts 10 min.
3	24	105	30yd	1C	-	53	Thorns sprout from the friendly target causing 9 Nature damage to attackers when hit. Lasts 10 min.
4	34	170	30yd	1C	-	90	Thorns sprout from the friendly target causing 12 Nature damage to attackers when hit. Lasts 10 min.
5	44	240	30yd	1C	-	2 60	Thorns sprout from the friendly target causing 15 Nature damage to attackers when hit. Lasts 10 min.
6	54	320	30yd	1C	-	2 90	Thorns sprout from the friendly target causing 18 Nature damage to attackers when hit. Lasts 10 min.

WRATH

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	35	30yd	1.7	-	1	Causes 25 to 29 nature damage to the target.
2	14	55	30yd	2	-	9	Causes 44 to 52 nature damage to the target.
3	22	70	30yd	2	-	34	Causes 63 to 73 nature damage to the target.
4	30	100	30yd	2	-	55	Causes 101 to 115 nature damage to the target.
5	38	125	30yd	2	-	1 40	Causes 139 to 157 nature damage to the target.
6	46	155	30yd	2	-	1 90	Causes 188 to 210 nature damage to the target.
7	54	180	30yd	2	-	4 60	Causes 236 to 284 nature damage to the target.

FERAL COMBAT

Shapeshift is the core of Druid versatility. This allows all Druids to reach speedier forms of travel (under water and above ground) or to become either a tank or DPS class. Bear Form is gained at Level 10, Aquatic Form at 16, Cat Form is 20, Travel Form at 30, and Dire Bear at Level 40.

AQUATIC FORM (SHAPESHIFT)

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	16	23	-	1C	1.5 sec	10	Shapeshift into aquatic form, increasing swim speed by 50% and allowing the druid to breathe underwater.

BASH

NAME	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	10	10yd	1C	1 min	9	Bashes the target, stunning him for 2 sec.
2	30	10	10yd	1C	1 min	55	Bashes the target, stunning him for 3 sec.
3	46	10	10yd	1C	1 min	1 90	Bashes the target, stunning him for 4 sec.

BEAR FORM (SHAPESHIFT)

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	10	65	-	1C	1.5 sec	10	Shapeshift into a bear, increasing attack power by 30, armor contribution from items by 65%, health by 25, and health gained per point of stamina by 2. Also allows the use of various bear abilities.

CAT FORM (SHAPESHIFT)

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	20	65	-	1C	1.5 sec	10	Shapeshift into cat form, increasing attack power by 40 and allowing the use of various cat abilities.

CHALLENGING ROAR

NAME	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	15	-	1C	10min	54	Bounts all nearby enemies for 6 sec.

CLAW

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	45	10yd	1C	-	10	Claw the enemy, causing 27 additional damage. Awards 1 combo point.
2	28	45	10yd	1C	-	54	Claw the enemy, causing 39 additional damage. Awards 1 combo point.
3	38	45	10yd	1C	-	1 40	Claw the enemy, causing 57 additional damage. Awards 1 combo point.
4	48	45	10yd	1C	-	3 50	Claw the enemy, causing 88 additional damage. Awards 1 combo point.
5	58	45	10yd	1C	-	3 50	Claw the enemy, causing 115 additional damage. Awards 1 combo point.



DRUID

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PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR



COWER

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	20	10yd	1C	-	54 ●	Cower, causing no damage but lowering your threat a small amount, making the enemy less likely to attack you.
2	40	20	10yd	1C	-	1 ● 30 ●	Cower, causing no damage but lowering your threat a medium amount, making the enemy less likely to attack you.
3	52	20	10yd	1C	-	4 ●	Cower, causing no damage but lowering your threat a large amount, making the enemy less likely to attack you.



DASH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	-	-	1C	5min	67 ●	Increases movement speed by 50% for 15 sec.
2	46	-	-	1C	5min	1 ● 90 ●	Increases movement speed by 60% for 15 sec.



DEMORALIZING ROAR

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	10	-	1C	-	3 ●	The druid roars, decreasing nearby enemies' attack power by 30. Lasts 30 sec.
2	20	10	-	1C	-	19 ●	The druid roars, decreasing nearby enemies' attack power by 50. Lasts 30 sec.
3	32	10	-	1C	-	1 ● 10 ●	The druid roars, decreasing nearby enemies' attack power by 65. Lasts 30 sec.
4	42	10	-	1C	-	1 ● 80 ●	The druid roars, decreasing nearby enemies' attack power by 100. Lasts 30 sec.
5	52	10	-	1C	-	4 ●	The druid roars, decreasing nearby enemies' attack power by 130. Lasts 30 sec.



DIRE BEAR FORM (SHAPESHIFT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	40	65	-	1C	1.5sec	1 ● 30 ●	Shapeshift into a dire bear, increasing attack power by 120, armor contribution from items by 125%, health by 525, and health gained per point of stamina by 2. Also allows the use of various bear abilities.



ENRAGE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	12	-	30yd	1C	20sec	8 ●	Generates 20 rage over 10 sec, but significantly reduces armor. The druid is considered in combat for the duration.



GROWL

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	5	10yd	1C	-	3 ●	Adds a small amount of threat to the target.
2	20	5	10yd	1C	-	19 ●	Adds a medium amount of threat to the target.
3	30	5	10yd	1C	-	55 ●	Adds a high amount of threat to the target.
4	40	5	10yd	1C	-	1 ● 30 ●	Adds a very high amount of threat to the target.
5	50	5	10yd	1C	-	2 ● 40 ●	Adds a very high amount of threat to the target.
6	60	5	10yd	1C	-	3 ● 90 ●	Adds a very high amount of threat to the target.



MAUL

RANK	LEVEL	RAGE	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	15	-	Next Melee	-	10 ●	Increases the druid's next attack by 18 damage.
2	18	15	-	Next Melee	-	22 ●	Increases the druid's next attack by 27 damage.
3	26	15	-	Next Melee	-	67 ●	Increases the druid's next attack by 37 damage.
4	34	15	-	Next Melee	-	90 ●	Increases the druid's next attack by 49 damage.
5	42	15	-	Next Melee	-	1 ● 80 ●	Increases the druid's next attack by 71 damage.
6	50	15	-	Next Melee	-	2 ● 40 ●	Increases the druid's next attack by 101 damage.
7	58	15	-	Next Melee	-	3 ● 50 ●	Increases the druid's next attack by 128 damage.



POUNCE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	36	50	10yd	1C	-	1 ● 50 ●	Pounce, stunning the target for 2 sec and causing 90 damage over 18 sec. Must be prowling and behind its target. Awards 1 combo point.
2	46	50	10yd	1C	-	1 ● 90 ●	Pounce, stunning the target for 2 sec and causing 120 damage over 18 sec. Must be prowling and behind its target. Awards 1 combo point.
3	56	50	10yd	1C	-	6 ● 40 ●	Pounce, stunning the target for 2 sec and causing 150 damage over 18 sec. Must be prowling and behind its target. Awards 1 combo point.



PROWL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	-	-	1C	10sec	19 ●	Allows the druid to prow around, but reduces your speed to 60% of normal. Lasts until cancelled.
2	40	-	-	1C	10sec	1 ● 30 ●	Allows the druid to prow around, but reduces your speed to 65% of normal. Lasts until cancelled.
3	60	-	-	1C	10sec	3 ● 90 ●	Allows the druid to prow around, but reduces your speed to 70% of normal. Lasts until cancelled.



RAKE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	40	10yd	1C	-	53 ●	Rake the target for 15 damage and an additional 30 damage over 9 sec. Awards 1 combo point.
2	34	40	10yd	1C	-	90 ●	Rake the target for 22 damage and an additional 45 damage over 9 sec. Awards 1 combo point.
3	44	40	10yd	1C	-	2 ● 50 ●	Rake the target for 34 damage and an additional 60 damage over 9 sec. Awards 1 combo point.
4	55	40	10yd	1C	-	2 ● 90 ●	Rake the target for 46 damage and an additional 75 damage over 9 sec. Awards 1 combo point.



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RAVAGE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	60	10yd	1C	-	1 ● 10 ●	Ravage the target, causing 350% damage plus 147 to the target. Must be prowling and behind the target. Awards 1 combo point.
2	42	60	10yd	1C	-	1 ● 80 ●	Ravage the target, causing 350% damage plus 273 to the target. Must be prowling and behind the target. Awards 1 combo point.
3	50	60	10yd	1C	-	2 ● 40 ●	Ravage the target, causing 350% damage plus 217 to the target. Must be prowling and behind the target. Awards 1 combo point.
4	58	60	10yd	1C	-	3 ● 50 ●	Ravage the target, causing 350% damage plus 343 to the target. Must be prowling and behind the target. Awards 1 combo point.

RIP

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	30	10yd	1C	-	19 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 42 damage over 12 sec. 2 points: 66 damage over 12 sec. 3 points: 90 damage over 12 sec. 4 points: 114 damage over 12 sec. 5 points: 138 damage over 12 sec.
2	28	30	10yd	1C	-	54 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 60 damage over 12 sec. 2 points: 96 damage over 12 sec. 3 points: 132 damage over 12 sec. 4 points: 168 damage over 12 sec. 5 points: 204 damage over 12 sec.
3	36	30	10yd	1C	-	54 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 84 damage over 12 sec. 2 points: 132 damage over 12 sec. 3 points: 180 damage over 12 sec. 4 points: 228 damage over 12 sec. 5 points: 276 damage over 12 sec.
4	44	30	10yd	1C	-	1 ● 50 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 120 damage over 12 sec. 2 points: 186 damage over 12 sec. 3 points: 228 damage over 12 sec. 4 points: 318 damage over 12 sec. 5 points: 384 damage over 12 sec.
5	52	30	10yd	1C	-	2 ● 50 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 162 damage over 12 sec. 2 points: 252 damage over 12 sec. 3 points: 342 damage over 12 sec. 4 points: 432 damage over 12 sec. 5 points: 522 damage over 12 sec.
6	60	30	10yd	1C	-	3 ● 90 ●	Finishing move that causes damage over time. Damage increases per combo point: 1 point: 228 damage over 12 sec. 2 points: 354 damage over 12 sec. 3 points: 480 damage over 12 sec. 4 points: 606 damage over 12 sec. 5 points: 732 damage over 12 sec.

SHRED

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	60	10yd	1C	-	34 ●	Shred the target, causing 225% damage plus 54 to the target. Must be behind the target. Awards 1 combo point.
2	30	60	10yd	1C	-	55 ●	Shred the target, causing 225% damage plus 72 to the target. Must be behind the target. Awards 1 combo point.
3	38	60	10yd	1C	-	1 ● 90 ●	Shred the target, causing 225% damage plus 99 to the target. Must be behind the target. Awards 1 combo point.
4	46	60	10yd	1C	-	1 ● 90 ●	Shred the target, causing 225% damage plus 144 to the target. Must be behind the target. Awards 1 combo point.
5	54	60	10yd	1C	-	2 ● 90 ●	Shred the target, causing 225% damage plus 180 to the target. Must be behind the target. Awards 1 combo point.

SWIPE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	20	10yd	1C	4sec	18 ●	Swipe 3 nearby enemies, inflicting 18 damage.
2	24	20	10yd	1C	4sec	53 ●	Swipe 3 nearby enemies, inflicting 25 damage.
3	34	20	10yd	1C	4sec	90 ●	Swipe 3 nearby enemies, inflicting 36 damage.
4	44	20	10yd	1C	4sec	2 ● 60 ●	Swipe 3 nearby enemies, inflicting 60 damage.
5	54	20	10yd	1C	4sec	2 ● 90 ●	Swipe 3 nearby enemies, inflicting 83 damage.

TIGER'S FURY

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	30	-	1C	-	53 ●	Increases damage done by 10 for 4 sec.
2	26	30	-	1C	-	1 ● 50 ●	Increases damage done by 20 for 4 sec.
3	48	30	-	1C	-	3 ● 10 ●	Increases damage done by 30 for 4 sec.
4	60	30	-	1C	-	3 ● 90 ●	Increases damage done by 40 for 4 sec.

TRACK HUMANOID

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	32	-	-	1C	-	1 ● 10 ●	Shows the location of all nearby humanoids on the minimap. Only one type of thing can be tracked at a time.

TRAVEL FORM (SHAPESHIFT)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30	23	-	1C	1.5sec	10 ●	Transforms the druid into a travel form, increasing movement speed by 40%.

RESTORATION

Through Restoration, Druids are able to heal themselves and their allies. Though left without the ability to raise others from the dead, Druids make a huge difference as secondary healers in groups.

ABOLISH POISON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	26	100	30yd	1C	-	67 ●	Attempts to cure 1 poison effect on the target, and 1 more poison effect every 2 seconds for 8 sec.



CURE POISON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	14	40	30yd	1C	-	9	Cures 1 poison effect on the target.



HEALING TOUCH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT	
2	8	60	40yd	2sec	-	2	Heals a friendly target for 88 to 112.	
3	14	120	40yd	2.5sec	-	9	Heals a friendly target for 195 to 243.	
4	20	205	40yd	3	-	19	Heals a friendly target for 363 to 445.	
5	26	300	40yd	3.5	-	67	Heals a friendly target for 572 to 694.	
6	32	370	40yd	3.5	-	1	10	Heals a friendly target for 742 to 894.
7	38	445	40yd	3.5	-	1	40	Heals a friendly target for 936 to 1120.
8	44	545	40yd	3.5	-	2	60	Heals a friendly target for 1199 to 1427.
9	50	660	40yd	3.5	-	2	40	Heals a friendly target for 1516 to 1796.
10	56	790	40yd	3.5	-	6	40	Heals a friendly target for 1890 to 2230.



MARK OF THE WILD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT	
1	1	20	30yd	1C	-	10	Increases the friendly target's armor by 25 for 30 min.	
2	10	50	30yd	1C	-	3	Increases the friendly target's armor by 65 and all attributes by 2 for 30 min.	
3	20	100	30yd	1C	-	19	Increases the friendly target's armor by 142 and all attributes by 5 for 30 min.	
4	30	160	30yd	1C	-	55	Increases the friendly target's armor by 150, all attributes by 6 and all resistances by 15 for 30 min.	
5	40	240	30yd	1C	-	1	30	Increases the friendly target's armor by 195, all attributes by 8 and all resistances by 20 for 30 min.
6	50	340	30yd	1C	-	2	40	Increases the friendly target's armor by 240, all attributes by 10 and all resistances by 25 for 30 min.
7	60	445	30yd	1C	-	3	90	Increases the friendly target's armor by 285, all attributes by 12 and all resistances by 30 for 30 min.



REGROWTH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT	
1	12	120	40yd	2sec	-	8	Heals a friendly target for 84 to 98 and another 98 over 21 sec.	
2	18	205	40yd	2sec	-	22	Heals a friendly target for 164 to 188 and another 175 over 21 sec.	
3	24	280	40yd	2sec	-	53	Heals a friendly target for 240 to 274 and another 259 over 21 sec.	
4	30	350	40yd	2sec	-	55	Heals a friendly target for 318 to 360 and another 343 over 21 sec.	
5	36	420	40yd	2sec	-	1	50	Heals a friendly target for 405 to 457 and another 427 over 21 sec.
6	42	510	40yd	2sec	-	1	80	Heals a friendly target for 511 to 575 and another 546 over 21 sec.
7	48	615	40yd	2sec	-	3	10	Heals a friendly target for 646 to 724 and another 686 over 21 sec.
8	54	740	40yd	2sec	-	2	90	Heals a friendly target for 809 to 905 and another 861 over 21 sec.
9	60	880	40yd	2sec	-	3	90	Heals a friendly target for 1003 to 1119 and another 1064 over 21 sec.



REJUVENATION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT	
1	4	25	40yd	1C	-	80	Heals the target for 32 over 12 sec.	
2	10	40	40yd	1C	-	3	Heals the target for 56 over 12 sec.	
3	16	75	40yd	1C	-	18	Heals the target for 116 over 12 sec.	
4	22	105	40yd	1C	-	34	Heals the target for 180 over 12 sec.	
5	28	135	40yd	1C	-	54	Heals the target for 244 over 12 sec.	
6	34	160	40yd	1C	-	90	Heals the target for 304 over 12 sec.	
7	40	195	40yd	1C	-	1	30	Heals the target for 388 over 12 sec.
8	46	235	40yd	1C	-	1	90	Heals the target for 488 over 12 sec.
9	52	280	40yd	1C	-	4	Heals the target for 608 over 12 sec.	
10	58	335	40yd	1C	-	3	50	Heals the target for 756 over 12 sec.



REMOVE CURSE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	60	30yd	1C	-	34	Dispels 1 curse from the target.



TRANQUILITY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	500	-	1C	10min	55 @	Regenerates all nearby group members for 94 every 2 seconds for 10 sec. Druids must channel to maintain the spell.
2	40	675	-	1C	10min	1 30 @	Regenerates all nearby group members for 138 every 2 seconds for 10 sec. Druids must channel to maintain the spell.
3	50	925	-	1C	10min	2 40 @	Regenerates all nearby group members for 205 every 2 seconds for 10 sec. Druids must channel to maintain the spell.
4	60	1235	-	1C	10min	3 90 @	Regenerates all nearby group members for 294 every 2 seconds for 10 sec. Druids must channel to maintain the spell.

TALENTS

Druid Talents take the class far and wide, enabling the character to become a deft caster, a master of their Shifting forms, or a quality healer. The Balanced line offers nu of the mystic improvements, raising the attack damage, efficiency, and critical potential of Druid combat spells. Feral Combat brings the Druid's Cat and Bear forms ch in-line with Rogues and Warriors, respectively, making the class far more effective at DPS work and Tanking. Finally, the Restoration line aids healing spells with decou Threat, improved efficiency, and some interruption avoidance. Restoration also has some supplementary additions to the Druid's Shifting Forms.



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BALANCED

Talent Name	Ranks	Prerequisites	Effects
Improved Wrath	5	None	Reduces the cast time of your Wrath spell by 1 second (Per Rank)
Nature's Grasp	1	None	Adds an instant ability the Gives You a 25% Chance to Root Males Attackers
Improved Nature's Grasp	4	1 Point in Nature's Grasp	Increases Chance for Nature's Grasp to Root Attackers by 15% - Progression: 15%/20%/45%/65%
Improved Entangling Roots	3	5 Points in Balance	Gives you a 40% chance to avoid interruption (by damage) when casting Entangling Roots - Progression: 40%/70%/100%
Improved Moonfire	5	5 Points in Balance	Increases damage and chance to critical w/ Moonfire by 3% (Per Rank)
Nature's Reach	2	5 Points in Balance	Increases the range of Wrath, Entangling Roots, Foe's Fire, Moonfire, and Starfire by 10% (Per Rank)
Selfishling	3	5 Points in Balance	Reduces the cooldown on non-Shapechanging spells by 5 seconds (Per Rank) after returning to caster form
Improved Starfire	5	10 Points in Balance	Adds a 3% chance (Per Rank) for a 3 second stun to Starfire
Omen of Clarity	1	10 Points in Balance	Adds an instant ability to buff your weapon (each hit you land gives a chance to gain Cleaving)
Improved Thorns	5	15 Points in Balance	Adds a 5% chance (Per Rank) to Thorns to cause an additional 100% damage
Moonflow	5	5 Points in Improved Moonfire, 15 Points in Balance	Reduces the Mana cost of Moonfire and Starfire by 2% (Per Rank)
Moonfury	5	20 Points in Balance	Increases the damage done by Starfire and Moonfire by 2% (Per Rank)
Nature's Grace	1	20 Points in Balance	Critical strikes w/ Wrath, Starfire, and Moonfire add buff that reduces Regrowth/Healing Touch casting time by one second (lasts one spell)
Weapon Balance	5	1 Point in Omen of Clarity, 20 Points in Balance	Increases the damage done with melee weapons by 2% (Per Rank)
Vengeance	5	25 Points in Balance	Increases critical damage of Starfire, Moonfire, and Wrath by 20% (Per Rank)
Nature's	1	30 Points in Balance	Adds an instant ability to summon a storm that deals 53 Nature Damage each second (for ten seconds) and slows enemy attacks by 20%

FERAL COMBAT

Talent Name	Ranks	Prerequisites	Effects
Ferocity	5	None	Reduces the cost of Maul, Swipe, Claw, and Rake by one Rage/Energy (Per Rank)
Improved Demoralizing Roar	5	None	Increases the Attack Power debuff of Demoralizing Roar by 5% (Per Rank)
Improved Bash	2	5 Points in Feral Combat	Increases the stun duration of Bash by .5 seconds (Per Rank)
Sharpened Claws	5	5 Points in Feral Combat	Increases for critical strike chance by 1% (Per Rank) (Burst and Cat Form Only)
Improved Primal	5	10 Points in Feral Combat	Increases growling speed by 3% (Per Rank)
Feral Charge	1	10 Points in Feral Combat	Adds an instant ability to charge and stun enemies for one second, interrupting spells for five seconds
Blood Frenzy	5	5 Points in Sharpened Claws, 10 Points in Feral Combat	Cat Form critical strikes that add combo points by a 20% chance (Per Rank) to add a free combo point
Primal Fury	5	5 Points in Sharpened Claws, 10 Points in Feral Combat	Give 20% chance (Per Rank) to gain five Rage during Grit Strike (Bear Form)
Improved Shred	2	15 Points in Feral Combat	Reduces the Energy cost of Shred by 5 (Per Rank)
Predatory Strikes	5	15 Points in Feral Combat	Increases the Attack Power boost from Cat Form ability by 4% (Per Rank)
Foe's Fire (Bear)	1	15 Points in Balance	Adds the ability to cast Foe's Fire in Bear Form
Foe's Fire (Cat)	1	15 Points in Balance	Adds the ability to cast Foe's Fire in Cat Form
Thick Hide	5	20 Points in Feral Combat	Increases Armor (gained by items) by 2% (Per Rank) in Bear Form
Feline Swiftness	1	20 Points in Feral Combat	Improves outdoor movement speed by 30% in Cat Form
Strength of the Wild	4	5 Points in Predatory Strikes, 25 Points in Feral Combat	Increases your Strength in Bear and Cat Form by 2% (Per Rank)
Improved Ravage	2	25 Points in Feral Combat	Increases chance for Ravage to critically strike by 5% (Per Rank)
Primal Instinct	1	30 Points in Feral Combat	Reduces the Mana cost of Shapechanging abilities by 25%
Improved Pounce	2	30 Points in Feral Combat	Adds a 50% chance (Per Rank) for Pounce to add a free combo point

RESTORATION

Talent Name	Ranks	Prerequisites	Effects
Improved Mark of the Wild	5	None	Increases the Effects of Mark of the Wild by 7% (Per Rank)
Fury	5	None	Gives you a 20% chance (Per Rank) to gain 10 Rage when Shifting into Bear Form
Nature's Focus	5	5 Points in Restoration	Adds a 20% chance (Per Rank) to avoid interruption (by damage) when casting Healing Touch/Regrowth
Improved Healing Touch	5	5 Points in Restoration	Reduces the Mana cost of Healing Touch by 4% (Per Rank)
Improved Enrage	2	5 Points in Fury, 5 Points in Restoration	Reduces the Armor penalty and required time for Enrage to generate Rage (Reduced by 2 seconds Per Rank)
Combat Endurance	5	10 Points in Restoration	Allows 2% (Per Rank) of Health regeneration to work during combat
Gift of Nature	1	10 Points in Restoration	Improves the effect of Healing Touch, Regeneration, Regrowth, and Tranquility by 5%
Intensity	5	10 Points in Restoration	Adds a 20% chance (Per Rank) to gain 20 Energy when Shifting into Cat Form
Reflection	5	15 Points in Restoration	Increases Mana regeneration by 2% (Per Rank)
Improved Regeneration	5	15 Points in Restoration	Increases the effect of your Regeneration spells by 3% (Per Rank)
Nature's Swiftness	1	5 Points in Nature's Focus, 20 Points in Restoration	Adds an instant ability that makes your next Nature spell cast instantly
Safety	5	1 Point in Gift of Nature, 20 Points in Restoration	Reduces threat accrued while Healing by 4% (Per Rank)
Improved Tranquility	2	20 Points in Restoration	Adds a 40% chance (Per Rank) to avoid interruption (by damage) while casting Tranquility
Improved Regrowth	5	25 Points in Restoration	Increases the chance to critical with Regrowth by 10% (Per Rank)
Innovate	1	5 Points in Reflection, 30 Points in Restoration	Adds an instant ability with a six minute cooldown that allows 100% of mana regeneration during casting for 20 seconds

Playing a Druid varies greatly from area to area, group to group, and even from moment to moment. Because so much can be done to change the dynamic of a Druid in battle, it takes considerable practice to master all facets of this class. Once done, a Druid can seamlessly switch between the major roles of group members, taking over for anyone who falls short during a fight.

First off, be sure to have your keys bound so that Shapeshifting between forms is fast and easy. Using Control + the Function Keys is somewhat standard, but placing the keys beneath the numbers or anywhere close to your hand's natural placement is sensible.

COMBAT IN CASTER FORM

A simple fight for a Druid comes down to throwing some damage at range (Starfire or Wrath), then hitting the target with Moonfire and Faerie Fire during their approach. Crush enemies in melee combat while regenerating mana and head off to the next kill when everything is done. This is a Balanced Druid's approach to fighting, and it's perfectly effective against a wide range of monsters.

Starfire is a great spell for maintaining efficient damage, and its maximum damage dealt is solid for a given level (compared to Wrath). What Wrath offers is the ability to dump a fair amount of mana into a target over a short period, because of its brief casting time, a Druid can spam Wrath into one or even multiple targets.

As for Healing, notice that HoTs are more expensive in terms of mana per hit points restored, though Regrowth has a fairly short casting time. Rejuvenation heals far less, but is an instant cast and has a trivial cost; because this spell only causes a short break in mana regeneration, it's quite useful to slap on while entering melee.

Healing Touch is the spell to spam when your group needs consistent and efficient healing. This spell is effective at bringing back decent amounts of life in large battles. If things start to get so bad that a primary healer is losing the fight against multiple wounds, use Tranquility to help everyone get back on their feet and prepare to deal with some aggro. This group heal is best during the later stages of a difficult fight, when everyone has grabbed their share of aggro; finish off any target that is on you and get in the clear so your Channeling won't be interrupted.

If Balance is your primary Talent line, having Hurricane can be a huge good to Caster Form tactics. If multiple enemies are inbound against your group, it's powerful to be able to deal damage against them and reduce their attack speed.

When outdoors and in need of extra mana, it's possible to use Entangling Roots against enemies and move out of their attack range. While you begin regaining mana, they continue to take damage. This is a good way to handle adds: slap them with Entangling Roots and back away until they cannot contribute to the fight with any melee or ranged attacks. Handled correctly, this becomes a very substantial method of outdoor crowd control.

Before going into your alternate Forms, using any spells, potions, or items that are needed in future combat (these things aren't usable once in an Animal Form, but the effects transfer when you Shift). So, drink potions for Strength, Armor, etc. before going down on all fours.



CAT FORM

Use Cat Form as a way to solo or add DPS to a group. Druids deal very high damage in Cat Form, especially in specced in Feral Combat. The best trick with this is to lean on the DPS for several kills, until health begins to get low, then switch to using Caster Form for some healing magic. Restore any buffs, Shapeshift back into a Cat, then repeat the process.

In groups, the Cat offers high damage by harping on back attacks (Shred). While there is a high-level or generally skilled tank holding aggro, this is a good choice for assisting the group's kill rate. It's easy to do more damage over time as a Cat than you can in Caster Form, and all of that mana you build up is perfect for going into a healing frenzy (between battles or when the group is in a pinch). It's hard not to fall in love with the Cat for this reason; Druids are constantly adding to the group without sacrificing healing potential or damage.

At Level 32, Druids in Cat Form can use their Track Humanoid ability. This is a great ability that's not available to other classes. As such, Druids have a few perks in PvE and PvP combat. When trying to avoid or hunt down PvP opponents, this ability dramatically improves your group's chance at gaining the initiative. Attacking your enemies are already engaged, distracted, or just looking the wrong way can be enough to overwhelm superior numbers and levels.



BEAR FORM

The Bear Form isn't needed as often as the Cat because there are so many Warriors out in the world. Yet, the group you choose may have Battle Stance Warriors or only Paladins for doing the tank work, and they may need a bit of help. Bear Form is decent for Taunting, solid for surviving damage, and can certainly make it worth a group's time to include you in their exploits. As with the Cat Form, save mana for important times and switch back to Caster for bursts of activity.

If Bear Form is often needed in the groups you enjoy, invest in as high an Armor Rating as you can reach. Take Talents such as Thick Hide, use Defense Potions, and emulate as much of a Warrior's mentality as you can.

Read through the class description for Warriors to gain better ideas for Taunting, selecting the right targets to gather aggro, and so forth.



HUNTER

Hunters view nature as a force with which to ally. They spend much of their time with an animal companion. The bond that forms between the two is rather strong. To attack either is to bring down the wrath of both. With powerful attacks in melee and at range, and a friend willing to put its life on the line at your command, the Hunter makes a potent addition to any group.



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

A HUNTER PROWLs

There were too many in the camp for us to charge. The Scarlet Crusade wasn't stupid either; none would venture out of the camp alone. We decided to try and get a smaller group to come to us. Denegar, our Dwarfven Warrior, volunteered to "ask if they had a cup and sugar and run back." Denegar had the heaviest armor of all of us, and we were still unsure if even he could survive the trip back with enemies at his back. I decided that I would do it.

I string my bow and moved a bit closer. I took aim and waited until I had a good shot. I hit the fanatic in the shoulder. As any halfwit would do, the man called to his friends before running toward me. I made a quick retreat back to the others. As the enemy made their charge, I shot my target in the leg. Now there were only two in the initial attack. Denegar made his optimum clear by swinging his two-handed axe above his head and bringing it down against the enemy's shield. It wasn't a hit, but the message was clear. Denegar was not to be ignored. As the Warriors closed in on Denegar, I pulled back and began peppering them with arrows. Their armor was as good as Denegar's. This wasn't to be a fast fight.

After several minutes, the group had brought the first of the two enemies down and switched to the second. I was taking aim when something moved on the edge of my vision. I dodged aside as a sword cut through the air I had occupied only a moment before. There was a Scarlet Warrior with two arrows in him and a very unhappy look on his face standing between me and the rest of the group. I had a bow in one hand, and an arrow in the other. The fanatic let a smile form on his face as he began advancing. That was long enough. Talon, my wolf companion and best friend, sank his teeth into the man's arm and nearly dug him to the ground. With his attention on Talon, I dropped my bow and arrow and unsling my two axes. With both of us attacking, the man couldn't fight effectively against either of us. After a few moments both Talon and I were sporting several wounds and our target was still standing. A look of horror crossed his face as a ball of fire slammed into his chest. This was followed by a scream of Dwarfven rage and the arrival of the rest of the group. The Priest made quick work to restore the vigor Talon and I had lost through the fight. It had gone from two against one to six against one! The odds weren't in the Scarlet Crusader's favor.



INTRODUCTION TO PLAYING THE HUNTER

Hunters have a certain mystique about them. The idea of fighting along side a life-sized hand can be very appealing. The Hunter's strength is derived from combining the abilities of the Hunter with those of a pet. While this gives Hunters more choices than many classes, it takes practice and experimenting to find what works best in each situation.

Wrong, the Hunter is hard to beat. With high-damage attacks, movement-hindering abilities, and a pet to bite at the heels of attackers, fighting a Hunter at range is as good as being at the mercy of the Hunter. The movement hindering abilities allow the Hunter to bring targets to a group in a more organized and less stressful fashion.

Along with Leather armor and progressing to Mail at Level 40, Hunters aren't fragile. Combine this with dual-wield or a two-handed weapon, and a pet, and you're almost as dangerous in melee as they are at range.

Hunters gain enough hit points to survive the attention of monsters for a short time. However, a long, drawn-out fight is something to be avoided as Hunters can't take nearly the hits Warriors can. Here is where the bond between Hunter and pet becomes so clear. Your companion is willing to do anything you ask. This includes keeping the attention of an enemy while you stay at long range and calmly fire away or sit on its back hacking away.

Keeping you and your party safe is something your pet is happy to do. Keeping your pet safe is what Hunters do in return for the boundless loyalty you receive.



RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPRINT
Elf	22	19	24	19	20
High Elf	17	28	20	20	21
Elf	23	20	23	17	24
Human	23	18	23	15	23
Troll	21	25	22	16	22

ATTRIBUTES APPLIED

Strength	Partially Increases Damage Done in Melee
Stamina	Higher Hit Points
Agility	Raises Chance to Get a Critical Hit, Dodge, and Increases Damage Done at Range and in Melee
Intellect	Faster Rate for Gaining Weapon Skills and Higher Mana
Spirit	Improves Hit Point and Mana Recovery

ITEMS AND EQUIPMENT

Properly equipped, a Hunter can function both in melee and at range. This flexibility gives you the choice where to fight. Many Hunters choose to fight at range when possible as many of their abilities are dependant upon using our Bow (or Gun).

A Bow (or Gun) is your primary form of damage at range. As such, it must be kept up-to-date. This includes ammunition. Different types of arrows and shot give different DPS bonuses. Always use the highest level ammunition available. Finding a weapon that does high DPS and has Agility bonuses is even better as Agility affects ranged damage.

Food is fairly important to a Hunter—it's for your pet! Keeping pets fed and happy is as important as almost any equipment you could possibly buy. Hunters should restock their food supply before heading out of town. Be sure to know which foods you create likes as well, since each race has different needs.

Bags and ammunition containers are fairly important. Quivers and Ammo Pouches give bonuses to firing speed. They can only hold Arrows or Shot and take a bag slot. This means that where most classes have one backpack and four bags, you have one backpack, three bags, and an ammunition container. Keep in mind that Hunters carry more food than many others (you're feeding two after all). So, Hunters have far less room than many characters, and even less if Skinning is one of your professions.

Any non-armor equipment should be used to increase stats. The foremost is Agility. Agility heightens your critical hit chance, which is useful in both melee and ranged combat. It also increases damage in ranged combat and increases your dodge rate and some damage in melee.



KEEPING A PET

Since a pet is the second half of your character, having a fully trained and leveled pet is very important. Find a pet you enjoy having that is the same level as you. Having a friend to help can make this less dangerous as taming cannot be interrupted and can fail. Your partner should do nothing besides distract the creature unless the taming fails, at which time you'll need help killing the unfriendly beast.

Once the pet has agreed to become your friend, help the bond flourish by feeding it. Feeding raises a pet's happiness level. This level affects how much damage a pet does in combat, so it shouldn't be overlooked.

PETS NEVER STOP EATING

Your pet needs to be fed constantly. Watch its happiness icon. Feed it whenever its Happiness Level falls. This ensures maximum damage!

Happiness level affects your pet's loyalty level, which in turn affects how many training points your pet has.

PET HAPPINESS

PET HAPPINESS LEVEL	EFFECT
Happy	125% of normal damage, gaining loyalty
Content	100% of normal damage, gaining loyalty
Unhappy	75% of normal damage, losing loyalty

LIONS, TIGERS, AND BEARS

There are many beasts in the world. Finding the one that is right for you might take a while and may even change several times. It takes quite some time for pets to be bonded to their master, so avoid changing pets too often.

Not every beast can use all the abilities you teach. Some body-types are inadequate for performing certain attacks. Trying to teach a Crab to Bite is a noble effort, but doesn't have the mouth to do any damage.

Different beasts also have different diets. Bears and Nightsabres have no qualms about eating almost any meat you give them. Striders and Owls are a bit picky about their food. Your pet's diet is listed in the Pet Details screen.

EXCHANGING SKILLS

Training has two facets. Hunters teach pets abilities and learn abilities from their pets. Many pets naturally have abilities. Learn these by watching your pet perform. This usually takes a short while before you gain the ability in the Beast Training menu. Once you know the ability, it's possible to teach the ability to any pet you acquire (with the aforementioned restrictions).

It's essential to tame pets beyond your primary beast for gaining extra abilities. Keep up with abilities, you have to constantly tame higher-level beasts, learn their abilities, and teach them to your pet. A creature without abilities is like a Hunter without a pet.

CHOOSING YOUR PROFESSION

Crafting your own armor is a solid choice. Skinning and Leatherworking keep you from being out of date with armor as you can keep low-level items replaced with higher-level items. If you skin everything you can, you'll also have leather left over for friends or to sell at the Auction House.

For a Gun Hunter, Engineering is another choice (also paired with Mining). Being able to craft your own gun helps keep your second most important item (your gun) being most important up-to-date. Engineering also allows you to craft your own bullets. This can save you a great deal of money throughout your career. Having Bombs and some of the gadgets that Engineering gives you offers even more options during combat.

The secondary trades of Fishing and Cooking should not be taken for granted. With as much food as pets eat (they eat far more than Hunters), having a cost-effective supply can be invaluable. A side benefit is that you also gain higher-quality food, for when it is needed.



CLASS ABILITIES

Hunters, like casters, use Mana for their special attacks. These abilities either use extra Damage, hinder the enemy's abilities, protect the Hunter, or help the Hunter. Pet Mana can be raised by items and recovers fastest when you are out of combat.



Hunters and their pets both get abilities. The tables below reflect both types of abilities.



KEEPING YOUR ABILITIES ORGANIZED

The Hunter gets a great number of abilities; they have abilities in ranged combat, melee combat, and pet abilities. Organizing these abilities in the quickbars makes it easier to change between ranged combat and melee combat.

Pets have their own quickbar and ranged abilities should be on another quickbar. Melee abilities should be on yet a separate quickbar with Aspects. Having abilities that affect your pet (Feeding, Taming, etc.) on another quickbar keeps everything organized and easy to find.

Setting up your quickbars as you level in this way keeps them relatively static for the rest of your career keeps you from having to relearn which hotkeys are for which abilities.

ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Aspect of the Hawk	N/A	1	Ranged Combat	Ranger Strike	5	27	Combination
Aspect of the Hawk	N/A	1	Combination	Serpent Sting	2	32	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Stomping	1	34	Combination
Aspect of the Hawk	N/A	1	Ranged Combat	Explosive Trap	1	34	Combination
Aspect of the Hawk	N/A	1	Ranged Combat	Serpent Sting	5	34	Ranged Combat
Aspect of the Hawk	N/A	1	Ranged Combat	Acres Shot	2	36	Ranged Combat
Aspect of the Hawk	N/A	1	Ranged Combat	Immolation Trap	3	36	Combination
Aspect of the Hawk	N/A	1	Combination	Meat Pot	3	36	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Viper Sting	1	36	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Aspect of the Hawk	4	38	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Wing Clip	3	38	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Aspect of the Hawk	N/A	42	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Concussive Shot	4	42	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Freezing Trap	2	42	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Hunter's Mark	3	42	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Snarl	N/A	42	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Ranger Strike	6	42	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Snarl	1	42	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Multi Shot	3	42	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Serpent Sting	3	42	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Serpent Sting	6	42	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Acres Shot	4	44	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Explosive Trap	2	44	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Meat Pot	4	44	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Bleeding Bite	3	44	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Immolation Trap	4	46	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Concussive Shot	3	46	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Viper Sting	3	46	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Aspect of the Hawk	5	48	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Stomping	5	48	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Ranger Strike	7	48	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Concussive Shot	5	50	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Serpent Sting	7	50	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Wing Clip	2	50	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Acres Shot	7	52	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Meat Pot	6	52	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Aspect of the Hawk	6	52	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Explosive Trap	3	54	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Multi Shot	4	54	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Immolation Trap	5	54	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Ranger Strike	8	54	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Serpent Sting	3	56	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Aspect of the Hawk	6	58	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Hunter's Mark	4	58	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Bleeding Bite	4	58	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Serpent Sting	8	58	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Wing Clip	3	58	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Acres Shot	8	60	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Concussive Shot	4	60	Ranged Combat
Aspect of the Hawk	N/A	1	Beast Mastery	Freezing Trap	3	60	Combination
Aspect of the Hawk	N/A	1	Beast Mastery	Meat Pot	7	60	Beast Mastery
Aspect of the Hawk	N/A	1	Beast Mastery	Wing Clip	3	60	Combination

BEAST MASTERY

This line controls your abilities that modify you, your group, and your pets. Aspects control the various attribute bonuses that you receive, and only one of these can be active at the same time. Other abilities in this line serve to gather pets, control the behavior of beasts, and protect them while under your care.

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Aspect of the Beast	N/A	20	50		1C		80 @	The hunter takes on the aspects of a beast, sharing any detection abilities with her pet, becoming untrackable and able to track beasts.

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Aspect of the Cheetah	N/A	20	40		1C		29 @	The hunter takes on the aspects of the cheetah, increasing movement speed by 20%. If the hunter takes damage, he will be dozed for 4 sec. Only one Aspect can be active at a time.

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Aspect of the Hawk	1	10	20		1C		3 @	The hunter takes on the aspects of the hawk, increasing Ranged Attack Power by 20. Only one Aspect can be active at a time.
Aspect of the Hawk	2	18	35		1C		29 @	The hunter takes on the aspects of a hawk, increasing Ranged Attack Power by 35. Only one Aspect can be active at a time.
Aspect of the Hawk	3	28	50		1C		81 @	The hunter takes on the aspects of the hawk, increasing Ranged Attack Power by 50. Only one Aspect can be active at a time.
Aspect of the Hawk	4	38	70		1C		2 @ 30 @	The hunter takes on the aspects of a hawk, increasing Ranged Attack Power by 70. Only one Aspect can be active at a time.
Aspect of the Hawk	5	48	90		1C		4 @ 20 @	The hunter takes on the aspects of a hawk, increasing Ranged Attack Power by 90. Only one aspect can be active at a time.
Aspect of the Hawk	6	58	110		1C		5 @ 30 @	The hunter takes on the aspects of a hawk, increasing Ranged Attack powers by 110. Only one Aspect can be active at a time.


ASPECT OF THE MONKEY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	4	20		1C		50	The hunter takes on the aspects of a monkey, increasing chance to dodge by 8%. Only one aspect can be active at a time.


ASPECT OF THE PACK

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	40	100		1C		1 60	The hunter and her group take on the aspects of a pack of cheetahs, increasing movement speed by 20%. If a pack member takes damage, they will be dazed for 4 sec. Only one Aspect can be active at a time.


BEAST LORE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	24	40	40 yd	1C		71	Gather information about the target beast. The tooltip will display damage, health, armor, any special resistors and diet.


BEAST TRAINING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	10					10	Let's the Hunter train his pet with various abilities that he has learned.


EAGLE EYE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	14	25	50000 yd	1C		12	Zooms in the Hunter's vision.


EYES OF THE BEAST

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	14	20	40 yd	3 sec		12	Take direct control of your pet and see through its eyes for 1 min.


FEED PET

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	10		10 yd	1C		3	Feed your pet the selected item. Feeding your pet increases happiness. Using food close to the Pet's level will have a better result.


GLIMPSE OF INSTINCTS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	24	50		1C		71	Share your pet's senses, gaining any detection or tracking abilities for 30 sec.


MEND PET

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	50	20 yd	1C		8	Heals your pet 20 health every second while you focus. Lasts 5 sec.
2	20	90	20 yd	1C		29	Heals your pet 38 health every second while you focus. Lasts 5 sec.
3	28	155	20 yd	1C		81	Heals your pet 48 health every second while you focus. Lasts 5 sec.
3	36	225	20 yd	1C		1 50	Heals your pet 103 health every second while you focus. Lasts 5 sec.
4	44	300	20 yd	1C		7 50	Heals your pet 142 health every second while you focus. Lasts 5 sec.
6	52	385	20 yd	1C		5 30	Heals your pet 189 health every second while you focus. Lasts 5 sec.
7	60	480	20 yd	1C		4 70	Heals your pet 245 health every second while you focus. Lasts 5 sec.


REVIVE PET

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	10	499		10 sec		3	Revive your pet, returning it to life with 15% of its health.


SCARE BEAST

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	35	10 yd	1.5 sec	30 sec	12	Scares a beast, causing it to run in fear for up to 10 sec. Damage caused may interrupt the effect. Only one beast can be feared at a time.
2	30	50	10 yd	1.5 sec	30 sec	80	Scares a beast, causing it to run in fear for up to 15 sec. Damage caused may interrupt the effect. Only one beast can be feared at a time.
3	46	75	10 yd	1.5 sec	30 sec	3 70	Scares a beast, causing it to run in fear for up to 20 sec. Damage caused may interrupt the effect. Only one beast can be feared at a time.


TAME BEAST

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	10	299	30 yd	1C		3	Begins taming a beast to be your companion. Your armor is greatly reduced while you focus on taming the beast for 20sec. If you lose the beast's attention for any reason, the taming process will fail. Once tamed, the beast will be very unhappy and disloyal. Try feeding the pet immediately to make it happy.

OUTDOORSMANSHIP

Outdoorsmanship covers the traps and other tricks that Hunters use to disable and thwart enemies.



- DRUID
- HUNTER
- MAGE
- PALADIN
- PRIEST
- ROGUE
- SHAMAN
- WARRLOCK
- WARRIOR

DISENGAGE							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
1	20	50	10 yd	1C		29	Attempts to disengage from the target, reducing threat. Cancels combat.
2	34	100	10 yd	1C		1 80	Attempts to disengage from the target, reducing threat. Cancels combat. More effective than Disengage (Rank 1)
3	48	150	10 yd	1C		4 20	Attempts to disengage from the target, reducing threat. Cancels combat. More effective than Disengage (Rank 2)

DUAL WIELD							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
N/A	20					23	Allows one-hand and off-hand weapons to be equipped in the off-hand.

EXPLOSIVE TRAP							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
1	34	275		1C	15 sec	1 80	Place a fire trap that explodes when an enemy approaches, causing 100 to 130 fire damage and burning all enemies for 150 additional fire damage over 20 sec to all within 10 yards. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
2	44	395		1C	15 sec	2 50	Place a fire trap that explodes when an enemy approaches causing 139 to 187 fire damage and burning all enemies for 240 additional fire damage over 20 sec to all within 10 yards. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
3	54	520		1C	15 sec	5 80	Place a fire trap that explodes when an enemy approaches causing 201 to 257 fire damage and burning all enemies for 330 additional fire damage over 20 sec to all within 10 yards. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.

FEIGN DEATH							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
N/A	30	80		1C	10 min	80	Feign death which may trick enemies into ignoring you. Lasts up to 5 min, but resurrection penalties are applied when the effect ends.

FREEZING TRAP							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
1	20	50		1C	15 sec	29	Place a frost trap that freezes the first enemy that approaches, preventing all action for up to 10 sec. Any damage caused will break the ice. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
2	40	75		1C	15 sec	1 60	Place a frost trap that freezes the first enemy to approach, preventing all action for up to over 15 sec. Any damage caused will break the ice. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
3	60	100		1C	15 sec	4 70	Place a frost trap that freezes the first enemy to approach, preventing all action for up to over 20 sec. Any damage caused will break the ice. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.

FROST TRAP							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
N/A	28	60		1C	15 sec	81	Place a frost trap that creates an ice slick around itself when the first enemy approaches it. All enemies within 10 yards will be slowed to 40% of their normal movement speed. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.

IMMOLATION TRAP							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
1	18	50		1C	15 sec	18	Place a fire trap that will burn the first enemy to approach for 185 fire damage over 15 sec. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
2	26	90		1C	15 sec	90	Place a fire trap that will burn the first enemy to approach for 215 fire damage over 15 sec. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
3	36	135		1C	15 sec	1 50	Place a fire trap that will burn the first enemy to approach for 340 fire damage over 15 sec. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
4	46	190		1C	15 sec	3 70	Place a fire trap that will burn the first enemy to approach for 510 fire damage over 15 sec. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.
5	56	245		1C	15 sec	6 40	Place a fire trap that will burn the first enemy to approach for 690 fire damage over 15 sec. Trap will exist for 1 min. Traps can only be placed when out of combat. Only one trap can be active at a time.

MAIL							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
N/A	40					1 30	—

MONGOOSE BITE							
Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
1	18	25	10 yd	1C	5 sec	18	Counterattack the enemy for 20 damage. Can only be performed after you dodge.
2	30	35	10 yd	1C	5 sec	80	Counterattack the enemy for 40 damage. Can only be performed after you dodge.
3	44	45	10 yd	1C	5 sec	2 50	Counterattack the enemy for 65 damage. Can only be performed after you dodge.
4	58	60	10 yd	1C	5 sec	5 30	Counterattack the enemy for 95 damage. Can only be performed after you dodge.



PARRY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	8					2	Gives a chance to parry enemy melee attacks.



RAPTOR STRIKE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	15	5 yd	1C	6 sec		A strong attack that increases melee damage by 5.
2	8	25	5 yd	1C	6 sec	2	A strong attack that increases melee damage by 11.
3	16	35	5 yd	1C	6 sec	18	A strong attack that increases melee damage by 21.
4	24	45	5 yd	1C	6 sec	71	A strong attack that increases melee damage by 34.
5	32	55	5 yd	1C	6 sec	1	A strong attack that increases melee damage by 50.
6	40	70	5 yd	1C	6 sec	1	A strong attack that increases melee damage by 80.
7	48	85	5 yd	1C	6 sec	4	A strong attack that increases melee damage by 110.
8	56	100	5 yd	1C	6 sec	6	A strong attack that increases melee damage by 140.



WING CLIP

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	40	10 yd	1C		8	Inflicts 5 damage and reduces the enemy target's movement speed to 50% of normal for 10 sec.
2	38	60	10 yd	1C		2	Inflicts 25 damage and reduces the enemy target's movement speed to 50% of normal for 10 sec.
3	60	80	10 yd	1C		4	Inflicts 50 damage and reduces the enemy target's movement speed to 50% of normal for 10 sec.

RANGED COMBAT

Ranged Combat is the primary field for a Hunter's DPS. These abilities allow Hunters to hit at range with greater strength and abilities.



ARCANE SHOT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	25	8-35 yd	1C	6 sec	1	An instant shot that causes 13 Arcane Damage.
2	12	35	8-35 yd	1C	6 sec	8	An instant shot that causes 21 Arcane Damage.
3	20	50	8-35 yd	1C	6 sec	29	An instant shot that causes 33 Arcane Damage.
4	28	80	8-35 yd	1C	6 sec	81	An instant shot that causes 59 Arcane Damage.
5	36	105	8-35 yd	1C	6 sec	1	An instant shot that causes 83 Arcane Damage.
6	44	135	8-35 yd	1C	6 sec	2	An instant shot that causes 115 Arcane Damage.
7	52	160	8-35 yd	1C	6 sec	5	An instant shot that causes 145 Arcane Damage.
8	60	190	8-35 yd	1C	6 sec	4	An instant shot that causes 183 Arcane Damage.



AUTOSHOT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	1	0	35	4 sec		No Cost	Automatically shoots the target until cancelled. Requires Ranged Weapon.



CONCUSSIVE SHOT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	25	8-35 yd	1C	10 sec	2	Dezies the target, slowing movement speed to 50% of normal for 3 sec and causes additional threat.
2	20	40	8-35 yd	1C	11 sec	20	Dezies the target, slowing movement speed to 50% of normal for 3 sec and causes additional threat. More than Concussive Shot (Rank 1).
3	30	60	8-35 yd	1C	12 sec	80	Dezies the target, slowing movement speed to 50% of normal for 3 sec and causes additional threat. More than Concussive Shot (Rank 2).
4	40	80	8-35 yd	1C	10 sec	1	Dezies the target, slowing movement speed to 50% of normal for 3 sec and causes additional threat. More than Concussive Shot (Rank 3).
5	50	105	8-35 yd	1C	10 sec	3	Dezies the target, slowing movement speed to 50% of normal for 3 sec and causes additional threat. More than Concussive Shot (Rank 4).
6	60	130	8-35 yd	1C	10 sec	4	Dezies the target, slowing movement speed to 50% of normal for 3 sec and causes additional threat. More than Concussive Shot (Rank 5).



FLARE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	32	50	30 yd	1C	15 sec	1	Exposes all hidden and invisible enemies within 30 yards of the targeted area for 30 sec.



- DEAD
- HUNTER
- MAGE
- PALADIN
- PRIEST
- ROGUE
- SHAMAN
- WARRIOR
- WARRIOR

HUNTER'S MARK

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	35	100 yd	1C		1 ●	Places the Hunter's Mark on the target, increasing the Ranged Attack Power of all attackers against that target by 20. In addition, the target of this ability can always be seen by the hunter whether it stealths or turns invisible. The target also appears on the mini-map. Lasts for 10 mins.
2	22	30	100 yd	1C		56 ●	Places the Hunter's Mark on the target, increasing the Ranged Attack Power of all attackers against that target by 45. In addition, the target of this ability can always be seen by the hunter whether it stealths or turns invisible. The target also appears on the mini-map. Lasts for 10 mins.
3	40	45	100 yd	1C		1 ● 60 ●	Places the Hunter's Mark on the target, increasing the Ranged Attack Power of all attackers against that target by 75. In addition, the target of this ability can always be seen by the hunter whether it stealths or turns invisible. The target also appears on the mini-map. Lasts for 10 mins.
4	58	60	100 yd	1C		5 ● 30 ●	Places the Hunter's Mark on the target, increasing the Ranged Attack Power of all attackers against that target by 110. In addition, the target of this ability can always be seen by the hunter whether it stealths or turns invisible. The target also appears on the mini-map. Lasts for 10 mins.

MULTI-SHOT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	100	8-35 yd	1C	10 sec	29 ●	Fires several missiles, hitting 3 targets.
2	30	140	8-35 yd	1C	10 sec	80 ●	Fires several missiles, hitting 3 targets for an additional 40 damage.
3	42	175	8-35 yd	1C	10 sec	3 ●	Fires several missiles, hitting 3 targets for an additional 80 damage.
4	54	210	8-35 yd	1C	10 sec	5 ● 80 ●	Fires several missiles, hitting 3 targets for an additional 120 damage.

RAPID FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	26	100		1C	5 min.	90 ●	Decreases shot time by 40% for 15 sec.

SCORPION STING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	70	8-35 yd	1C		56 ●	Stings the target, reducing Strength and Agility by 20 for 20 sec. Only one Sting per Hunter can be active on any one target.
2	32	90	8-35 yd	1C		1 ● 50 ●	Stings the target, reducing Strength and Agility by 29 for 20 sec. Only one Sting per Hunter can be active on any one target.
3	42	125	8-35 yd	1C		3 ●	Stings the target, reducing Strength and Agility by 45 for 20 sec. Only one Sting per Hunter can be active on any one target.
4	52	165	8-35 yd	1C		5 ● 30 ●	Stings the target, reducing Strength and Agility by 68 for 20 sec. Only one Sting per Hunter can be active on any one target.

SERPENT STING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	15	8-35 yd	1C		50 ●	Stings the target, causing 20 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
2	10	30	8-35 yd	1C		3 ●	Stings the target, causing 40 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
3	18	50	8-35 yd	1C		29 ●	Stings the target, causing 80 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
4	26	80	8-35 yd	1C		90 ●	Stings the target, causing 140 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
5	34	115	8-35 yd	1C		1 ● 80 ●	Stings the target, causing 210 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
6	42	150	8-35 yd	1C		3 ●	Stings the target, causing 290 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
7	50	190	8-35 yd	1C		3 ● 50 ●	Stings the target, causing 385 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.
8	58	230	8-35 yd	1C		5 ● 30 ●	Stings the target, causing 490 Nature damage over 15 sec. Only one Sting per Hunter can be active on any one target.

VIPER STING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	135	8-35 yd	1C		1 ● 50 ●	Stings the target, draining 616 mana over 8 sec. Only one Sting per Hunter can be active on any one target.
2	46	175	8-35 yd	1C		3 ● 70 ●	Stings the target, draining 848 mana over 8 sec. Only one Sting per Hunter can be active on any one target.
3	56	215	8-35 yd	1C		6 ● 40 ●	Stings the target, draining 1108 mana over 8 sec. Only one Sting per Hunter can be active on any one target.

VOLLEY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	350	8-35 yd	1C	1 min.	1 ● 60 ●	Continuously fires a volley of ammo at the target area, causing 40 Arcane damage to enemy targets within 8 yards every second for 6 sec.
2	50	420	8-35 yd	1C	1 min.	3 ● 50 ●	Continuously fires a volley of ammo at the target area, causing 50 Arcane damage to enemy targets within 8 yards every second for 6 sec.
3	58	490	8-35 yd	1C		5 ● 30 ●	Continuously fires a volley of ammo at the target area, causing 60 Arcane damage to enemy targets within 8 yards every second for 6 sec.

MARKSMANSHIP

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Improved Concussive Shot	5	None	Gives your Concussive Shot a 4% (Per Rank) chance to stun the target for 3 sec.
Efficiency	5	None	Reduces the mana cost of your Shots and Stings by 2% (Per Rank).
Improved Hunter's Mark	5	5 Points in Marksmanship	Increases the Ranged Attack Power bonus of your Hunter's Mark spell by 2% (Per Rank).
Lethal Shot	5	5 Points in Marksmanship	Increases your critical strike chance with ranged weapons by 1% (Per Rank).
Aimed Shot	1	10 Points in Marksmanship	An aimed shot that increases ranged damage by 70.
Improved Arcane Shot	5	10 Points in Marksmanship	Reduces the cooldown of your Arcane Shot by 0.2 sec. (Per Rank).
Barrage	2	10 Points in Marksmanship	Increases the damage done by your Multi-Shot and Volley spells by 5% (Per Rank).
Mortal Shot	5	15 Points in Marksmanship	Increases the damage done by your Serpent Sting by 2% (Per Rank).
Improved Serpent Sting	5	5 Points in Lethal Shot, 15 Points in Marksmanship	Increases your ranged weapon critical strike damage bonus by 10% (Per Rank).
Scatter Shot	1	20 Points in Marksmanship	A short-range shot that deals 50% weapon damage and confuses the target for 4 sec. Any damage caused will remove the effect.
Hawk Eye	3	20 Points in Marksmanship	Increases the range of your ranged weapons by 2 yards (Per Rank).
Improved Scorpion Sting	3	20 Points in Marksmanship	Reduces the Stamina of targets affected by your Scorpion Sting by 10% of the amount of Strength Reduced (Per Rank).
Ranged Weapon Specialization	5	25 Points in Marksmanship	Increases the damage you deal with ranged weapons by 1% (Per Rank).
Trueshot Aura	1	3 Points in Hawk Eye, 30 Points in Marksmanship	Increases the Ranged and Melee Attack Power of party members within 20 yards by 20.

BEAST MASTERY

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Improved Aspect of the Hawk	5	None	Increases the Ranged Attack Power bonus of your Aspect of the Hawk by 4% (Per Rank).
Endurance Training	5	None	Increases the Health of your pets by 2% (Per Rank).
Bestial Discipline	2	5 Points in Beast Mastery	Increases the duration of your Eyes of the Beast by 30 sec. (Per Rank).
Improved Aspect of the Monkey	3	5 Points in Beast Mastery	Increases the Dodge bonus of your Aspect of the Monkey by 1% (Per Rank).
Improved Eyes of the Beast	5	5 Points in Beast Mastery	Increases the maximum Focus of your pets by 4% (Per Rank).
Improved Revive Pet	2	10 Points in Beast Mastery	Reduces the casting time of your Revive Pet spell by 2 sec. (Per Rank).
Bestial Swiftness	1	10 Points in Beast Mastery	Increases the outdoor movement speed of your pets by 30%.
Unleashed Fury	5	10 Points in Beast Mastery	Increases the damage done by your pets by 2% (Per Rank).
Pathfinding	5	10 Points in Beast Mastery	Increases the speed bonus of your Aspect of the Cheethah and Aspect of the Pack by 1% (Per Rank).
Thick Hide	5	15 Points in Beast Mastery	Increases the Armor rating of your pets by 2% (Per Rank).
Improved Mend Pet	2	15 Points in Beast Mastery	Increases the amount healed by your Mend Pet spell by 5% (Per Rank).
Ferocity	5	15 Points in Beast Mastery	Increases the critical strike chance of your pets by 3% (Per Rank).
Intimidation	1	20 Points in Beast Mastery	Increases the threat caused by your pet by 50% for 10 sec.
Frenzy	5	5 Points in Ferocity, 25 Points in Beast Mastery	Gives your pet a 20% chance (Per Rank) to gain a 30% attack speed increase for 8 sec. After dealing a critical strike.
Spirit Bond	1	2 Points in Improved Mend Pet, 30 Points in Beast Mastery	Every time your pet strikes an enemy, you gain 20 health.

SURVIVAL

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Precision	5	None	Increases your chance to hit with melee weapons by 1% (Per Rank).
Improved Raptor Strike	5	None	Reduces the cooldown of your Raptor Strike by 0.2 sec. (Per Rank).
Entombment	5	5 Points in Survival	Gives your Immolation Trap, Frost Trap and Explosive Trap an increased chance to entrap the target, preventing them from moving for 5 sec. - Progression 5%/10%/15%/25%/30%
Lightning Reflexes	3	5 Points in Survival	Increases your Dodge chance by 1% (Per Rank).
Improved Wing Clip	5	5 Points in Survival	Gives your Wing Clip ability a 4% chance (Per Rank) to immobilize the target for 5 sec.
Improved Immolation Trap	5	10 Points in Survival	Increases the damage done by your Immolation Trap by 2% (Per Rank).
Improved Mongoose Bite	5	3 Points in Lightning Reflexes, 10 Points in Survival	Increases the damage done by your Mongoose Bite ability by 4% (Per Rank).
Deterrence	1	10 Points in Survival	When activated, increases your Dodge and Parry chance by 25% for 10 sec.
Improved Freezing Trap	3	15 Points in Survival	Increases the duration of your Freezing Trap by 2 sec. (Per Rank).
Improved Disengage	2	15 Points in Survival	Increases the amount of Threat reduced by your Disengage ability by 10% (Per Rank).
Deflection	5	1 Point in Deterrence, 15 Points in Survival	Increases your Parry chance by 1% (Per Rank).
Improved Frost Trap	2	20 Points in Survival	Increases the duration of your Frost Trap's movement slowing effect by 1.5 sec. (Per Rank).
Savage Strikes	5	20 Points in Survival	Increases your critical strike chance with melee weapons by 1% (Per Rank).
Counterattack	1	1 Point in Deterrence, 20 Points in Survival	A strike that becomes active after parrying an opponent's attack. This attack deals 40 damage and immobilizes the target for 5 sec. Counterattack cannot be blocked, dodged, or parried.
Improved Explosive Trap	2	25 Points in Survival	Increases the initial damage done by your Explosive Trap by 30% (Per Rank).
Melee Specialization	5	25 Points in Survival	Increases the damage you deal with melee weapons by 1% (Per Rank).
Lacerate	1	1 Point in Savage Strikes, 30 Points in Survival	Wounds the target causing them to bleed for 77 damage over 21 sec.

STRATEGIES

Hunter strategies involve keeping the target where you want it. Wing Clip a target to slow its movement, back off and unload into it until your foe gets into melee again (then finish it off with some short, melee work). Or, have your pet attack first and Growl a couple times and unload into the target with reckless abandon (healing your pet if it needs help).

GENERAL TIPS

Bringing the enemy down as quickly as possible is what the Hunter is made for. Cast Aspect of the Hawk and use Hunter's Mark on the target. This doesn't draw aggro, but increases all ranged damage dealt to your target. Send your pet in to attack since it takes a moment to get there. Begin the fight by using Serpent Sting so the DoT will run its full course. With your pet attacking and holding the enemy's attention, keep shooting until the enemy is dead.

If the battle is to be a long one, use Serpent Sting early. It's a free attack that causes damage over time. Have your pet using Growl whenever it has enough health and you have aggro. This helps keep the enemy at range.

Change to Aspect of the Monkey when the enemy closes to melee. This increases your dodge rate and gives you more opportunities to use Mongoose Bite. When the enemy runs, just wait for it to run a few steps and hit it with Arcane Shot.

Get comfortable moving from melee to range and back again. Knowing when to move into and out of melee combat helps you keep your health and mana high while still doing damage.

Mana only regenerates when you haven't cast for a short while. Keeping this in mind, cast your battle spells in bunches to allow regeneration between and during fights. Casting Arcane Shot every time it recharges increases your damage, but leaves you low on mana at the end of the fight. Only unload your mana supply if a fight is dangerous and threatening you (or your pet's) life.



PULLING LIKE A PRO

The Hunter has many tools that aid in pulling. Using Hunter's Mark lets everyone know which enemy you intend to shoot. This helps a great deal when coordinating attacks with other party members.

Set a trap before you pull. Freeze Traps Root a single enemy giving you and your party more time to act. Hitting another with Wing Clip before running back to the party slows it and removes a second enemy from the initial charge. If only one enemy is coming, consider using the Immobilization Trap. Once aggro is consolidated, just drag the enemy over the trap for added damage.

Bringing one enemy to the party at a time makes managing aggro easier and keeps everyone on the same target. This can turn even the most stressful areas into organized fighting.

Pat of pulling is avoiding unintended pulls. Many enemies run for help when they get low on health. You or your party may not be prepared for a second wave if the first has not been dealt with. Have Wing Clip ready to slow fleeing enemies and Arcane Shot to bring them down before they make things worse.



A FRIEND IN NEED IS A FRIEND INDEED

Your pet is quite useful in many circumstances. If you're engaged in melee and low on health, have your pet Growl until the enemy turns to your pet. Back off and open fire. Helping you decide how to fight an enemy is a strong ability of your pet.

Having your pet hold unexpected adds is a useful as well. This keeps the casters of the party safe without putting undo pressure on the tank or healer. Your pet can't hold them forever and will need help before long, but it buys the group time. Party members can't see your pet's health bar without stopping what they are doing and clicking on your pet. You are your pet's voice. Warn the party if your pet needs help or a heal.

Cower and Mend Pet can save your pet's life. When your pet is taking too much damage and you need to take aggro, have the pet use Cower while you use Mend Pet. This lowers your pet's Threat, heals your pet, and generates Threat for you, pulling the monster away. Mend Pet is a HoT, so don't wait until the last minute to use it.

The ultimate sacrifice is one your pet is willing to make. If things go horribly wrong when soloing or in a group, your pet can make a difference. Use Growl until your



pet has aggro, then run away. Your pet will hold the enemy until you get far enough away to make it out. You can use Revive Pet to see your friend again and it's faster and less frustrating than running back to your corpse. True, your beloved pet may not be as happy when you resummon him, but who would be after such an event.

PETS NEED BUFFS

If you're grouping, make sure to request a Stamina buff for your pet as well. The extra hit points go a long way during battles and pets are often overlooked during the pre-hunt buffing session.

TIMED ABILITIES

Timed abilities are useful when everything starts going wrong or simply to save frustration. Rapid Fire allows you to reduce your firing time by a significant amount for 15 seconds. If something needs to die quickly, use this to increase your DPS substantially.

Feign Death is most useful when soloing. Because it only saves you and you can't Resurrect other party members, it doesn't save much time. Use Feign Death when your pet is dead and you are losing the fight. The enemy may think it killed you and return home feeling victorious. Wait until the enemy has left, get up and rest. You mimic the effect of death so closely that upon waking, Resurrection Sickness affects you. Take the time to recover, Revive your pet, and continue.

When the party gets multiple targets and the leader calls for "AOEs," Volley is your friend. Volley fires continuous shots into the targeted area for six seconds. These damage all enemies in the area. This should be used cautiously as any enemies that haven't been taunted or damaged will focus on you.



DRUID

HUNTER

WARRIOR

WARRIOR

WARRIOR

WARRIOR

WARRIOR

WARRIOR

WARRIOR

WARRIOR



MAGE

Mages are the ranged, damage-dealers in *World of Warcraft*. These masters of elemental fire and cold have studied the arcane arts for years, dedicating themselves to the destruction of their enemies. Though fragile in melee combat and have poor health, Mages are able to make themselves known on the field of battle. No class fully rivals the range of a Mage, and the number of AoE spells available to this class is daunting by itself. Join the ranks of the mystic elite if you want to dish out the damage (and run like mad if it's not enough).

THE TRUE THREAT

The cries of battle carried over the forest like a melody. I felt so many precious souls being brought again into the world: new, fresh, dedicated to a different cause. The right concoction of plague, violence, and temporary unpleasantness was always a good way to make people see things in a new light.

Waiting for our Warriors to bring the ranks of Human invaders together, I poked my head up (ever so slightly) and saw that the time was approaching. The Humans and several of their Alliance vermin were closing in for the kill; that is how they saw it at least. Visibly, our Warriors below were in a bad place. As they feigned disorder and went into a rout, I readied the true attack. Looking over at Ishnaron, my Warlock ally, I nodded. He knew what to do.

We were over the hill in an instant. As we rolled into position, clacking across the cold ground, a Void Walker came through the shadows and laid into the Humans, distracting them. Our Warriors turned and began to fight with renewed vigor, and I summoned the power of frost to begin a mighty blizzard. The Humans called out to one another, lost in the sudden storm. Perhaps they were praying for warmth and life to return to them. Ishnaron answered one such prayer.

Running into the center of the Human party, he threw forth his arms and opened a gateway into a foul and horrible place (even by my perception); flames and fury came through the gateway, spilling around the Warlock in a storm of destruction. Though Ishnaron was injured by the heat, his potions and equipment were tailored to protect him. The same could not be said for the Humans, who fell like chaff in the wind.

I laughed for the victory at hand. The Humans had again underestimated the Forsaken; perhaps they would learn. Perhaps.

INTRODUCTION TO PLAYING THE MAGE

Mages love to bring damage to the table, whether to individual targets or entire groups. Using a massive amount of mana, this is a class with burst damage galore. Though you may think of yourself as a bit of a glass cannon (all damage and no defense), the truth is that Mages can survive quite well as long as they temper their casting. Using spells at the right time can make all the difference between unsurvivable aggro and staying in the clear.

The first defense of a Mage comes through range. Mage spells are cast at long range and can be very deadly. Beyond the range itself, there is some use to the delay between a successful cast and the spell's impact for bolts. Most long-range Mage spells are bolts, so there is time to start casting a second spell before your first bolt impacts (against monsters this is a great boon, though players rarely let you have such free rein). Cast at maximum range for almost everything you do and allow as much reaction time as possible when seeing if there are adds.

Speaking of adds, Mages have an ability that they love while soloing and while playing in groups: Polymorph, for combat control. Turning enemies into sheep prevents them from doing any damage to you or your friends for a considerable duration. Though it takes a short cast and fair mana to accomplish this, using combat control makes all the difference in big fights (allowing tanks more time to grab aggro, healers more room to use mana-efficient spells, etc.).

What else do Mages get besides long-range bolts and combat control? They get a powerful Intellect buff (for themselves and allies, meaning that all casters are quickly your friends). Mages can summon free food and drink so that everyone in the party recovers quickly during downtime. Later on, Mages summon Mana Gems (for fast mana recovery during combat), and there are the AoE spells mentioned earlier.



Using AoE magic, Mages are able to do horrendous damage to large groups without delay. This gives a major place to Mages in large-scale PvP and when fighting groups tailored for besting monsters with AoE tactics.



RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Gnome	20	21	22	24	22
Human	21	22	21	23	22
Troll	21	22	20	22	24
Undead	20	23	19	23	24

ATTRIBUTES APPLIED

Strength	Modest Improvements to Melee Damage
Stamina	Higher Hit Points
Agility	Minimally Increases Chance to Dodge
Intellect	More Mana, Raise Critical Hit with Spells
Spirit	Improves Hit Point/Mana Regeneration

ITEMS AND EQUIPMENT

Equipment doesn't make the same difference for Mages that it does for Warriors; after all, you are wearing cloth garments, not mithril plates! However, the attributes on various armor pieces allow for customization of great importance, so Mages do care about their equipment very much (just for different reasons than a heavy tank).

Instead of looking for DPS, weapon speed, improved Armor Rating, and similar values, Mages try to collect items that improve Intellect, Spirit, and sometimes Stamina. This is done to keep the casters casting as much as possible. Spirit equipment won't help your total casting or critical hits, but it improves mana regeneration. Intellect is a heavy attribute because critical hits and maximum mana come from that stat. This creates a difficult choice for many casters. "Would I rather cast a little and fight often or cast a ton and have longer downtime?"

Weapon equipment choices are very good if you aren't sure which type of fighting you plan on doing from day to day. Spirit and Intellect mix well together, and you lose little from either side from getting the most of these. Intellect-heavy gear raises your potential damage (because of the criticals) and helps to keep you chain-casting in longer fights. Intellect-heavy builds are very good for Instances and PvP fights. Spirit builds aren't as common, but they are very efficient for fighting lighter enemies out in the field (reducing downtime incredibly). Use high Spirit to keep things rolling while farming experience and money.

Equipment that gives bonuses to damage change in popularity over time, as they are subject to a number of rebalances. Ultimately, this form of equipment is going to wear a character's maximum damage while sacrificing the ability to cast as long or regain mana as effectively. For very short PvP battles, gear that improved damage may be a fine choice. However, in PvE field fighting and Instances, it seems that Spirit and Intellect offer greater rewards.

One thing that is nice to have for adding some damage while regaining mana is a quality wand. Use these during rest periods in a fight to keep doing some damage without breaking the flow of mana regen.



CHOOSING YOUR PROFESSION

Mages have a number of solid Profession choices. Taking Tailoring is useful for creating modest gear earlier on in your career (to help with staying up to date before tackling tougher enemies). Because Tailoring doesn't have a Gathering Profession, you are free to take Enchanting with it. Between the two, you are able to make and enchant your own items.

Herbalism and Alchemy allow Mages to create a number of potions to boost their spell damage and resistance against enemy spells. Combined with Fishing (to gain certain rare ingredients), this is a solid combo, especially for Mages who plan on farming their own high-level gear from Instances.

Cooking isn't the most useful skill to grab on the side; Mages have such immediate access to food and drink that adding additional sustenance isn't as impressive. First Aid may help a group, but it isn't as useful in the all-or-nothing battles that Mages often face alone, and it competes with Tailoring for cloth drops. As usual, your character may benefit from taking whatever you wish, but Mages certainly don't need to rely heavily on peripheral skills.



ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Acidic Immolation	1	3	Acidic Spells	Armor Shield	3	36	Armor Spells
Fireball	1	1	Fire Spells	Pyroblast	3	36	Fire Spells
Firestorm	1	1	Fire Spells	Acidic Explosion	4	38	Acidic Spells
Caster's Blessing	1	4	Armor Spells	Caster's Blessing	N/A	38	Armor Spells
Fireball	1	4	Fire Spells	Fire Ward	1	38	Fire Spells
Caster's Food	1	4	Armor Spells	Fireball	7	38	Fire Spells
Fire Blast	1	8	Fire Spells	Acidic Blasts	1	40	Acidic Spells
Fireball	2	4	Fire Spells	Caster's Blessing	1	40	Armor Spells
Acidic Blasts	1	8	Acidic Spells	Fire Ward	2	40	Fire Spells
Fireball	2	8	Fire Spells	Flamethrower	4	40	Fire Spells
Polymorph	1	8	Armor Spells	Fire Ward	3	40	Fire Spells
Caster's Blessing	2	10	Armor Spells	Ice Armor	2	40	Fire Spells
Firestorm	2	10	Fire Spells	Polymorph	3	40	Armor Spells
Fire Ward	1	10	Fire Spells	Partial Invulnerability	N/A	40	Partial Mages
Caster's Food	2	12	Armor Spells	Partial Invulnerability	N/A	40	Partial Mages
Caster's Blessing	1	12	Armor Spells	Partial Invulnerability	N/A	40	Partial Mages
Fireball	3	12	Fire Spells	Partial Invulnerability	N/A	40	Partial Mages
Slow Fall	N/A	12	Acidic Spells	Slow Fall	4	40	Fire Spells
Acidic Explosion	1	14	Acidic Spells	Acidic Mages	3	42	Acidic Spells
Acidic Immolation	2	14	Acidic Spells	Cone of Cold	3	42	Fire Spells
Fire Ward	2	14	Fire Spells	Caster's Food	5	42	Armor Spells
Fireball	3	14	Fire Spells	Fireball	8	42	Fire Spells
Acidic Blasts	2	14	Acidic Spells	Fire Ward	3	42	Fire Spells
Acidic Mages	N/A	14	Acidic Spells	Pyroblast	4	42	Fire Spells
Flamethrower	1	14	Fire Spells	Fire Ward	4	42	Fire Spells
Acidic Mages	1	14	Acidic Spells	Blizzard	0	44	Fire Spells
Fireball	2	14	Fire Spells	Fireball	9	44	Fire Spells
Damage Curse	1	14	Armor Spells	Armor Shield	4	44	Armor Spells
Blizz	1	20	Acidic Spells	Acidic Explosion	3	44	Acidic Spells
Blizzard	1	20	Fire Spells	Fire Ward	6	44	Fire Spells
Caster's Blessing	3	20	Armor Spells	Ice Barrier	2	44	Fire Spells
Fire Ward	1	20	Fire Spells	Acidic Blasts	1	44	Fire Spells
Firestorm	3	20	Fire Spells	Acidic Blasts	2	44	Acidic Spells
Armor Shield	1	20	Armor Spells	Damage Mages	1	44	Acidic Spells
Polymorph	2	20	Armor Spells	Fireball	9	44	Fire Spells
Partial Invulnerability	N/A	20	Partial Mages	Flamethrower	1	44	Fire Spells
Partial Invulnerability	N/A	20	Partial Mages	Ice Barrier	3	44	Fire Spells
Partial Invulnerability	N/A	20	Partial Mages	Pyroblast	5	44	Fire Spells
Partial Invulnerability	N/A	20	Partial Mages	Cone of Cold	4	44	Fire Spells
Acidic Explosion	7	22	Acidic Spells	Caster's Blessing	6	44	Armor Spells
Caster's Food	3	22	Armor Spells	Fire Ward	4	44	Fire Spells
Fire Blast	3	22	Fire Spells	Flamethrower	2	44	Fire Spells
Fire Ward	1	22	Fire Spells	Ice Armor	3	44	Fire Spells
Slow Fall	1	22	Fire Spells	Partial Invulnerability	N/A	44	Partial Mages
Acidic Blasts	3	24	Acidic Spells	Partial Invulnerability	N/A	44	Partial Mages
Caster's Blessing	1	24	Armor Spells	Fire Ward	4	44	Fire Spells
Damage Mages	2	24	Acidic Spells	Ice Barrier	4	44	Fire Spells
Fireball	1	24	Fire Spells	Blizzard	1	44	Fire Spells
Flamethrower	2	24	Fire Spells	Caster's Food	6	44	Armor Spells
Cone of Cold	1	24	Fire Spells	Fire Ward	4	44	Fire Spells
Fire Ward	2	24	Fire Spells	Ice Barrier	4	44	Fire Spells
Fireball	1	24	Fire Spells	Armor Shield	1	44	Armor Spells
Acidic Immolation	3	24	Acidic Spells	Slow Fall	6	44	Fire Spells
Blizzard	2	24	Fire Spells	Acidic Mages	4	44	Acidic Spells
Caster's Blessing	N/A	24	Armor Spells	Fire Ward	7	44	Fire Spells
Armor Shield	2	24	Armor Spells	Fireball	10	44	Fire Spells
Slow Fall	2	24	Fire Spells	Ice Barrier	4	44	Fire Spells
Acidic Mages	2	24	Acidic Spells	Acidic Blasts	4	44	Acidic Spells
Fireball	4	24	Fire Spells	Acidic Blasts	4	44	Acidic Spells
Fire Ward	2	24	Fire Spells	Acidic Blasts	2	44	Acidic Spells
Fireball	6	24	Fire Spells	Flamethrower	6	44	Fire Spells
Ice Armor	1	24	Fire Spells	Flamethrower	10	44	Fire Spells
Pyroblast	2	24	Fire Spells	Cone of Cold	5	44	Fire Spells
Partial Invulnerability	N/A	24	Partial Mages	Caster's Blessing	N/A	44	Armor Spells
Partial Invulnerability	N/A	24	Partial Mages	Ice Barrier	6	44	Fire Spells
Partial Invulnerability	N/A	24	Partial Mages	Slow Fall	7	44	Fire Spells
Acidic Blasts	4	24	Acidic Spells	Slow Fall	7	44	Fire Spells
Caster's Food	4	24	Armor Spells	Armor Shield	6	44	Armor Spells
Flamethrower	3	24	Fire Spells	Polymorph	4	44	Armor Spells
Fire Ward	2	24	Fire Spells	Pyroblast	7	44	Fire Spells
Fireball	4	24	Fire Spells	Pyroblast	6	44	Fire Spells
Cone of Cold	3	24	Fire Spells				
Slow Fall	3	24	Fire Spells				
Acidic Immolation	4	24	Acidic Spells				
Fire Ward	2	24	Fire Spells				
Blizzard	2	24	Fire Spells				
Damage Mages	3	24	Acidic Spells				
Fireball	7	24	Fire Spells				



DRUID

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PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

CLASS ABILITIES

The three types of magic available to this class are Arcane, Fire, and Frost. Arcane spells offer many Instant abilities, useful burst damage, and quite a bit of aigro generation. The Arcane line is also the shortest in range, with some important spells being almost point-blank.

Fire magic has the best range and uses bolts to pulverize enemies. Damage is high from Fire magic, and the costs are often quite high as well.



Frost magic is fairly efficient at lower levels and it has many status effects to frustrate enemies. Snare and Roots are available to Mages who rely heavily on the Frost Line and back it up with Talents.

ARCANE SPELLS

One of your few direct defenses is found in the Arcane Line. Once Mages get Magic Shield, it's possible to use this spell to survive direct onslaughts for a short period. Make sure to get out of harm's way quickly, since these don't last forever.

Polymorph is in this spell line (for combat control), and beyond that there are many fast or instant-cast spells with fair damage but only moderate efficiency.

Never forget to use Arcane Intellect, as this is a class-defining buff (raising Intellect for you or allied targets).



AMPLIFY MAGIC

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	120	30 yd	1C		22	Amplifies magic used against the targeted party member, increasing damage taken from spells by 15 and healing spells by 30. Lasts 3 min.
2	30	180	30 yd	1C		65	Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 25 and healing spells by up to 50. Lasts 3 min.
3	42	240	30 yd	1C		1 50	Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 35 and healing spells by up to 70. Lasts 3 min.
4	54	300	30 yd	1C		3 50	Amplifies magic used against the targeted party member, increasing damage taken from spells by up to 45 and healing spells by up to 90. Lasts 3 min.



ARCANE EXPLOSION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	75	01.5 sec			9	Causes an explosion of arcane magic around the caster, causing 36 to 41 Arcane damage to all targets within 10 yds.
2	22	120	01.5 sec			42	Causes an explosion of arcane magic around the caster, causing 62 to 68 Arcane damage to all targets within 10 yds.
3	30	185	01.5 sec			65	Causes an explosion of arcane magic around the caster, causing 97 to 105 Arcane damage to all targets within 10 yds.
4	38	250	01.5 sec			1 20	Causes an explosion of arcane magic around the caster, causing 139 to 151 Arcane damage to all targets within 10 yds.
5	46	315	01.5 sec			3 70	Causes an explosion of arcane magic around the caster, causing 195 to 212 Arcane damage to all targets within 10 yds.
6	54	390	01.5 sec			3 50	Causes an explosion of arcane magic around the caster, causing 255 to 276 Arcane damage to all targets within 10 yds.



ARCANE INTELLECT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	60	30 yd	1C		10	Increases the target's intellect by 2 for 30 min.
2	14	185	30 yd	1C		9	Increases the target's intellect by 7 for 30 min.
3	28	520	30 yd	1C		81	Increases the target's intellect by 15 for 30 min.
4	36	945	30 yd	1C		1 50	Increases the target's intellect by 22 for 30 min.
5	56	1510	30 yd	1C		4 80	Increases the target's intellect by 31 for 30 min.



ARCANE MISSILES

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	85	30 yd	1C		2	Launches Arcane Missiles at the enemy, causing 24 Arcane damage each second for 3 sec.
2	16	140	30 yd	1C		18	Launches Arcane Missiles at the enemy, causing 36 Arcane damage each second for 4 sec.
3	24	235	30 yd	1C		53	Launches Arcane Missiles at the enemy, causing 56 Arcane damage each second for 5 sec.
4	32	320	30 yd	1C		1 10	Launches Arcane Missiles at the enemy, causing 83 Arcane damage each second for 5 sec.
5	40	410	30 yd	1C		1 10	Launches Arcane Missiles at the enemy, causing 115 Arcane damage each second for 5 sec.
6	48	500	30 yd	1C		3 10	Launches Arcane Missiles at the enemy, causing 159 Arcane damage each second for 5 sec.
7	56	595	30 yd	1C		4 80	Launches Arcane Missiles at the enemy, causing 202 Arcane damage each second for 5 sec.



BLINK

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	75	Self	1C	1 min	19	Teleports the caster 20 yards forward, unless something is in the way. Also frees the caster from any binds.

CONJURE FOOD

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	60	Inventory	3 sec		1 ●	Conjures 2 muffins, providing the mage and his allies with something to eat. Conjured items disappear if logged out for more than 15 minutes.
2	12	105	Inventory	3 sec		6 ●	Conjures 2 loaves of bread, providing the mage and his allies with something to eat. Conjured items disappear if logged out for more than 15 minutes.
3	22	180	Inventory	3 sec		42 ●	Conjures 2 loaves of rye, providing the mage and his allies with something to eat. Conjured items disappear if logged out for more than 15 minutes.
4	32	285	Inventory	3 sec		1 ● 10 ●	Conjures 2 loaves of pumpkin bread, providing the mage and his allies with something to eat. Conjured items disappear if logged out for more than 15 minutes.
5	42	420	Inventory	3 sec		1 ● 50 ●	Conjures 2 loaves of sourdough, providing the mage and his allies with something to eat. Conjured items disappear if logged out for more than 15 minutes.
6	52	585	Inventory	3 sec		4 ●	Conjures 2 sweet rolls, providing the mage and his allies with something to eat. Conjured items disappear if logged out for more than 15 minutes.

CONJURE MANA AGATE

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	28	530	Inventory	3 sec		81 ●	Conjures a Mana Agate that can be used to instantly restore 375 to 425 mana. Conjured items disappear if logged out for more than 15 minutes.

CONJURE MANA CITRINE

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	48	1130	Inventory	3 sec		3 ● 10 ●	Conjures a Mana Citrine that can be used to instantly restore 775 to 925 mana. Conjured items disappear if logged out for more than 15 minutes.

CONJURE MANA JADE

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	38	800	Inventory	3 sec		1 ● 20 ●	Conjures a Mana Jade that can be used to instantly restore 550 to 650 mana. Conjured items disappear if logged out for more than 15 minutes.

CONJURE MANA RUBY

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	58	1470	Inventory	3 sec		5 ● 30 ●	Conjures a Mana Ruby that can be used to instantly restore 1000 to 1200 mana. Conjured items disappear if logged out for more than 15 minutes.

CONJURE WATER

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	60	Inventory	3 sec		30 ●	Conjures 2 (+2 every level) bottles of water, providing the mage and his allies with something to drink. Conjured items disappear if logged out for more than 15 minutes.
2	10	105	Inventory	3 sec		4 ●	Conjures 2 bottles of fresh water, providing the mage and his allies with something to drink. Conjured items disappear if logged out for more than 15 minutes.
3	20	190	Inventory	3 sec		19 ●	Conjures 2 bottles of purified water, providing the mage and his allies with something to drink. Conjured items disappear if logged out for more than 15 minutes.
4	30	285	Inventory	3 sec		65 ●	Conjures 2 bottles of spring water, providing the mage and his allies with something to drink. Conjured items disappear if logged out for more than 15 minutes.
5	40	420	Inventory	3 sec		1 ● 10 ●	Conjures 2 bottles of mineral water, providing the mage and his allies with something to drink. Conjured items disappear if logged out for more than 15 minutes.
6	50	585	Inventory	3 sec		2 ● 80 ●	Conjures 2 bottles of sparkling water, providing the mage and his allies with something to drink. Conjured items disappear if logged out for more than 15 minutes.

COUNTERSPELL

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	100	30 yd	1C	30 sec	53 ●	Counters the enemy's spell, preventing him from casting that spell again for 15 sec. Generates a high amount of threat.

DAMPEN MAGIC

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	60	30 yd	1C		6 ●	Dampens magic used against the targeted party member, decreasing damage taken from spells by 10 and healing spells by 20. Lasts 3 min.
2	24	140	30 yd	1C		53 ●	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 20 and healing spells by up to 40. Lasts 3 min.
3	36	200	30 yd	1C		1 ● 50 ●	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 30 and healing spells by up to 60. Lasts 3 min.
4	48	260	30 yd	1C		3 ● 10 ●	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 40 and healing spells by up to 80. Lasts 3 min.
5	60	320	30 yd	1C		3 ● 90 ●	Dampens magic used against the targeted party member, decreasing damage taken from spells by up to 50 and healing spells by up to 100. Lasts 3 min.



DRUID

HUNTER

MAGE

PALLADIUM

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR



DETECT MAGIC

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	16	35	40 yd	1C		18 ☉	Detect beneficial magic effects on the target for 2 min.



MANA SHIELD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	40	Self	1C		19 ☉	Absorbs 120 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
2	28	60	Self	1C		81 ☉	Absorbs 210 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
3	36	80	Self	1C		1 ☉ 50 ☉	Absorbs 300 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
4	44	100	Self	1C		3 ☉ 30 ☉	Absorbs 390 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
5	52	120	Self	1C		4 ☉	Absorbs 480 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.
6	60	140	Self	1C		3 ☉ 90 ☉	Absorbs 570 physical damage, draining mana instead. Drains 2.0 mana per damage absorbed. Lasts 1 min.



POLYMORPH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	60	30 yd	1.5 sec		2 ☉	Transforms the enemy into a sheep, forcing it to wander around for up to 20 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Dragons, Giants, Humans, and Githyanki.
2	20	90	30 yd	1.5 sec		19 ☉	Transforms the enemy into a sheep, forcing it to wander around for up to 30 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Dragons, Giants, Humans, and Githyanki.
3	40	120	30 yd	1.5 sec		1 ☉ 10 ☉	Transforms the enemy into a sheep, forcing it to wander around for up to 40 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Dragons, Giants, Humans, and Githyanki.
4	60	150	30 yd	1.5 sec		3 ☉ 90 ☉	Transforms the enemy into a sheep, forcing it to wander around for up to 50 sec. While wandering, the sheep cannot attack or cast spells but will regenerate very quickly. Any damage will transform the target back into its normal form. Only one target can be polymorphed at a time. Only works on Beasts, Dragons, Giants, Humans, and Githyanki.



SLOW FALL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	12	40	Self	1C		6 ☉	Slows falling speed for 30 sec.

FIRE SPELLS

Fire magic has the Fireball spell for long-range bolting, Scorch for fast casting, and Flamestrike for hitting everything in an area. Scorch can be aided considerably by gear that raises Fire damage per spell, but this equipment is hard to come by and lacks high attribute bonuses.



BLAST WAVE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	36	270	0	1C	45 sec	40 ☉	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 216 to 259 fire damage, and dazing them for 6 sec.
3	44	355	0	1C	45 sec	80 ☉	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 296 to 352 fire damage, and dazing them for 6 sec.
4	52	450	0	1C	45 sec	1 ☉ 10 ☉	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 389 to 461 fire damage, and dazing them for 6 sec.
5	60	460	0	1C	45 sec	1 ☉	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 508 to 590 fire damage, and dazing them for 6 sec.
6	60	545	0	1C	45 sec	3 ☉ 90 ☉	A wave of flame radiates outward from the caster, damaging all enemies caught within the blast for 480 to 546 fire damage, and dazing them for 6 sec.



FIRE BLAST

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	40	20 yd	1C	8 sec	1 ☉	Blasts the enemy with fire for 24 to 32 fire damage.
2	14	75	20 yd	1C	8 sec	9 ☉	Blasts the enemy with fire for 57 to 71 fire damage.
3	22	115	20 yd	1C	8 sec	42 ☉	Blasts the enemy with fire for 103 to 127 fire damage.
4	30	165	20 yd	1C	8 sec	65 ☉	Blasts the enemy with fire for 186 to 222 fire damage.
5	38	220	20 yd	1C	8 sec	1 ☉ 20 ☉	Blasts the enemy with fire for 257 to 307 fire damage.
6	46	280	20 yd	1C	8 sec	3 ☉ 70 ☉	Blasts the enemy with fire for 349 to 414 fire damage.
7	54	340	20 yd	1C	8 sec	3 ☉ 50 ☉	Blasts the enemy with fire for 453 to 534 fire damage.

FIRE WARD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	85	Self	1C	30 sec	42 ●	Absorbs 185 fire damage. Lasts 30 sec.
2	30	135	Self	1C	30 sec	65 ●	Absorbs 185 fire damage. Lasts 30 sec.
3	40	195	Self	1C	30 sec	1 ● 10 ●	Absorbs 300 fire damage. Lasts 30 sec.
4	50	255	Self	1C	30 sec	2 ● 80 ●	Absorbs 430 fire damage. Lasts 30 sec.
5	60	320	Self	1C	30 sec	3 ● 90 ●	Absorbs 585 fire damage. Lasts 30 sec.

FIREBALL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	30	30 yd	1.5 sec		No Cost	Hurls a fiery ball that causes 14 to 22 fire damage and an additional 2 damage over 4 sec.
2	6	45	35 yd	2 sec		1 ●	Hurls a fiery ball that causes 31 to 45 fire damage and an additional 3 damage over 4 sec.
3	12	65	35 yd	2 sec		6 ●	Hurls a fiery ball that causes 55 to 75 fire damage and an additional 6 damage over 6 sec.
4	18	95	35 yd	2.5 sec		22 ●	Hurls a fiery ball that causes 84 to 116 fire damage and an additional 12 damage over 8 sec.
5	24	140	35 yd	3 sec		53 ●	Hurls a fiery ball that causes 129 to 187 fire damage and an additional 20 damage over 8 sec.
6	30	185	35 yd	3 sec		65 ●	Hurls a fiery ball that causes 199 to 265 fire damage and an additional 28 damage over 8 sec.
7	36	220	35 yd	3 sec		1 ● 50 ●	Hurls a fiery ball that causes 255 to 335 fire damage and an additional 32 damage over 8 sec.
8	42	260	35 yd	3 sec		1 ● 50 ●	Hurls a fiery ball that causes 334 to 435 fire damage and an additional 40 damage over 8 sec.
9	48	305	35 yd	3 sec		3 ● 10 ●	Hurls a fiery ball that causes 412 to 531 fire damage and an additional 56 damage over 8 sec.
10	54	350	35 yd	3 sec		3 ● 50 ●	Hurls a fiery ball that causes 499 to 639 fire damage and an additional 64 damage over 8 sec.
11	60	395	35 yd	3 sec		3 ● 90 ●	Hurls a fiery ball that causes 589 to 751 fire damage and an additional 76 damage over 8 sec.

FLAMESTRIKE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	195	30 yd	3 sec		18 ●	Calls down a pillar of fire, burning all enemies within the area for 52 to 68 fire damage and an additional 48 damage over 8 sec.
2	24	330	30 yd	3 sec		53 ●	Calls down a pillar of fire, burning all enemies within the area for 96 to 123 fire damage and an additional 88 damage over 8 sec.
3	32	490	30 yd	3 sec		1 ● 10 ●	Calls down a pillar of fire, burning all enemies within the area for 154 to 192 fire damage and an additional 140 damage over 8 sec.
4	40	650	30 yd	3 sec		1 ● 10 ●	Calls down a pillar of fire, burning all enemies within the area for 233 to 289 fire damage and an additional 204 damage over 8 sec.
5	48	815	30 yd	3 sec		3 ● 10 ●	Calls down a pillar of fire, burning all enemies within the area for 306 to 377 fire damage and an additional 276 damage over 8 sec.
6	56	990	30 yd	3 sec		4 ● 80 ●	Calls down a pillar of fire, burning all enemies within the area for 394 to 482 fire damage and an additional 356 damage over 8 sec.

PYROBLAST

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	30	195	35 yd	6 sec	1 min	20 ●	Hurls an immense fiery boulder that causes 284 to 360 fire damage and an additional 100 damage over 12 sec.
3	36	240	35 yd	6 sec	1 min	40 ●	Hurls an immense fiery boulder that causes 364 to 459 fire damage and an additional 132 damage over 12 sec.
4	42	285	35 yd	6 sec	1 min	40 ●	Hurls an immense fiery boulder that causes 427 to 541 fire damage and an additional 164 damage over 12 sec.
5	48	335	35 yd	6 sec	1 min	80 ●	Hurls an immense fiery boulder that causes 528 to 663 fire damage and an additional 196 damage over 12 sec.
6	54	385	35 yd	6 sec	1 min	90 ●	Hurls an immense fiery boulder that causes 630 to 787 fire damage and an additional 240 damage over 12 sec.
7	60	440	35 yd	6 sec	1 min	1 ●	Hurls an immense fiery boulder that causes 752 to 934 fire damage and an additional 280 damage over 12 sec.
8	60	440	35 yd	6 sec	1 min	3 ● 90 ●	Hurls an immense fiery boulder that causes 715 to 891 fire damage and an additional 268 damage over 12 sec.

SCORCH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	50	30 yd	1.5 sec		42 ●	Search the enemy for 53 to 65 fire damage.
2	28	65	30 yd	1.5 sec		81 ●	Search the enemy for 77 to 93 fire damage.
3	34	80	30 yd	1.5 sec		1 ● 80 ●	Search the enemy for 101 to 122 fire damage.
4	40	100	30 yd	1.5 sec		1 ● 10 ●	Search the enemy for 143 to 170 fire damage.
5	46	115	30 yd	1.5 sec		3 ● 70 ●	Search the enemy for 170 to 202 fire damage.
6	52	135	30 yd	1.5 sec		4 ●	Search the enemy for 210 to 251 fire damage.
7	58	150	30 yd	1.5 sec		5 ● 30 ●	Search the enemy for 245 to 289 fire damage.

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FROST SPELLS

Frost magic stays high in efficiency, with a good bolt! When area of effect spells are needed, Cone of Cold does immediate damage with Chill effects, and Blizzard does more damage with the added bonus of being an Instant. Using Ice Armor prevents enemies from having an easy chase after a fleeing Mage (making it an essential bolt).

BLIZZARD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	320	30 yd	1C	10 sec	19 ●	Ice shards pelt the target area doing 204 damage over 8 sec.
2	28	520	30 yd	1C	10 sec	81 ●	Ice shards pelt the target area doing 356 damage over 8 sec.
3	36	720	30 yd	1C	10 sec	1 ● 50 ●	Ice shards pelt the target area doing 524 damage over 8 sec.
4	44	925	30 yd	1C	10 sec	3 ● 30 ●	Ice shards pelt the target area doing 754 damage over 8 sec.
5	52	1160	30 yd	1C	10 sec	4 ●	Ice shards pelt the target area doing 980 damage over 8 sec.
6	60	1400	30 yd	1C	10 sec	3 ● 90 ●	Ice shards pelt the target area doing 1256 damage over 8 sec.

CONE OF COLD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	210	0	1C	10 sec	67 ●	Targets in a cone in front of the caster take 98 to 108 frost damage and are slowed to 50% of normal speed for 1 sec.
2	34	290	0	1C	10 sec	1 ● 80 ●	Targets in a cone in front of the caster take 146 to 160 frost damage and are slowed to 50% of normal speed for 1 sec.
3	42	380	0	1C	10 sec	1 ● 50 ●	Targets in a cone in front of the caster take 213 to 234 frost damage and are slowed to 50% of normal speed for 1 sec.
4	50	465	0	1C	10 sec	2 ● 80 ●	Targets in a cone in front of the caster take 277 to 304 frost damage and are slowed to 50% of normal speed for 1 sec.
5	58	555	0	1C	10 sec	5 ● 30 ●	Targets in a cone in front of the caster take 352 to 383 frost damage and are slowed to 50% of normal speed for 1 sec.

FROST ARMOR

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	60	Self	1C	10 sec	No Cost	Increases armor by 30. If an enemy strikes the caster, they may have their movement slowed by 70% and are slowed by 20%. Lasts 30 min.
2	10	125	Self	1C	10 sec	4 ●	Increases armor by 110. If an enemy strikes the caster, they may have their movement slowed to 70% and are slowed by 20%. Lasts 30 min.
3	20	270	Self	1C	10 sec	19 ●	Increases armor by 200. If an enemy strikes the caster, they may have their movement slowed to 70% and are slowed by 20%. Lasts 30 min.

FROST NOVA

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	55	0	1C	25 sec	4 ●	Blasts enemies near the caster for 19 to 22 cold damage and freezes them in place for up to 8 sec.
2	24	85	0	1C	25 sec	67 ●	Blasts enemies near the caster for 33 to 37 cold damage and freezes them in place for up to 8 sec.
3	40	115	0	1C	25 sec	1 ● 10 ●	Blasts enemies near the caster for 56 to 62 cold damage and freezes them in place for up to 8 sec.
4	54	145	0	1C	25 sec	3 ● 50 ●	Blasts enemies near the caster for 75 to 83 cold damage and freezes them in place for up to 8 sec.

FROST WARD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	85	Self	1C	30 sec	40 ●	Absorbs 105 frost damage. Lasts 30 sec.
2	32	135	Self	1C	30 sec	1 ● 10 ●	Absorbs 185 frost damage. Lasts 30 sec.
3	42	195	Self	1C	30 sec	1 ● 50 ●	Absorbs 300 frost damage. Lasts 30 sec.
4	52	255	Self	1C	30 sec	4 ●	Absorbs 430 frost damage. Lasts 30 sec.

FROSTBOLT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	25	30 yd	1.5 sec	10 sec	50 ●	Launches a bolt of frost at the enemy, causing 18 to 20 frost damage and slowing movement speed for 3 sec.
2	8	35	30 yd	1.8 sec	10 sec	2 ●	Launches a bolt of frost at the enemy, causing 18 to 20 frost damage and slowing movement speed for 3 sec.
3	14	50	30 yd	2.2 sec	10 sec	9 ●	Launches a bolt of frost at the enemy, causing 21 to 24 frost damage and slowing movement speed for 3 sec.
4	20	65	30 yd	2.6 sec	10 sec	19 ●	Launches a bolt of frost at the enemy, causing 24 to 28 frost damage and slowing movement speed for 3 sec.
5	26	100	30 yd	3 sec	10 sec	67 ●	Launches a bolt of frost at the enemy, causing 26 to 30 frost damage and slowing movement speed for 3 sec.
6	32	130	30 yd	3 sec	10 sec	1 ● 10 ●	Launches a bolt of frost at the enemy, causing 28 to 32 frost damage and slowing movement speed for 3 sec.
7	38	160	30 yd	3 sec	10 sec	1 ● 20 ●	Launches a bolt of frost at the enemy, causing 30 to 34 frost damage and slowing movement speed for 3 sec.
8	44	195	30 yd	3 sec	10 sec	3 ● 30 ●	Launches a bolt of frost at the enemy, causing 32 to 36 frost damage and slowing movement speed for 3 sec.
9	50	225	30 yd	3 sec	10 sec	2 ● 80 ●	Launches a bolt of frost at the enemy, causing 37 to 40 frost damage and slowing movement speed for 3 sec.
10	56	260	30 yd	3 sec	10 sec	4 ● 80 ●	Launches a bolt of frost at the enemy, causing 45 to 48 frost damage and slowing movement speed for 3 sec.

ICE ARMOR

1	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	500	Self	1C		65	Increases armor by 290 and frost resistance by 20%. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20%. Lasts 30 min.
2	40	750	Self	1C		1 10	Increases armor by 380 and frost resistance by 30%. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20%. Lasts 30 min.
3	50	1000	Self	1C		2 80	Increases armor by 470 and frost resistance by 40%. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20%. Lasts 30 min.
4	60	1300	Self	1C		3 90	Increases armor by 560 and frost resistance by 50%. If an enemy strikes the caster, they may have their movement slowed to 70% and attacks slowed by 20%. Lasts 30 min.

ICE BARRIER

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	46	360	Self	1C	2 min	90	Instantly shields you, absorbing 568 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.
3	48	370	Self	1C		1 10	Instantly shields you, absorbing 571 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.
4	52	420	Self	1C		1 30	Instantly shields you, absorbing 700 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.
5	54	435	Self	1C	2 min	3 18	Instantly shields you, absorbing 707 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.
6	58	480	Self	1C	2 min	3 50	Instantly shields you, absorbing 826 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.
7	60	425	Self	1C	2 min	3 90	Instantly shields you, absorbing 848 damage. Lasts 1 min. While the shield holds, spells will not be interrupted.

PORTAL MAGIC

A time-saving feature of the Mages is that they are able to Teleport themselves (and later their group as well) to major cities across Azeroth. This power is gained at Level 30, and it is limited to the two central cities of your faction at that time. Later, at Level 30, the more distant capital is added. It's after that that group Teleportation becomes possible.

PORTAL

LOCATION	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Dornesius	N/A	50	850	10 yd	10 sec		2  80 	Creates a portal, teleporting group members that run through it to Dornesius.
Ironforge	N/A	40	850	10 yd	10 sec		1  10 	Creates a portal, teleporting group members that run through it to Ironforge.
Orginimmar	N/A	40	850	10 yd	10 sec		1  10 	Creates a portal, teleporting group members that run through it to Orginimmar.
Stormwind	N/A	40	850	10 yd	10 sec		1  10 	Creates a portal, teleporting group members that run through it to Stormwind.
Thunder Bluff	N/A	50	850	10 yd	10 sec		2  80 	Creates a portal, teleporting group members that run through it to Thunder Bluff.
Undercity	N/A	40	850	10 yd	10 sec		1  10 	Creates a portal, teleporting group members that run through it to Undercity.

TELEPORT

LOCATION	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Dornesius	N/A	30	120	Self	10 sec		80	Teleports the caster to Dornesius.
Ironforge	N/A	20	120	Self	10 sec		30	Teleports the caster to Ironforge.
Orginimmar	N/A	20	120	Self	10 sec		30	Teleports the caster to Orginimmar.
Stormwind	N/A	20	120	Self	10 sec		30	Teleports the caster to Stormwind.
Thunder Bluff	N/A	30	120	Self	10 sec		80	Teleports the caster to Thunder Bluff.
Undercity	N/A	20	120	Self	10 sec		30	Teleports the caster to Undercity.

TALENTS

Mages dive into a single Talent line even sooner than most other classes. It's wise to choose your primary line first and focus on that quite heavily until it is completed, then to switch into a secondary Talent line.

Ice talents are wonderful for raising Mana efficiency, Damage, and base Intelligence for the class. With an improved Intellect buff, Presence of Mind (for essentially a massive, instant cast), and Evocation to renew lost mana, this line has much to offer.

Fire Talents make Mages into even more powerful casters at range (with longer casts, a chance for Stun, and major damage up front and over time). Chosen often as either a primary or a secondary Talent line, the Fire Talents are extremely functional. Spell abilities improve the Fire line's power to bring AoE's into a battle (Blast Wave or deal huge damage from surprise attacks (Pyroblast).

Frost Talents are there to frustrate and halt enemy advances. Though lacking in the power to immediately bring down enemy troops in the same way, this specialization improves the Chill Effects of almost all Frost magic. Also, Root effects are added to some spells, making it even harder for melee enemies to advance on groups that have Frost Mages at the ready. Groups with heavy ranged capabilities gain the most from having this line maxed.



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ARCANE LINE

Talent Name	Ranks	Prerequisites	Effects
Arcane Subtlety	3	None	Reduces Threat of Arcane spells by 20%. - Progression: 20%/30%/40%
Arcane Focus	5	None	Reduces Resist rate of Arcane spells by 25% (Per Rank)
Improved Arcane Missiles	5	None	Adds a 20% chance (Per Rank) to avoid interruption (by damage) while Channeling Arcane Missiles
Ward Specialization	5	5 Points in Arcane	Increase Ward damage by 5% (Per Rank)
Arcane Concentration	5	5 Points in Arcane	Adds a 2% chance (Per Rank) to gain Cleartext when your spell hits a target
Improved Dispersion Magic	2	10 Points in Arcane	Increase the effect of Dispersion Magic by 25% (Per Rank)
Improved Arcane Explosion	5	10 Points in Arcane	Reduces the casting time of Arcane Explosion by 3 seconds (Per Rank)
Evocation	1	10 Points in Arcane	Adds an instant ability to Channel Mana at a 1500% rate for 8 seconds
Improved Mana Shield	2	15 Points in Arcane	Increase the damage absorbed by Mana Shield by 50% - Progression: 50%/75%
Improved Counterspell	2	15 Points in Arcane	Adds a 50% chance (Per Rank) to add a 4-second Silence to your target
Arcane Meditation	5	1 Point in Evocation, 15 Points in Arcane	Allows 2% of your mana regeneration to continue while casting
Presence of Mind	1	20 Points in Arcane	Adds an instant ability to make the next spell instant (must have under a 10-second casting time)
Arcane Mind	4	1 Point in Evocation, 20 Points in Arcane	Increases maximum Mana by 2% (Per Rank)
Arcane Instability	3	1 Point in Presence of Mind, 20 Points in Arcane	Increases spell damage and critical strike chance by 1% (Per Rank)
Arcane Power	1	3 Points in Arcane Instability, 30 Points in Arcane	Adds an instant ability for 15 seconds that raises spell damage by 35% (casts are also raised 35%)

FIRE LINE

Talent Name	Ranks	Prerequisites	Effects
Improved Fireball	5	None	Reduces the casting time of Fireball by 1 second (Per Rank)
Impact	5	None	Adds a 2% chance (Per Rank) for Fireball to stun for 2 seconds
Ignite	5	5 Points in Fire	Critical Strikes by Fire spells cause targets to burn for 8% of the spell's damage (Per Rank) over 4 seconds
Improved Fire Blast	5	5 Points in Fire	Reduces the cooldown of Fire Blast by 5 seconds - Progression: 5/8/11/13/15
Flame Throwing	2	5 Points in Fire	Increases the range of Fire spells by 3 yards (Per Rank)
Incinerate	2	10 Points in Fire	Increases your chance for Fire Blast and Search to critical by 2% (Per Rank)
Pyroblast	1	5 Points in Improved Fireball, 10 Points in Fire	Adds a slow-casting bolt that deals extremely high damage to targets
Improved Flamethrower	3	10 Points in Fire	Increases the chance to critical with Flamethrower by 5% (Per Rank)
Burning Soul	3	10 Points in Fire	Gives Fire spells a 25% chance to avoid delays when you are damaged - Progression: 25%/50%/65%
Improved Scorch	5	15 Points in Fire	Burns the target for an additional 5% damage (Per Rank) over 4 seconds
Improved Fire Ward	2	15 Points in Fire	Allows Fire Ward to reflect 20% of damage back at the caster of the spell - Progression: 20%/35%
Critical Mass	3	20 Points in Fire	Increases the critical chance for fire spells to critical by 2% (Per Rank)
Blast Wave	1	3 Points in Improved Flamethrower, 20 Points in Fire	Adds a forward AoE that deals damage and Dazes enemies for 6 seconds
Fire Power	5	3 Points in Critical Mass, 25 Points in Fire	Increases Fire spell damage by 2% (Per Rank)
Combustion	1	5 Points in Fire Power, 30 Points in Fire	Adds an instant ability that guarantees a critical with your next Fire spell

FROST LINE

Talent Name	Ranks	Prerequisites	Effects
Improved Frostbolt	5	None	Reduces the casting time of Frostbolt by 1 second (Per Rank)
Permafrost	5	None	Increases the duration of Chill effects by 1 second - Progression: 1/1.5/2/2.5/3
Ice Shards	5	5 Points in Frost	Increase critical strike damage of Frost spells by 20% (Per Rank)
Winter's Chill	3	5 Points in Frost	Increases the power of Chill effects by 4%. - Progression: 4%/7%/10%
Improved Frost Nova	3	5 Points in Frost	Reduces the cooldown of Frost Nova by 1 second (Per Rank)
Piercing Ice	3	10 Points in Frost	Increases the damage done by Frost spells by 2% (Per Rank)
Cold Snap	1	10 Points in Frost	Adds an instant ability that completes the cooldown of all Frost Spells
Improved Blizzard	3	10 Points in Frost	Adds a Chill effect to the spell Blizzard; Movement is slowed by 63% - Progression: 63%/43%/28%
Arctic Reach	2	15 Points in Frost	Increase the range of Frostbolt and the radius of Frost Nova/Cone of Cold by 10% (Per Rank)
Frost Channeling	3	1 Point in Cold Snap, 15 Points in Frost	Reduces the Mana cost of Frost spells by 5% (Per Rank)
Shatter	5	3 Points in Improved Frost Nova, 15 Points in Frost	Increases the chance to critically strike against Frozen targets by 10% (Per Rank)
Improved Frost Ward	1	15 Points in Frost	50% of damage absorbed by Frost Ward is added to your Mana
Ice Block	1	20 Points in Frost	Adds an instant ability that protects you from spells and nukes for 10 seconds (you cannot move, attack, or cast during this time)
Improved Cone of Cold	3	20 Points in Frost	Increases damage dealt by Cone of Cold by 15% - Progression: 15%/25%/35%
Frostbite	5	25 Points in Frost	Adds a 3% chance (Per Rank) for Chill effects to Freeze a target for 5 seconds
Ice Barrier	1	1 Point in Ice Block, 30 Points in Frost	Adds an instant ability to Shield the caster (damage does not interrupt casting while the Shield holds)

Arcanes are easily if Rating is only go to damage
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STRATEGIES

Mages are all about keen strategy and tactics. This is one of those classes that dies easily if you aren't laid on your feet and good with your keys, because your Armor Rating isn't going to stay close to decent. In fact, Mages and damage mitigation go together in the sentence, Mages have no damage mitigation. So, avoid the damage entirely and stay mobile.

The key is to find ways to maximize the spell lines you enjoy the most. On the whole, Mages use a primary spell line with elements from the other two, and this is more than a Talent issue. Indeed, the spell lines have entirely different purposes, and your strategy should reflect the spells you prefer using (or your survival).



ARCANE TRICKS

The Arcane line has lots of fun to offer at close and long range. One of the first things that you get out of this is the ability to create food and drink. Use this to reduce the downtime of your character and any allies you group with. Beyond that, giving away extra supplies of this sort is useful for making friends in a region, even if they aren't grouped with you. If you have a side goal of meeting new people, scouting for the right guild, and such, try offering to make people extra food/drink in General Chat.

As early as Level 8, you receive the Polymorph spell. To practice its use, save up your full supply of mana and intentionally take on two monsters at the same time. Normally, this is a very bad situation, because Mages cannot mitigate damage in any positive way. So, use your best Fireball to bolt one target and "Sheep" the other opponent to prevent them from adding into combat. Use kiting tricks to blow down the initial target then choose whether to proceed with the second foe (who will soon come out of Polymorph) or run away.

Master Polymorph and learn which targets are best to hit with it. During group battles, later in your career, it's a huge boost to Sheep an incoming caster to prevent them from flanking your group. Be aware that Polymorph allows enemies to heal quickly, so it's always useful to hit fresh targets with Polymorph instead of wounded ones.

Arcane Missiles can dish out the damage quickly, so learning how to avoid interruption is key for its use. Use Frost and kiting techniques to have the range for use casting when soloing, or wait in groups to unload Arcane Missiles until one of your allies has consolidated aggro. Either way, Arcane Missiles are bread and butter to hurt DPS against a single mob.

If you are even stopped during a kiting run (by nets, rooting, etc.) use Blink to hop out of harm's way as soon as possible. Trading blows is a bad idea no matter how you cut it, and Blink is your best hope for getting out of tight places.

Arcane Explosion is the ultimate in fast AoE potential. With the right Talents, this spell eventually offers instant damage with a decent radius that doesn't cost much mana. Parties with a single tank may not benefit as much from this, since they commonly kill one foe at a time in each battle. However, groups with a backup tank can consolidate more aggro and allow Mages to spam Arcane Explosion against several foes. This is a solid technique to bring down foes all at once (especially if combined with a Berserk Stance Warrior as the secondary tank).



FUN WITH FIRE

Arcane spells sounded like so much fun, but Fire is just as insane. Damaging single targets with Fireball is solid, especially when backed with Fire-enhancing potions/gear. The range (and possible Stun) from this bolt makes it a deadly option for solo use and group play. Practice getting the most out of Fireball range by chaining these spells together at max range (see how much you can get in before a monster arrives). Bolt, bolt, then slam some instant damage home before taking a single hit. Fireball, Fireball, Fire Blast is certainly effective for waking someone up. Frost Nova during final enemy approach, then skirt away for more good times.

Flamestrike does moderate AoE damage at range, and can certainly help you contribute to a party that wants to bring down multiple enemies at the same time. Yet, Fire-Talented Mages are going to appreciate the instant use of Blast Wave and its potential to Daze opponents. Using this at a "wave" of incoming targets can give you maneuvering room while allies get their position against the opponents.

Pyroblast is a slow spell; you only get this with Fire Talents, and there is much to consider before relying on it. Pyroblast takes more time to cast than many equivalent spells. The best time to use Pyroblast is in a situation where your enemy isn't prepared for the incoming attack (neutral mobs, aggressive foes out of range, or unaware PvP targets). Using Combustion and Pyroblast together is certainly an option, and this is a fine way to start important battles.



LEAVING ENEMIES OUT IN THE COLD

Before your specialization is complete, Frost is a great complement to either of the other two lines. Using a fast Frostbolt snares your enemies and prevents them from reaching allies in time to deal as much damage. It's hard to say no to that. Later on, as Mages move away from Frost into other lines or fully become Frost casters, there are more tricks to this selection of spells.

Frost Nova is a spell from heaven for getting out of melee trouble. In both PvE and PvP, Frost Nova offers one of the most reliable means to stop melee attackers and give you flight time. The moderate root caused by Frost Nova is more than enough to get you out to range; use the remaining time to hurl new Frostbolts at your target to renew that good-old Chill effect!

At higher levels, Cone of Cold and Blizzard are good to tradeoff during AoE combat. Blizzard (when improved with Talents) is just incredible for doing damage while halting enemies. Adding Chill to this AoE negates the needs to use less-damaging spells while slowing enemies.

Ice Barrier (also gained through Talents), gives you a chance to act like a Priest on defense. Shield yourself with this spell and launch a couple of short spells to Chill and wound your opponents. Combining the previous spells is useful; so, raise Ice Barrier then use Blizzard to smash enemies as safely as possible.



DEATH

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

PALADIN

Paladins are the high-survivalability melee fighters of the Eastern Kingdoms. With their heavy armor and robust physique, they have the ability to absorb an enemy's attacks, making them strong tanks. It's in difficult situations, though, that Paladins truly shine, and their use of Holy magic allows them some of a healer's powers, including the ability to heal themselves and others and to Resurrect the fallen. Because of their mixture of healing and damage-dealing potential, a Paladin makes a wonderfully self-sufficient soloer as well as an asset in any good group.

THE LIGHT STANDS STRONG

Duskwood used to be a forest of brightly lit glades and shining leaves. Now, the sunlight doesn't even penetrate to the woodland floor, and everything is colored with a bluish haze of fog. The townsfolk of Darkshire even whisper that their allies have forsaken them, as the Undead infest the graveyards and wander the land, attacking any unwary traveler. But the Light never leaves any place or anyone's heart fully, and I had come to give what aid I could in defense of the people.

That morning, death came to the streets of Darkshire as an abomination stalked through the town itself. I heard the calls of the town crier as the Night Watch, the citizen's militia, rallied. Other brave defenders of the Alliance came to the cry as well: a strong Warrior, a dedicated Priest, and a slim Night Elf Rogue. Standing beside them, basking in an Aura of Defense, I knew that we could outlast whatever the darkness brought.

We sniffed the creature before we saw it, but as it came out of the fog it was obvious that this was no natural beast. Cobbled together of sickly pale flesh and putrescent organs, it immediately set upon us. My first attempt to exorcise the creature damaged, but did not destroy, it, so I slammed my mace hard into its midsection, whispering a prayer under my breath as I did so.

We fought well and hard that day. Using the strength of the crusader, the Priest and I attacked with Holy magic and strikes. The Warrior and Rogue did their parts as well, and I healed them as the monster's blows pummeled down. But this creature was strong, very strong. At one point, I was forced to call upon the Light to protect me from the creature's attacks, and its fist rained down without effect upon a shield of Light itself. This gave the Priest the time needed to save our group, and as I watched, the Warrior finally landed the strikes needed to fell the abomination.

The Rogue had fallen during the course of the battle, but I was able to call the Night Elf back. Together, we had all stood against one of the worst horrors ever to walk Azeroth. One day, we will reclaim Duskwood, and all its citizens will roam in tranquil gardens and bright glades again. Until that day, may the Light protect and guide you, and give you the strength you need to stand against the darkness!

INTRODUCTION TO PLAYING THE PALADIN

Like Warriors, Paladins are strong melee fighters with the ability to take large amounts of damage. They have high hit points, and the use of heavy armor (chain early on, plate after Level 40) lets them really take the hits. This means that Paladins outlast their opponents in battles, pounding away at their enemies with attacks while absorbing any damage that their foe sends their way.

Paladins are not the class for those that want to hack and slash and wade through their enemies. Rather, Paladins are steady and consistent damage dealers, with regular attacks that slice away at their target's hit points. Although a Paladin's attacks are not weak by any means, it's best to say that this fighter is in it for the long haul.

What Paladins excel at is surviving things that would bring down any other class. Not only do they have the heavy armor and hit points, but they have some very nice Holy abilities that allow them to heal themselves (or others) during battle. These basic healing spells are augmented by two very powerful abilities: Lay on Hands and Divine Favor. Lay on Hands instantly restores all hit points at the cost of all the Paladin's mana, and Divine Favor gives the Paladin limited invulnerability. Combined, this results in an opponent having to fight through a Paladin two or three times over as the Paladin restores their hit points during the fight.

One of the things that Paladins find difficult is dealing with multiple opponents, particularly in group situations. To really get a monster centered on only them, a Paladin has to use their Holy Strike (a powerful Holy-based melee attack) against the creature. However, this is on a timer, and if there are multiple enemies, one of

them at least is going to start looking for more vulnerable members of the group. Paladins also have a harder time against casters, because of taking more damage from magical attacks and lacking abilities that interrupt spells. Instead, Paladins have to rely on what they do best: taking the damage and repeatedly hitting their enemies.

When it comes down to it, Paladins are less active a class than some of the others; you want an active melee class, try Warrior or Rogue. Paladin combat abilities are somewhat limited, and their combat style is predictable. They do not dance in battle, but, instead, participate in a down and dirty slugfest.

Because of their healing abilities and staying power, Paladins are very good soloers, and they are very self-sufficient. In a group, though, Paladins can add some interesting options, including Auras and Seals. Auras provide different effects for the entire party, such as raising Defense or Attack Power. Seals are temporary magical buffs that do a variety of things, such as increase (or decrease) the amount of threat directed toward the person with the Seal, or adding damage against Undead. Only one Seal and Aura can be active at a time per Paladin in the group.



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If you are looking for a class that can take care of itself and you enjoy melee combat, then the Paladin is a wonderful choice. Your healing abilities have the potential to save lives, especially in long fights, and you can rest assured that you will outlive your opponents. Being a Paladin means being patient and dedicated, and those that are looking for a solid fight, or who want to do a lot of tanking and a little healing, will enjoy this class.



RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Dwarf	24	23	19	20	23
Human	23	22	21	21	22

ATTRIBUTES APPLIED

Strength	Increases Damage and Chance to Block
Stamina	Raises Hit Points
Agility	Improves Chance to Get a Critical Hit and Dodge
Intellect	Raises Mana Pool
Spirit	Improves Hit Point and Magic Point Recovery

ITEMS AND EQUIPMENT

Paladins are very equipment dependent. To do their best in the field and the dungeon, they need to have up to date armor and weapons, the best that they can afford or acquire. To keep taking those hits, Paladins need strong armor; remember, they are always going to be in the middle of the fray. Also, to keep aggro and do damage, you want as powerful a weapon as you can get, and that means investing time and money into your equipment.

What should you put the most time and money into first? Having a good set of chest and leg armor is one of the best investments that you can make. This allows you to absorb the most damage and keeps you in the fight the longest. Having that good set of armor allows you to conserve your mana to use in damage-dealing Holy Strikes instead of costly healing spells; and, in addition, it means that if you do need those healing spells, you have the mana available to cast them. So having that good armor is a life saver.

If you really want to be the ultimate in defensive survivability, use a shield and one-handed weapon. A shield can add large amounts to your Paladin's Armor Rating. Fit a Shield Spike on it to add some offensive power and you have a character that uses the Paladin's best assets. Keep your eyes open for quests that give shield rewards or look in the Auction House for one that suits you.

Try to keep that Armor Rating as high as you can. Don't be worried about being speedy with armor, because it makes up for it a dozen times over. For an extra boost, try to get very good pieces enchanted or patched to give it that special something.

In terms of what attributes to look for, Stamina is always appreciated. There is never anything wrong with more hit points. If you find that you are soloing often, concentrate a bit more on Strength to raise your damage and shorten the length of fights. On the other hand, if you group more, lean a bit more on Spirit and Intelligence. This gives you the ability to do more healing work and regenerate the mana you lose to that during a fight.

Getting a weapon that is up to your level is more important than what type of weapon that you pick. However, one-handed maces do not do as much damage as some of the other weapons (towards are often a bit higher on DPS).

Your weapon should do as much damage as possible. Some of the slower weapons are very nice for that because your regular attacks do more damage per hit and your big attack ability, Holy Strike, is on a timer (so you aren't missing out on doing anything fancy during the course of the fight).



ONE-HANDED VS. TWO-HANDED WEAPONS

As always, your weapon is a matter of personal choice. Paladins are very flexible in terms of moving between one-handed and two-handed weapons because they have healing abilities. What a Paladin loses in terms of armor by not having a shield they can always make up for by healing themselves during battle. However, you may want to put a bit more into Spirit equipment to restore that mana quickly during fights if you decide on going for a two-handed weapon.

CHOOSING YOUR PROFESSION

Knowing how to make your own equipment is a wonderful thing for Paladins. If you want to invest in crafted armor, move into Mining and Blacksmithing. Paladins are very good at self-sufficiency, and making your own armor/weapons follows that perfectly. In addition, it's rather enjoyable to be out gathering usable materials while exploring the world at the same time.

For a PvP Paladin, or one interested in doing a great deal of soloing, Engineering is a wonderful thing to pick up. Paladins only get one interrupt against spell casters: the Hammer of Justice—a stun ability. This is on a fairly long timer; by and large you only use it once a fight (at best). Using Bombs to interrupt an enemy's spell can be very helpful, sometimes making all the difference in difficult fights where magic is being tossed at you.

A Paladin's biggest downtime problem is running out of mana. Alchemy and Herbalism can keep that in check by allowing a Paladin to make replenishing Mana Potions, which can help in a fix. As long as a Paladin has the mana, they are ready to fight, and more fighting means more experience. Because of that, secondary trades like Cooking and First Aid aren't as crucial for a Paladin; they can take care of their own healing work and regenerate mana during the fight.



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

There are several types of class abilities that a Paladin can use: Melee Combat, Auras & Seals, and Holy Magic.

All of a Paladin's Melee Combabilities use a certain amount of mana and are on timers, which vary depending on the ability. Auras are buffs that affect the Paladin and everyone in their group up to a certain range). As Paladins progress in level, they gain different Auras and more powerful ones. Seals are temporary buffs that can only be placed on one person each. Many of the Seals are only active for a very short period, but they have a variety of different effects and can help control the course of a battle. Holy magic includes healing spells, Divine Favor (temporary invulnerability), and offensive spells against the Undead.



Ability	Rank	Level	Type
Devotion Aura	1	1	Protection
Holy Light	1	1	Holy Magic
Divine Protection	1	1	Protection
Divine Protection	1	4	Protection
Holy Aura	1	5	Holy Magic
Holy Light	2	6	Holy Magic
Fortify	N/A	6	Holy Magic
Holy Servant	7	9	Conduit Abilities
Purity	N/A	8	Conduit Abilities
Gift of Protection	1	8	Protection
Conduit Servant	1	10	Conduit Abilities
Devotion Aura	2	10	Protection
Conduit of Power	1	11	Conduit Abilities
Gift of Health	1	12	Holy Magic
Healing Aura	2	12	Protection
Devotion Aura	1	14	Conduit Abilities
Holy Light	3	14	Holy Magic
Gift of Fury	N/A	14	Conduit Abilities
Holy Servant	3	16	Conduit Abilities
Gift of Righteousness	1	16	Conduit Abilities
Divine Protection	2	16	Protection
Divine Protection	1	18	Protection
Devotion Aura	3	20	Conduit Abilities
Excursion	1	20	Holy Magic
Gift of Protection	3	20	Protection

ABILITY	RANK	LEVEL	TYPE
Jesus Indulgent	N/A	23	Help Magic
Crusader Shield	2	23	Combat Abilities
Healing Aura	3	23	Protection
Light of Justice	4	23	Help Magic
Sac of Sublimation	N/A	23	Protection
Domination Aura	2	24	Combat Abilities
Holy Strike	4	24	Combat Abilities
Secret Unholy	1	24	Help Magic
Flame of Justice	2	24	Combat Abilities
Sac of Enlightenment	7	24	Combat Abilities
Widow's Aura	1	24	Protection
Crusader	2	24	Help Magic
Crusader Aura	1	24	Protection
Domination Aura	2	24	Combat Abilities
Glenn	N/A	24	Help Magic
Secretion Aura	4	24	Protection
Holy Light	5	24	Help Magic
Light on Words	2	24	Help Magic
Sac of Protection	1	24	Protection
Sac of Reincarnation	3	24	Combat Abilities
Healing Aura	4	22	Protection
Strike of Vengeance	5	22	Combat Abilities
Crusader Shield	2	22	Combat Abilities
Domination Aura	1	24	Protection
Domination Aura	5	24	Combat Abilities

[illegible]

ABILITY	RANK	LEVEL	TYPE
Intelligence	2	30	Holy Magic
Log on Faith	3	30	Holy Magic
Seed of Redemption	3	30	Conjurer Skills
Exorcism	5	32	Holy Magic
Healing Arts	4	32	Protection
True Judgment	3	32	Holy Magic
Elemental Arts	5	34	Conjurer Skills
Worms of Justice	6	34	Conjurer Skills
Holy Light	8	34	Holy Magic
Holy Truth	8	34	Conjurer Skills
Seed of Righteousness	5	34	Conjurer Skills
Heavenly Xena	4	34	Protection
Gravestone Xena	5	34	Conjurer Skills
Resurrection Arts	3	34	Protection
Conjurer Arts	3	34	Conjurer Skills
Divine Xena	7	40	Protection
Exorcism	4	40	Holy Magic
Intelligence	3	40	Holy Magic
Seed of Redemption	4	40	Conjurer Skills

COMBAT ABILITIES

These Melee Combat Abilities are the sum of a Paladin's damage-dealing potential. They can be used at any time at any position in the fight provided that their timer is active and the Paladin has the requisite amount of mana.

CRUSADER STRIKE

Rank	Level	Mana	Range	Casting Time	Cooldown	Cost to Train	Effect
1	10	25	7 yd	1C	1 hour	3 ☉	A strike that causes 12 damage and increases the holy damage taken by the target by 6 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.
2	22	40	7 yd	1C		42 ☉	A strike that causes 27 damage and increases the holy damage taken by the target by 10 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.
3	34	55	7 yd	1C		1 ☉ 80 ☉	A strike that causes 46 damage and increases the holy damage taken by the target by 15 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.
4	46	70	7 yd	1C		2 ☉ 80 ☉	A strike that causes 69 damage and increases the holy damage taken by the target by 22 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.
5	58	90	7 yd	1C		7 ☉ 10 ☉	A strike that causes 102 damage and increases the holy damage taken by the target by 30 per Crusader Strike. Can be applied up to 5 times. Lasts 30 sec.

DOMINANCE AURA

Rank	Level	Name	Range	Casting Time	Cooldown	Cost to Train	Effect
1	14	None	Party	1C		12 ☹️	Increases attack power of all party members within 30 yards by 25. Players may only have one Aura on their Paladin at any one time.
2	24	None	Party	1C		71 ☹️	Increases attack power of all party members within 30 yards by 45. Players may only have one Aura on their Paladin at any one time.
3	34	None	Party	1C		1 ☹️ 80 ☹️	Increases attack power of all party members within 30 yards by 65. Players may only have one Aura on their Paladin at any one time.
4	44	None	Party	1C		3 ☹️ 30 ☹️	Increases attack power of all party members within 30 yards by 95. Players may only have one Aura on their Paladin at any one time.
5	54	None	Party	1C		5 ☹️ 80 ☹️	Increases attack power of all party members within 30 yards by 130. Players may only have one Aura on their Paladin at any one time.

HAMMER OF JUSTICE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	30	10 yd	1C	1 min	3 ●	Shows the target for 3 sec.
2	26	50	10 yd	1C	1 min	90 ●	Shows the target for 4 sec.
3	40	75	10 yd	1C	1 min	1 ● 60 ●	Shows the target for 5 sec.
4	54	100	10 yd	1C	1 min	5 ● 80 ●	Shows the target for 6 sec.



- DRUID
- HUNTER
- MAGE
- PALADIN
- PRIEST
- ROGUE
- SHAMAN
- WARLOCK
- WARRIOR

HOLY STRIKE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	20	0	Next melee	10 sec	No Cost	Consecrates your weapon, inflicting 10 to 12 additional damage on your next attack. All damage caused is considered holy damage.
2	8	40	0	Next melee	10 sec	2	Consecrates your weapon, inflicting 20 to 24 additional damage on your next attack. All damage caused is considered holy damage.
3	16	60	0	Next melee	10 sec	18	Consecrates your weapon, inflicting 36 to 42 additional damage on your next attack. All damage caused is considered holy damage.
4	24	85	0	Next melee	10 sec	71	Consecrates your weapon, inflicting 58 to 66 additional damage on your next attack. All damage caused is considered holy damage.
5	32	120	0	Next melee	10 sec	1	Consecrates your weapon, inflicting 90 to 112 additional damage on your next attack. All damage caused is considered holy damage.
6	40	150	0	Next melee	10 sec	1	Consecrates your weapon, inflicting 121 to 137 additional damage on your next attack. All damage caused is considered holy damage.
7	48	180	0	Next melee	10 sec	4	Consecrates your weapon, inflicting 157 to 177 additional damage on your next attack. All damage caused is considered holy damage.
8	56	215	0	Next melee	10 sec	6	Consecrates your weapon, inflicting 201 to 225 additional damage on your next attack. All damage caused is considered holy damage.

PARRY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	8	None				2	Gives a chance to parry enemy melee attacks.

RETRIBUTION AURA

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	None	Party	IC		29	Causes 4 Holy damage to any creature that strikes a nearby party member. Players may only have one Aura on them per Paladin at any one time.
2	28	None	Party	IC		1	Causes 8 Holy damage to any creature that strikes a nearby party member. Players may only have one Aura on them per Paladin at any one time.
3	38	None	Party	IC		2	Causes 12 Holy damage to any creature that strikes a nearby party member. Players may only have one Aura on them per Paladin at any one time.
4	48	None	Party	IC		4	Causes 16 Holy damage to any creature that strikes a nearby party member. Players may only have one Aura on them per Paladin at any one time.
5	58	None	Party	IC		7	Causes 20 Holy damage to any creature that strikes a nearby party member. Players may only have one Aura on them per Paladin at any one time.

SEAL OF FURY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	14	115	30 yd	IC		12	Places a Seal on the party member, increasing threat caused by 50% for 20 sec. Players may only have one Seal on them per Paladin at any one time.

SEAL OF RECKONING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	95	30 yd	IC		78	Places a Seal on a friendly target that lasts 30 sec. Every time the Sealed character strikes an enemy, the Sealed character gains 16 health. Players may only have one Seal on them per Paladin at any one time.
2	40	135	30 yd	IC		1	Places a Seal on a friendly target that lasts 30 sec. Every time the Sealed character strikes an enemy, the Sealed character gains 24 health. Players may only have one Seal on them per Paladin at any one time.
3	50	185	30 yd	IC		3	Places a Seal on a friendly target that lasts 30 sec. Every time the Sealed character strikes an enemy, the Sealed character gains 35 health. Players may only have one Seal on them per Paladin at any one time.
4	60	250	30 yd	IC		5	Places a Seal on a friendly target that lasts 30 sec. Every time the Sealed character strikes an enemy, the Sealed character gains 50 health. Players may only have one Seal on them per Paladin at any one time.

SEAL OF RIGHTEOUSNESS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	20	30 yd	IC	20 sec	18	Places a Seal on the friendly target. Increasing attack power by 60 against undead enemies. Lasts 25 sec. Players may only have one Seal on them per Paladin at any one time.
2	26	35	30 yd	IC	20 sec	90	Places a Seal on the friendly target. Increasing attack power by 115 against undead enemies. Lasts 25 sec. Players may only have one Seal on them per Paladin at any one time.
3	36	55	30 yd	IC	20 sec	1	Places a Seal on the friendly target. Increasing attack power by 180 against undead enemies. Lasts 25 sec. Players may only have one Seal on them per Paladin at any one time.
4	46	80	30 yd	IC	20 sec	2	Places a Seal on the friendly target. Increasing attack power by 265 against undead enemies. Lasts 25 sec. Players may only have one Seal on them per Paladin at any one time.
5	56	110	30 yd	IC	20 sec	6	Places a Seal on the friendly target. Increasing attack power by 370 against undead enemies. Lasts 25 sec. Players may only have one Seal on them per Paladin at any one time.

HOLY MAGIC

This includes a Paladin's ability to heal themselves and others, the use of limited invulnerability (self only), and Undead-specific attack abilities. Historically, in *Azeroth*, Paladins have had an antagonistic relationship to the Undead, and using all the power that the Light has to remove these unclean creatures is a special gift given to Paladins.



CLEANSE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30	40	30 yd	1C		78	Cleanses a friendly target, removing 1 poison effect, 1 disease effect, and 1 magic effect.



EXORCISM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	85	30 yd	1C	15 sec	29	Causes 84 to 96 Holy damage to an undead target.
2	28	135	30 yd	1C	15 sec	1 10	Causes 152 to 172 Holy damage to an undead target.
3	36	180	30 yd	1C	15 sec	1 50	Causes 217 to 245 Holy damage to an undead target.
4	44	225	30 yd	1C	15 sec	3 30	Causes 304 to 342 Holy damage to an undead target.
5	52	285	30 yd	1C	15 sec	5 30	Causes 393 to 439 Holy damage to an undead target.
6	60	345	30 yd	1C	15 sec	5 90	Causes 505 to 563 Holy damage to an undead target.



HEALING AURA

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	None	Party	1C		50	Increases the health regeneration of the Paladin and nearby group members by 10 every 5 seconds. Only one out of combat. Players may only have one Aura on them per Paladin at any one time.



HOLY LIGHT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	35	40 yd	2.5 sec		No Cost	Heals a friendly target for 39 to 47.
2	6	60	40 yd	2.5 sec		1	Heals a friendly target for 76 to 90.
3	14	120	40 yd	2.5 sec		12	Heals a friendly target for 176 to 204.
4	22	195	40 yd	2.5 sec		42	Heals a friendly target for 322 to 368.
5	30	260	40 yd	2.5 sec		78	Heals a friendly target for 470 to 532.
6	38	330	40 yd	2.5 sec		2 30	Heals a friendly target for 639 to 721.
7	46	430	40 yd	2.5 sec		2 80	Heals a friendly target for 889 to 997.
8	54	550	40 yd	2.5 sec		5 80	Heals a friendly target for 1207 to 1349.



JUDGEMENT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	495	0	2 sec	1 min	1 60	Sends bolts of holy power in all directions, causing 253 to 303 Holy damage to all undead near the Paladin.
2	50	645	0	2 sec	1 min	3 50	Sends bolts of holy power in all directions, causing 362 to 428 Holy damage to all undead near the Paladin.
3	60	805	0	2 sec	1 min	5 90	Sends bolts of holy power in all directions, causing 490 to 576 Holy damage to all undead near the Paladin.



LAY ON HANDS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	None	20 yd	1C		3	Heals a friendly target for an amount equal to the Paladin's maximum health. Drains all of the Paladin's remaining mana when used.
2	30	None	20 yd	1C	1 hour	78	Heals a friendly target for an amount equal to the Paladin's maximum health and restores 250 of their mana. Drains all of the Paladin's remaining mana when used.
3	50	None	20 yd	1C	1 hour	3 50	Heals a friendly target for an amount equal to the Paladin's maximum health and restores 550 of their mana. Drains all of the Paladin's remaining mana when used.



PURIFY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	6	25	30 yd	1C		1	Purifies the friendly target, removing 1 disease effect and 1 poison effect.



REDEMPTION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	40	150	40 yd	10 sec	1 hour	1 40	Brings a dead player back to life with 100% of their health and mana.



SENSE UNDEAD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	20	None	Self	1C		29	Shows the location of all nearby undead on the minimap until cancelled. Only one type of tracking can be active at a time.



TURN UNDEAD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	35	20 yd	1.5 sec	30 sec	71	The targeted undead enemy will be compelled to flee for up to 10 sec. Only one target can be turned at a time.
2	38	50	20 yd	1.5 sec	30 sec	2 30	The targeted undead enemy will be compelled to flee for up to 15 sec. Only one target can be turned at a time.
3	52	75	20 yd	1.5 sec	30 sec	5 30	The targeted undead enemy will be compelled to flee for up to 20 sec. Only one target can be turned at a time.

PROTECTION

Seals are short-term buffs that Paladins use on themselves and group members. Only one of these can be active on a person at the same time (per Paladins). An Aura affects all members of a group at the same time, and only one such Aura can be active per Paladin.



- DRUID
- HUNTER
- MAGE
- PALADIN
- PRIEST
- ROGUE
- SHAMAN
- WARLOCK
- WARRIOR

DEVOTION AURA

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	None	Party	IC		10	Gives 55 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.
2	10	None	Party	IC		3	Gives 160 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.
3	20	None	Party	IC		29	Gives 275 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.
4	30	None	Party	IC		78	Gives 390 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.
5	40	None	Party	IC		1 60	Gives 505 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.
6	50	None	Party	IC		3 50	Gives 620 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.
7	60	None	Party	IC		5 90	Gives 735 additional armor to party members within 30 yards. Players may only have one Aura on them per Paladin at any one time.

DIVINE PROTECTION

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	15	Self	IC	5 min	50	You are protected from all physical attacks and spells for 6 sec, but during that time you cannot attack or use physical abilities yourself.
2	10	35	Self	IC	5 min	29	You are protected from all physical attacks and spells for 8 sec, but during that time you cannot attack or use physical abilities yourself.

DIVINE SHIELD

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	34	75	Self	IC	5 min	1 80	Protects the paladin from all damage and spells for 10 sec, but reduces attack speed by 50%.
2	50	110	Self	IC	5 min	3 50	Protects the paladin from all damage and spells for 12 sec, but reduces attack speed by 50%.

HEALING AURA

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	12	None	Party	IC		8	Increases the health regeneration of the Paladin and nearby group members by 25 every 5 seconds. Only works out of combat. Players may only have one Aura on them per Paladin at any one time.
3	22	None	Party	IC		42	Increases the health regeneration of the Paladin and nearby group members by 40 every 5 seconds. Only works out of combat. Players may only have one Aura on them per Paladin at any one time.
4	32	None	Party	IC		1 50	Increases the health regeneration of the Paladin and nearby group members by 60 every 5 seconds. Only works out of combat. Players may only have one Aura on them per Paladin at any one time.
5	42	None	Party	IC		3	Increases the health regeneration of the Paladin and nearby group members by 90 every 5 seconds. Only works out of combat. Players may only have one Aura on them per Paladin at any one time.
6	52	None	Party	IC		5 30	Increases the health regeneration of the Paladin and nearby group members by 125 every 5 seconds. Only works out of combat. Players may only have one Aura on them per Paladin at any one time.

PLATE MAIL

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	40		N/A			1 60	Allows the Warrior to Equip Plate Armor.

RESISTANCE AURA

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	None	Party	IC		1 10	Increases nearby group member's resistance to all magic by 25. Players may only have one Aura on them per Paladin at any one time.
2	42	None	Party	IC		3	Increases nearby group member's resistance to all magic by 40. Players may only have one Aura on them per Paladin at any one time.
3	58	None	Party	IC		7 10	Increases nearby group member's resistance to all magic by 55. Players may only have one Aura on them per Paladin at any one time.

SEAL OF PROTECTION

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	20	30 yd	IC	5 min	2	A targeted party member is protected from all physical attacks for 6 sec, but during that time they cannot attack or use physical abilities. Players may only have one Seal on them per Paladin at any one time.
2	20	30	30 yd	IC	5 min	29	A targeted party member is protected from all physical attacks for 8 sec, but during that time they cannot attack or use physical abilities. Players may only have one Seal on them per Paladin at any one time.
3	30	40	30 yd	IC	5 min	78	A targeted party member is protected from all physical attacks for 10 sec, but during that time they cannot attack or use physical abilities. Players may only have one Seal on them per Paladin at any one time.



SEAL OF SACRIFICE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	36	80	30 yd	1C		1 ● 50 ●	Places a Seal on the party member, splitting 50% of all damage taken with the caster. Lasts 30 sec. Players may only have one Seal on them per Paladin at any one time.



SEAL OF SALVATION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	10	30 yd	1C	15 sec	42 ●	Places a Seal on the party member, reducing the amount of all threat generated by 50% for 30 sec. Players may only have one Seal on them per Paladin at any one time.



WISDOM AURA

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	None	Party	1C		90 ●	Increases the mana regeneration of party members within 30 yards by 6 every 5 seconds. Players may only have one Aura on them per Paladin at any one time.
2	36	None	Party	1C		1 ● 50 ●	Increases the mana regeneration of party members within 30 yards by 8 every 5 seconds. Players may only have one Aura on them per Paladin at any one time.
3	46	None	Party	1C		2 ● 80 ●	Increases the mana regeneration of party members within 30 yards by 10 every 5 seconds. Players may only have one Aura on them per Paladin at any one time.
4	56	None	Party	1C		6 ● 40 ●	Increases the mana regeneration of party members within 30 yards by 13 every 5 seconds. Players may only have one Aura on them per Paladin at any one time.



TALENTS

HOLY

TALENT NAME	RANK	PREREQUISITES	EFFECTS
Improved Lay on Hands	2	None	Gives the target of your Lay on Hands spell a 15% bonus (Per Rank) to their armor value from items for 1 min.
Spiritual Focus	5	None	Gives your Flash of Light and Holy Light spells a 14% chance (Per Rank) to not lose casting time when you take damage.
Improved Holy Light	3	None	Increases the amount healed by your Holy Light spell by 4% (Per Rank).
Revelation	2	5 Points in Holy	Reduces the cooldown of your Lay on Hands and Divine Intervention spells by 10 min (Per Rank).
Illumination	5	5 Points in Holy	After getting a critical effect from your Flash of Light or Holy Light spell, gives you a 20% chance (Per Rank) to gain mana equal to the base cost of the spell.
Improved Blessing of Wisdom	5	5 Points in Holy	Increases the effect of your Blessing of Wisdom by 4% (Per Rank).
Divine Favor	1	10 Points in Holy	When activated, gives your next Flash of Light or Holy Light spell a 100% critical effect chance.
Improved Seal of Righteousness	5	10 Points in Holy	Increases the damage done by your Seal of Righteousness by 2% (Per Rank).
Improved Flash of Light	3	10 Points in Holy	Reduces the mana cost of your Flash of Light spell by 4% (Per Rank).
Improved Concentration Aura	3	15 Points in Holy	Increases the effect of your Concentration Aura by an additional 5% (Per Rank).
Divine Wisdom	5	5 Points in Improved Blessing of Wisdom, 15 Points in Holy	Increases your total mana by 2% (Per Rank).
Sanctity Aura	1	5 Points in Improved Seal of Righteousness, 20 Points in Holy	Increases Holy damage done by party members within 30 yards by 10%. Players may only have one Aura on them per Paladin at any one time.
Improved Seal of Light	5	20 Points in Holy	Increases the amount healed by your Seal of Light by 3% (Per Rank) and the duration of your Judgement by 4 sec.
Divine Strength	5	25 Points in Holy	Increases your Strength by 2% (Per Rank).
Holy Shock	1	1 Point in Sanctity Aura, 30 Points in Holy	Blasts the target with Holy energy, causing 205-219 Holy damage.



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DRUID

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PRIEST

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SHAMAN

WARLOCK

WARRIOR

SKILL NAME	RANKS	PREREQUISITES	EFFECTS
Improved Devotion Aura	5	None	Increases the armor bonus of your Devotion Aura by 5%
Raiding	5	None	Increases your chance to block attacks with your shield by 4% (Per Rank) for 10 sec after being the victim of a critical strike
Improved Blessing of Protection	2	5 Points in Protection	Reduces the cooldown of your Blessing of Protection by 60 sec. (Per Rank)
Toughness	5	5 Points in Protection	Increases your armor value from items by 2% (Per Rank)
Blessing of Sanctuary	1	10 Points in Protection	Places a Blessing on the friendly target, reducing damage dealt from all sources by 7 for 5 min. Players may only have one Blessing on them per Paladin at any one time.
Improved Seal of Fury	5	10 Points in Protection	Increases the amount of threat generated by your Seal of Fury and Judgement of Fury by 3% (Per Rank)
Shield Specialization	5	10 Points in Protection	Increases the amount of damage absorbed by your shield by 5% (Per Rank)
Improved Blessing of Freedom	5	10 Points in Protection	Increases the duration of your Blessing of Freedom by 1 sec. (Per Rank)
Improved Seal of Justice	5	15 Points in Protection	Increases the frequency that your Seal of Justice stuns the opponent by 1 per minute (Per Rank)
Reckoning	5	20 Points in Protection	Gives you a 20% chance (Per Rank) to gain an extra attack after being the victim of a critical strike
Holy Shield	1	5 Points in Shield Specialization, 20 Points in Protection	Increases chance to block by 30% for 10 sec, and deals 40 Holy damage for each attack blocked while active. Each block expends a charge. 4 charges
Improved Blessing of Salvation	2	20 Points in Protection	Increases the duration of your Blessing of Salvation by 5 min. (Per Rank)
One-Handed Weapon Specialization	5	25 Points in Protection	Increases the damage you deal with one-handed melee weapons by 1% (Per Rank)
Repentance	1	5 Points in Improved Seal of Justice, 30 Points in Protection	Puts the enemy target in a state of meditation for up to 6 sec. Any damage caused will awaken the target. Only works against Humanoids.

SKILL NAME	RANKS	PREREQUISITES	EFFECTS
Improved Blessing of Might	5	None	Increases the Attack Power bonus of your Blessing of Might by 4%
Bandolier	5	None	Reduces the mana cost of your Retribution spells by 3% (Per Rank)
Two-Handed Weapon Specialization	5	5 Points in Retribution	Increases the damage you deal with two-handed melee weapons by 1% (Per Rank)
Improved Seal of the Crusader	5	5 Points in Retribution	Increases the Attack Power bonus of your Seal of the Crusader and the Holy damage increase of your Judgement of the Crusader by 3% (Per Rank)
Deflection	5	10 Points in Retribution	Increases your Parry chance by 1% (Per Rank)
Vengeance	5	10 Points in Retribution	Gives you a 3% bonus (Per Rank) to Physical and Holy damage you deal for 8 sec. after dealing a critical strike
Seal of Command	1	10 Points in Retribution	Fills the Paladin with the spirit of command for 30 sec, giving the Paladin a chance to deal additional Holy damage equal to the damage of the Paladin's weapon. Only one Seal can be active on the Paladin at any one time. Underspending this Seal's energy will judge an enemy for 30 sec, causing 24 Holy damage any time the enemy becomes stunned. Only one judgement per Paladin can be active at any one time.
Anticipation	5	10 Points in Retribution	Increases your Defense skill by 2 (Per Rank)
Improved Retribution Aura	5	1 Point in Seal of Command, 15 Points in Retribution	Increases the damage done by your Retribution Aura by 5% (Per Rank)
Precision	3	5 Points in Deflection, 20 Points in Retribution	Increases your chance to hit with melee weapons by 1% (Per Rank)
Consecration	1	20 Points in Retribution	Consecrates the land beneath the Paladin, doing 120 Holy damage over 8 sec. to enemies who enter the area
Conviction	5	5 Points in Vengeance, 25 Points in Retribution	Increases your chance to get a critical strike with melee weapons by 1% (Per Rank)
Blessing of Kings	1	30 Points in Retribution	Places a Blessing on the friendly target, increasing total cloth by 10% for 5 min. Players may only have one Blessing on them per Paladin at any one time.

STRATEGIES

The core strategy for being a Paladin is doing whatever you need to keep yourself and others alive while harping on your timed combat abilities as much as possible. Every time you have the opportunity to use Holy Strike is your chance to do massive damage every time you can stun the enemy with Hammer of Justice they lose the opportunity to attack. In the meanwhile, use regular attacks and healing as needed, knowing that you have the hit points to outlast the onslaught.

GENERAL TIPS

The basic strategy for being a Paladin is fairly easy and infinitely repeatable. They have a limited range of combat abilities, so you get to use nearly all the ones you have early in your career.

First, choose the Aura that fits your role the best. If you aren't sure which one works for a given situation, default to Devotion Aura. There is never anything wrong with having more armor, and it works well for anything you are likely to come into contact with.

Start off most fights with Holy Strike. This is your most powerful attack, and you want to use it as often as you can in the course of battle. As soon as the timer becomes active, hit it and slam into the creature. The only time that you may want to hold onto it is during the very end of a fight where the creature may try to run away. When they get close to the end of their hit points, use Holy Strike to knock them all the way down before they can high-tail it away from you. Of course, you shouldn't be saving Holy Strike throughout the entire battle; the timer is fairly quick, and you should be able to get in at least two of them before you have to wait for the end.

Hammer of Justice is also very good for keeping enemies from running. Unlike Warriors and Mages, Paladins don't have anything to slow down a fleeing enemy. That means that Paladins have to follow running opponents as quickly as possible before they get away. Stunning the creature as it runs in fear keeps the mob from getting away (and possibly bringing friends against you).

If you aren't fighting a running enemy, use Hammer of Justice early in the fight. If the fight lasts for a while (lucky for you!) you may get to use the stun twice. This ability is also a Paladin's only interrupt. Before you go toe-to-toe with any caster, you should have this ability available. Mage users deal nasty damage, and avoiding even one spell is worthwhile.

If at all possible, hold off on the healing spells until the end of battle. That way, you can regenerate your mana over the course of a fight and limit your downtime. In addition, using drinks like sweet nectar can be expensive, and you want to save your money for even better things, like new armor. Paladins are excellent at moving from fight to fight with few meal breaks, but mana breaks can be a different matter in the higher levels. To increase your number of kills and slice downtime, find enemies that are tough but deal modest damage over time (perfect for a slow pounder).

If you need to heal yourself during the fight, there are a couple of options. Casting Healing Light is a long process, so you don't want to wait until you are at death's door. If the enemy attacks slowly, you can absorb the hits and take the damage, knowing that your healing can handle the abuse. If, however, you are dealing with fast attackers, stun them with Hammer of Justice and heal while they are stunned. For multiple attackers, use your Divine Favor for its limited invulnerability and heal yourself while you are uninterrupted by attacks.



LIFE ON YOUR OWN

Paladins make wonderful, reliable soloers. They have the ability to take damage and the survivability to outlive most engagements. Their healing abilities also let them avoid most downtime.

One big concern with being a soloer is that you must choose your targets with care. There are some creatures that Paladins have an easier time fighting than others. First off, Paladins are not the class to break camps. Pally pulling, which involves moving on the outside of a camp just enough to grab one or two enemies, requires skill and practice. Bad luck can result in a Paladin or group being overwhelmed by the entire enemy camp. So you want to limit yourself to grabbing enemies on the outskirts of camps or single targets.

What are good targets for soloers? Well, the best target that any Paladin can have is Undead. Holy magic does extra damage to these creatures, and all of a Paladin's combat abilities are centered on that. In addition, Paladins get a wonderful offensive Undead-specific spell to aid them in a fight: Exorcism. This spell is mana-intensive, but it does very nice damage against your enemies. Paladins also get a Seal that raises their damage against Undead, and a spell called Turn Undead that makes them run in fear. If you find yourself swarmed by too many Undead, you can always force a few of them to flee (giving you time to ditch or heal yourself).

Other good targets include most beasts. These creatures don't run away frequently, which means that you don't have to worry about chasing after them. It also doesn't really matter too much to a Paladin how fast or much they attack for, because healing is always an option. Even the special attacks that some beasts have, like Poison or Disease, don't slow down a Paladin very much, because they have Holy Magic that can remove these effects (Purify or Cleanse). Diseases like Rabies, which keep hit points and mana from regenerating, can be easily removed by a Paladin after a battle instead of the 10-minute wait time that another class would spend crippled.



JOINING A PARTY

Most groups love having Paladins because they can serve as a tank and a little healer. So when you go into a group, expect most of them to ask you to concentrate on healing others over dealing raw melee damage.

The Paladin should always be the first person to do the healing, even (and especially) if there is a primary healer in the party. First, remember that you have all the hit points that you need for a long battle. Priests and Druids don't have the same survivability. Healing spells raise threat levels, and if a Paladin is healing, they have a better chance of getting the mob's attention. Finally, when the Paladin runs out of mana, the healer can take over, giving the Paladin a chance to regenerate. Using a Paladin as a healer this way decreases the amount of time that the party has to spend sitting and regenerating hit points and mana.



Having a Priest and Paladin combination in the group gives special benefits. In this case, a Paladin can help the Priest not only through healing but also through attack to damage. In this case, instead of using Holy Strike first, use Crusader Strike. This ability raises the damage done by Holy Magic, including any Holy Strikes done by the Paladin and Holy Smiles done by the Priest.

Crusader Strike is also good in very long fights, specifically, fights against Elite mobs. These enemies have high hit points, so any boost to a Paladin's damage is useful. A good technique is to use Crusader Strike, then Holy Strike, and repeat. You get the most damage for the time that you spend attacking and your party gets all the healing that it needs to keep fighting.

GETTING OUT OF TROUBLE

You have two major get-out-of-trouble abilities: Divine Favor and Lay on Hands. Divine Favor is your limited immunity; you can do it once every 5 minutes, it doesn't have a mana cost, but you can't attack or cast offensive spells while it is active. Lay on Hands restores all a target's hit points at the cost of all a Paladin's mana.

The most important thing to note before you use either of them is how much mana you have. If you have a good supply of mana, but few hit points, use Divine Favor. While you are invulnerable, heal yourself. In the higher levels, your Divine Favor lasts long enough that you can get two good Holy Light healing spells through.

However, Holy Light is mana expensive and not mana efficient. There are situations where you are reaching the low limits of everything, hit points and mana, and your potions have already been used. You may be outnumbered and unable to flee. Or, you can't heal someone in your party enough and the enemy is not leaving them be. What do you do? Lay on Hands. True, you won't have any mana for a time, but it makes all the difference in life or death situations. Just remember that LoH has a one-hour cooldown, so you can't use it often.





PRIEST

Priests are the primary healers in *World of Warcraft*. Without the healing spells of a Priest, many a Warrior would be unable to survive grabbing five enemies or a Mage able to live through their spell casting. It is these healing spells that make a Priest extremely valuable to groups, and few parties turn down a skilled Healer. However, a Priest's usefulness is not limited to only healing spells. They are also offensive casters, doing damage using both Holy and Shadow magic. Left to their own devices, Priests are no fading flowers resigned to depending on the good graces of others; instead, they are fully capable of defending themselves, performing damage-dealing spells and avoiding some of the worst aspects of an enemy's attacks.

PRIESTLY RECKONING

What started as a tiny battle was quickly becoming a widespread conflict. It seemed as though the entire area was embroiled with Orcs, and there were magical bolts and the sounds of combat all around in a chaotic fray.

We had come to the Redridge Mountains, to Stonewatch Keep, to defend Lakeshire and its citizens from the Horde. In particular, we were searching for Tharil'zun, an Orc known for his cleverness and aggression, the leader of a group of Orc skirmishers. Lakeshire would never be safe as long as this creature held command, and we could not rest without hard proof of his demise. We would leave Stonewatch Keep only with Tharil'zun's head.

But an Orc and his head are not easily parted, and Tharil'zun was far from alone. All it took was one of his retinue scurrying away like a coward to warn the others. Suddenly, we found ourselves overwhelmed by Orcs of enormous ferocity, strength, and the ability to use dark magic.

At first, I added what damage I could by smiting the enemy with the Holy magic that springs forth when called upon. But our group was quickly taking damage, and I rushed to their assistance. The Warrior Tielyn nodded at me in response to the new energy that flooded into her and continued her grim task of slicing into the enemy. Suddenly, I heard Anat, a Mage, cry out. Standing over her, sword raised high, was a thick-bodied Orc fighter. In another second, that sword would swing down and cut the Mage's life. I summoned great force of will and shaped the power of the Light into an elegant shield. The Orc's sword crashed down onto the barrier, but Anat remained unharmed. The Orc even looked surprised as Anat rallied, focusing her magic into a bolt that blasted into the Orc's face.

Tharil'zun himself came into the battle. Knowing that I would have to ensure that our little group survived his onslaught, I used only a small amount of offensive Shadow magic against him: enough to ensure a steady decrease of his power through a single word—Pain. After that, my attention was completely enraptured by healing our group, keeping Tielyn, Anat, and the others as safe and healthy as possible. Finally, with a last strangled gasp, Tharil'zun fell forward, dead.

We saved many good people of Lakeshire, I know. And, more importantly, none of my friends were lost in the battle. To help your friends and stop your enemies is the truest thing that anyone can accomplish, and we did a great deed that day.



INTRODUCTION TO PLAYING THE PRIEST

There are several classes with healing potential, but none of them outheals a Priest. This is a class with a wide range of different healing abilities, and Priests have the most powerful and efficient healing spells of any other character in the game.

It is this healing ability that ensures that Priests always have a valuable place in any group. There are always spots available for someone who is willing to keep the rest of the group dealing damage and killing enemies.

However, Priests are not relegated to only healing duties, and they are capable of doing damage against monsters on their own. The proper placement of an offensive spell can do as much to save a party member as a well-timed heal. If a monster is bad, then it can't very well attack your party member, can it? In addition, this means that Priests are perfectly capable of dispatching their own enemies, and they don't need to be constantly shepherded by escorts.

In my mind, though, that being a Priest is a matter of temperament. If you find that you enjoy casting large amounts of offensive spells and hate healing, then a Mage may be more your cup of tea. Similarly, if you only want to heal occasionally and want to do more melee damage, a Paladin has some similar abilities to Priests and more survivability.

Exactly what Priests don't have is the heavy armor to withstand a determined assault. Faced with multiple opponents or high-damage enemies, a Priest's cloth armor is no barrier. The use of Power Word: Shield, a temporary spell that absorbs damage and keeps a Priest from being interrupted, can only go so far. It's best for a Priest to keep fights short, sweet, and at range as much as possible.

If you enjoy saving other people and want to throw in a bit of offensive damage on your own, being a Priest is a great choice. You can really have a wonderful time with some of the more social aspects of *World of Warcraft* as well as be a competent soloer if you find that is what you want. Being a Priest means that you are a flexible and versatile healer first and a caster second.



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Dwarf	22	23	19	22	23
Human	21	22	21	23	22
Night Elf	20	21	22	25	21
Troll	21	22	20	22	24
Undead	20	23	19	23	24

ATTRIBUTES APPLIED

Strength	Higher Melee Damage
Stamina	Higher Hit Points
Agility	Higher Chance to Dodge, More Melee Criticals
Intellect	Higher Mana Pool and Greater Chance for Critical Heals
Spirit	Greater Mana and Hit Point Regeneration

ITEMS AND EQUIPMENT

What you're equipped with is not as important as what bonuses your equipment has. There are three major attributes that your character should concentrate on: Intellect, Spirit, and Stamina.

The choice between Intellect and Spirit is a most interesting one. Intellect increases the amount of mana that a Priest has available to them. More mana means that they can cast greater amounts of spells before resting (both more healing and damage spells). In addition, Priests with high Intellect have a higher chance of landing critical hits with those spells, and there is very good damage to be done with a critical offensive spell.

On the other hand, both healing and damage spells are magic intensive. It's very easy for a Priest to cast away all of their mana, leaving them to rely on their melee damage or magical wands. This is not a good situation for a Priest to be in, and Priests with little mana are very vulnerable. If you have a high Spirit, you can cast your spells more freely, knowing that you can regenerate your magic points while doing some fighting. It can also decrease your amount of downtime, and that's very useful for a Priest, who can spend a lot of time trying to keep their magic points high.

Choosing between Spirit and Intellect is a very personal decision, and there are benefits to each. Try and experiment so that you can find the set of armor that works best for what you want to do. If you find that you run out of magic points frequently and cannot cast the number of spells that you want to, concentrate more on Intellect equipment. If your casting is high but you can't regenerate magic as well (say, in a group where the few heals that you have to make are very expensive), invest more in Spirit gear. If you think that you are going to be in many different types of situations, look for balanced equipment. There is no need to make an either/or choice in the matter: go for both.

The only other attribute to look for in equipment is Stamina. Stamina is tied to how many hit points a Priest has available to them. Because Priests don't have heavy armor (or even modest armor), even little improvements in Stamina are useful. If at all possible, increase your amount of health or armor by supplementing your equipment with enchantments or patches.



HOLY AND SHADOW ATTRIBUTES

There are certain pieces of equipment that increase the power of your Holy or Shadow spells. Depending on the type of Priest that you make, these items can be very useful to you. If you are a Shadow-based Priest or Holy-based Priest, by all means go for the rare off-hand item that raises the power of your spells.

Investing in a weapon is also a personal decision. Keep an eye out for ones that raise the attributes that you want. Maces, Daggers, and Staves are all valid choices, and some of them give very nice bonuses to Spirit and Intellect (Staves in particular). Staves are often focused more toward caster attributes, so they are a solid investment for many Priests.

Wands are important to purchase for doing damage when your mana is depleted. These ranged weapons cost nothing to activate (a huge plus), and allow your character to plug away at targets, not accruing very much aggro, while regenerating mana. It is very nice to have a melee weapon that gives you the bonuses you need while relying on wands for simple damage.



WHAT TO SPEND MONEY ON

More than anything else, make sure that your Priest is fully trained. Without the spells of your level, Priests lose vital abilities. Training can be expensive, especially at the higher levels, but the amount you spend is far worth it.

CHOOSING YOUR PROFESSION

A very good set of Professions to take as a Priest is Herbalism and Alchemy. While you're wandering through Azeroth, you can harvest the herbs that you find. Doing some crafting breaks, you can make these into useful potions. These potions have a variety of effects, but they complement a Priest's abilities well. For instance, being able to manufacture your own Healing Potions and Mana Potions for emergency situations can be a lifesaver. Using a Healing Potion doesn't cost any magic points and can give your Priest the hit points they need to outlast an encounter. Mana Potions can make the difference between a group member living and dying while your magic points are gone.

Enchanting is also an interesting Profession to explore as a Priest. In this Profession, you break apart equipment pieces into usable components. These components are your ingredients for enchanting armor and weapons. Enchanting gives bonuses to attributes or damage, and these can be either temporary or permanently associated with the piece of equipment. Because a Priest's equipment is so intimately associated with attribute bonuses, being able to control and boost attributes on equipment is very useful.

As a cloth wearer, Tailoring allows a Priest to create their own armor. The tailoring recipes create equipment that doesn't have any major bonuses to attributes, but later products are quite powerful. As a Tailor, Priests use the cloth materials that drop from humanoid mobs, so gathering the majority of the crafting ingredients is simply a matter of fighting enemies.

For secondary skills, First Aid is a nice one to pick up. This allows a Priest to create bandages that heal themselves or group members when not in combat. This can significantly reduce the amount of downtime that a Priest spends trying to regain their magic points. Time spent fighting equals time spent gaining experience—and then levels.



CLASS ABILITIES

There are three major lines of Class Abilities for Priests: Holy, Shadow, and Discipline. The use of these abilities always has an associated cost in magic points. There are both defensive and offensive effects for Holy and Shadow, and the proper mixture of them is important for a Priest.

Below are the tables listing these Class Abilities with their associated information.

ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Holy Infuse	1	1	Holy Magic	Mind Vision	1	22	Shadow Magic
Power Word: Fortitude	1	1	Discipline	Power Word: Fortitude	2	24	Discipline
Sanctify	1	1	Holy Magic	Power Word: Shield	4	24	Discipline
Sanctify	2	4	Holy Magic	Mind Burst	1	24	Discipline
Sanctify	3	4	Holy Magic	Flash Heal	2	26	Holy Magic
Sanctify	4	4	Holy Magic	Remove	4	26	Holy Magic
Sanctify	5	4	Holy Magic	Resurrection	2	26	Holy Magic
Sanctify	6	4	Holy Magic	Shadow Word: Pain	4	26	Shadow Magic
Sanctify	7	4	Holy Magic	Heal	3	28	Holy Magic
Sanctify	8	4	Holy Magic	Mind Blast	4	28	Shadow Magic
Sanctify	9	4	Holy Magic	Power Word: Shield	2	28	Discipline
Sanctify	10	4	Holy Magic	Heal	2	28	Shadow Magic
Sanctify	11	4	Holy Magic	Heal	3	30	Holy Magic
Sanctify	12	4	Holy Magic	Heal	4	30	Holy Magic
Sanctify	13	4	Holy Magic	Heal	5	30	Holy Magic
Sanctify	14	4	Holy Magic	Heal	6	30	Holy Magic
Sanctify	15	4	Holy Magic	Heal	7	30	Holy Magic
Sanctify	16	4	Holy Magic	Heal	8	30	Holy Magic
Sanctify	17	4	Holy Magic	Heal	9	30	Holy Magic
Sanctify	18	4	Holy Magic	Heal	10	30	Holy Magic
Sanctify	19	4	Holy Magic	Heal	11	30	Holy Magic
Sanctify	20	4	Holy Magic	Heal	12	30	Holy Magic
Sanctify	21	4	Holy Magic	Heal	13	30	Holy Magic
Sanctify	22	4	Holy Magic	Heal	14	30	Holy Magic
Sanctify	23	4	Holy Magic	Heal	15	30	Holy Magic
Sanctify	24	4	Holy Magic	Heal	16	30	Holy Magic
Sanctify	25	4	Holy Magic	Heal	17	30	Holy Magic
Sanctify	26	4	Holy Magic	Heal	18	30	Holy Magic
Sanctify	27	4	Holy Magic	Heal	19	30	Holy Magic
Sanctify	28	4	Holy Magic	Heal	20	30	Holy Magic
Sanctify	29	4	Holy Magic	Heal	21	30	Holy Magic
Sanctify	30	4	Holy Magic	Heal	22	30	Holy Magic

ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Flash Heal	4	28	Holy Magic	Power of Healing	3	30	Holy Magic
Sanctify	4	28	Holy Magic	Remove	8	30	Holy Magic
Sanctify	5	28	Holy Magic	Shadow Word: Pain	7	30	Shadow Magic
Sanctify	6	28	Holy Magic	Sanctify	2	32	Holy Magic
Sanctify	7	28	Holy Magic	Mind Blast	8	32	Shadow Magic
Sanctify	8	28	Holy Magic	Mind Blast	9	32	Shadow Magic
Sanctify	9	28	Holy Magic	Mind Blast	10	32	Shadow Magic
Sanctify	10	28	Holy Magic	Mind Blast	11	32	Shadow Magic
Sanctify	11	28	Holy Magic	Mind Blast	12	32	Shadow Magic
Sanctify	12	28	Holy Magic	Mind Blast	13	32	Shadow Magic
Sanctify	13	28	Holy Magic	Mind Blast	14	32	Shadow Magic
Sanctify	14	28	Holy Magic	Mind Blast	15	32	Shadow Magic
Sanctify	15	28	Holy Magic	Mind Blast	16	32	Shadow Magic
Sanctify	16	28	Holy Magic	Mind Blast	17	32	Shadow Magic
Sanctify	17	28	Holy Magic	Mind Blast	18	32	Shadow Magic
Sanctify	18	28	Holy Magic	Mind Blast	19	32	Shadow Magic
Sanctify	19	28	Holy Magic	Mind Blast	20	32	Shadow Magic
Sanctify	20	28	Holy Magic	Mind Blast	21	32	Shadow Magic
Sanctify	21	28	Holy Magic	Mind Blast	22	32	Shadow Magic
Sanctify	22	28	Holy Magic	Mind Blast	23	32	Shadow Magic
Sanctify	23	28	Holy Magic	Mind Blast	24	32	Shadow Magic
Sanctify	24	28	Holy Magic	Mind Blast	25	32	Shadow Magic
Sanctify	25	28	Holy Magic	Mind Blast	26	32	Shadow Magic
Sanctify	26	28	Holy Magic	Mind Blast	27	32	Shadow Magic
Sanctify	27	28	Holy Magic	Mind Blast	28	32	Shadow Magic
Sanctify	28	28	Holy Magic	Mind Blast	29	32	Shadow Magic
Sanctify	29	28	Holy Magic	Mind Blast	30	32	Shadow Magic

DISCIPLINE

Discipline includes many of your defensive abilities. Mainly this is your buff line, but there is also one very important spell here (Power Word: Shield). This spell absorbs a return amount of damage and prevents the target from being interrupted during spell casting.

Priests also have an Unleash-specific targeted spell. Shackle Undead keeps the enemy from moving, casting spells, or attacking, but any damage done to the enemy frees it from the shackles. This form of combat control is vital in PvP against the Horde and is also quite useful against elite monsters that are Unleashed.

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Dispel Magic	1	18	75	30 yd	1C		29	Dispel magic on the target, removing 1 harmful spell from a friend or 1 beneficial spell from an enemy.
Dispel Magic	2	36	125	30 yd	1C		50	Dispel magic on the target, removing 2 harmful spell from a friend or 2 beneficial spell from an enemy.

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Divine Spirit	2	42	610	30 yd	1C		70	Holy power infuses the target, increasing their Spirit by 29 for 30 min.
Divine Spirit	3	50	860	30 yd	1C		60	Holy power infuses the target, increasing their Spirit by 35 for 30 min.

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Power Word: Fortitude	1	1	60	30 yd	1C		10	Holy Power infuses the target increasing their Stamina by 3 for 30min.
Power Word: Fortitude	2	12	155	30 yd	1C		8	Holy power infuses the target increasing their Stamina by 8 for 30 min.
Power Word: Fortitude	3	24	400	30 yd	1C		71	Holy power infuses the target increasing their Stamina by 18 for 30 min.
Power Word: Fortitude	4	36	745	30 yd	1C		50	Holy power infuses the target increasing their Stamina by 42 for 30 min.
Power Word: Fortitude	5	48	1170	30 yd	1C		70	Holy power infuses the target increasing their Stamina by 56 for 30 min.
Power Word: Fortitude	6	60	1495	30 yd	1C		70	Holy power infuses the target increasing their Stamina by 70 for 30 min.



DEVO
HUNTER
MAGE
PALADIN
PRIEST
ROGUE
SHAMAN
WARRIOR



POWER WORD: SHIELD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	45	40 yd	1C	4 sec	1 ☉	Instantly shields the target, absorbing 44 damage. Lasts 1 min. While the shield holds, spells will not be interrupted by physical attacks.
2	12	80	40 yd	1C	4 sec	8 ☉	Instantly shields the target, absorbing 82 damage. Lasts 1 min. While the shield holds, spells will not be interrupted by physical attacks.
3	18	130	40 yd	1C	4 sec	29 ☉	Instantly shields the target, absorbing 134 damage. Lasts 1 min. While the shield holds, spells will not be interrupted by physical attacks.
4	24	175	40 yd	1C	4 sec	71 ☉	Instantly shields the target, absorbing 194 damage. Lasts 1 min. While the shield holds, spells will not be interrupted by physical attacks.
5	30	210	40 yd	1C	4 sec	65 ☉	Instantly shields the target, absorbing 294 damage. Lasts 1 min. While the shield holds, spells will not be interrupted by physical attacks.
6	36	250	40 yd	1C	4 sec	1 ☉ 50 ☉	Draws on the soul of the target to shield them, absorbing 381 damage. Lasts 30 sec. While the shield holds, you will not be interrupted by physical attacks. Once shielded, the target cannot be shielded again for 15 sec.
7	42	300	40 yd	1C	4 sec	2 ☉ 20 ☉	Draws on the soul of the target to shield them, absorbing 484 damage. Lasts 30 sec. While the shield holds, you will not be interrupted by physical attacks. Once shielded, the target cannot be shielded again for 15 sec.
8	48	355	40 yd	1C	4 sec	4 ☉ 20 ☉	Draws on the soul of the target to shield them, absorbing 605 damage. Lasts 30 sec. While the shield holds, you will not be interrupted by physical attacks. Once shielded, the target cannot be shielded again for 15 sec.
9	54	425	40 yd	1C	4 sec	5 ☉ 80 ☉	Draws on the soul of the target to shield them, absorbing 763 damage. Lasts 30 sec. While the shield holds, you will not be interrupted by physical attacks. Once shielded, the target cannot be shielded again for 15 sec.
10	60	500	40 yd	1C	4 sec	4 ☉ 70 ☉	Draws on the soul of the target to shield them, absorbing 942 damage. Lasts 30 sec. While the shield holds, you will not be interrupted by physical attacks. Once shielded, the target cannot be shielded again for 15 sec.



INNER FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	20		1C		8 ☉	A burst of holy energy fills the caster, increasing her attack power by 20 and armor by 60 for 3 min.
2	20	45		1C		23 ☉	A burst of holy energy fills the caster, increasing her attack power by 35 and armor by 100 for 3 min.
3	30	75		1C		65 ☉	A burst of holy energy fills the caster, increasing her attack power by 50 and armor by 140 for 3 min.
4	40	115		1C		1 ☉ 30 ☉	A burst of holy energy fills the caster, increasing his attack power by 70 and armor by 630 for 3 min.
5	50	165		1C		2 ☉ 80 ☉	A burst of holy energy fills the caster, increasing his attack power by 90 and armor by 780 for 3 min.
6	60	225		1C		4 ☉ 70 ☉	A burst of holy energy fills the caster, increasing his attack power by 110 and armor by 930 for 3 min.



LEVITATE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	34	80		1C		1 ☉ 10 ☉	Allows the caster to levitate, floating a few feet above the ground. While levitating, you will fall at a reduced rate and travel over water like surfaces. Lasts 1 min.



MANA BURN

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	95	30 yd	3 sec		71 ☉	Drains 191 to 203 mana from a target. For each mana drained in this way, the target takes 0.5 damage.
2	32	140	30 yd	3 sec		1 ☉ 10 ☉	Drains 309 to 329 mana from a target. For each mana drained in this way, the target takes 0.5 damage.
3	40	185	30 yd	3 sec		1 ☉ 30 ☉	Drains 442 to 468 mana from a target. For each mana drained in this way, the target takes 0.5 damage.
4	48	225	30 yd	3 sec		4 ☉ 20 ☉	Drains 576 to 610 mana from a target. For each mana drained in this way, the target takes 0.5 damage.
5	56	270	30 yd	3 sec		4 ☉ 80 ☉	Drains 738 to 780 mana from a target. For each mana drained in this way, the target takes 0.5 damage.



SHACKLE UNDEAD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	90	30 yd	1.5 sec		23 ☉	Shackles the target undead enemy for up to 30 sec. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.
2	40	120	30 yd	1.5 sec		1 ☉ 30 ☉	Shackles the target undead enemy for up to 40 sec. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.
3	60	150	30 yd	1.5 sec		4 ☉ 70 ☉	Shackles the target undead enemy for up to 50 sec. The shackled unit is unable to move, attack or cast spells. Any damage caused will release the target. Only one target can be shackled at a time.

HOLY

Holy abilities include your healing spells. Because of the wide variety in healing spells, you can ensure that you are able to choose just the right one for a given situation. There are spells to counter poison and disease. Renew heals over time. Flash Heal has a short casting time with fair Hit Point healing. Greater Heal has a long casting time but heals high amounts of hit points.

There is also an offensive spell, Holy Smite, which does Holy damage against a target. Just because you are interested in healing doesn't mean that you can't dish out damage.



ABOLISH DISEASE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	100	30 yd	1C		1 ☉ 10 ☉	Attempts to cure 1 disease effect every 5 seconds for 20 sec.



CURE DISEASE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	14	60	30 yd	1C		9 ☉	Removes 1 disease from the friendly target.



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HUNTER

MAGE

PALADIN

PRIEST

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SHAMAN

WARLOCK

WARRIOR

FLASH HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	125	40 yd	1.5 sec		23	Heals a friendly target for 170 to 208.
2	26	155	40 yd	1.5 sec		67	Heals a friendly target for 226 to 274.
3	32	185	40 yd	1.5 sec		1 10	Heals a friendly target for 322 to 392.
4	38	215	40 yd	1.5 sec		2 30	Heals a friendly target for 400 to 478.
5	44	245	40 yd	1.5 sec		2 50	Heals a friendly target for 518 to 616.
6	50	315	40 yd	1.5 sec		2 80	Heals a friendly target for 644 to 764.
7	56	380	40 yd	1.5 sec		4 80	Heals a friendly target for 812 to 958.

GREATER HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	545	40 yd	4 sec		1 30	A slow casting spell that heals a single target for 1201 to 1353.
2	46	665	40 yd	4 sec		3 70	A slow casting spell that heals a single target for 1531 to 1717.
3	52	800	40 yd	4 sec		5 30	A slow casting spell that heals a single target for 1919 to 2147.
4	58	960	40 yd	4 sec		5 30	A slow casting spell that heals a single target for 2396 to 2674.

HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	170	40 yd	3 sec		18	Heal your target for 247 to 285.
2	22	265	40 yd	3.5 sec		42	Heal your target for 421 to 481.
3	28	375	40 yd	4 sec		81	Heal your target for 670 to 742.
4	34	450	40 yd	4 sec		1 30	Heal your target for 948 to 1072.

HOLY FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	170	30 yd	5 sec	1 min	20	Consumes the enemy in flames that causes 164 to 208 Fire damage and an additional 48 Fire damage over 8 sec.
3	36	205	30 yd	5 sec	1 min	40	Consumes the enemy in flames that causes 211 to 265 Fire damage and an additional 60 Fire damage over 8 sec.
4	42	245	30 yd	5 sec	1 min	60	Consumes the enemy in flames that causes 267 to 333 Fire damage and an additional 76 Fire damage over 8 sec.
5	48	280	30 yd	5 sec	1 min	1 10	Consumes the enemy in flames that causes 320 to 398 Fire damage and an additional 92 Fire damage over 8 sec.
6	54	325	30 yd	5 sec	1 min	1 50	Consumes the enemy in flames that causes 391 to 483 Fire damage and an additional 112 Fire damage over 8 sec.
7	60	365	30 yd	5 sec	1 min	1 60	Consumes the enemy in flames that causes 464 to 570 Fire damage and an additional 128 Fire damage over 8 sec.

HOLY NOVA

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	50	265		IC	5 sec	70	Causes an explosion of holy light around the caster, causing 113 to 123 Holy damage to all targets within 10 yards. The effect also temporarily reduces your threat level against nearby targets for 5 sec.
3	58	315		IC	5 sec	1 30	Causes an explosion of holy light around the caster, causing 143 to 157 Holy damage to all targets within 10 yards. The effect also temporarily reduces your threat level against nearby targets for 5 sec.

SMITE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	25	30 yd	1.5 sec		No Cost	Smite an enemy for 13 to 17 holy damage.
2	4	35	30 yd	2 sec		1	Smite an enemy for 24 to 28 holy damage.
3	14	45	30 yd	2.5 sec		9	Smite an enemy for 54 to 62 holy damage.
4	22	100	30 yd	2.5 sec		42	Smite an enemy for 96 to 110 holy damage.
5	30	150	30 yd	2.5 sec		65	Smite an enemy for 140 to 182 holy damage.
6	38	195	30 yd	2.5 sec		2 30	Smite an enemy for 212 to 240 holy damage.
7	46	245	30 yd	2.5 sec		3 70	Smite an enemy for 287 to 323 holy damage.
8	54	295	30 yd	2.5 sec		5 80	Smite an enemy for 371 to 415 holy damage.

LESSER HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	35	40 yd	1.5 sec		No Cost	Heal your target for 43-53.
2	4	50	40 yd	2 sec		50	Heal your target for 66-80.
3	10	85	40 yd	2.5 sec		3	Heal your target for 142 to 166.

PRAYER OF HEALING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	410		3 sec		85	A powerful prayer heals nearby party members for 293 to 313.
2	40	560		3 sec		1 30	A powerful prayer heals nearby party members for 444 to 472.
3	50	770		3 sec		2 80	A powerful prayer heals nearby party members for 657 to 696.
4	60	1030		3 sec		4 70	A powerful prayer heals nearby party members for 929 to 991.



RENEW

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	30	40 yd	1C		2 ●	Heals the target of 50 damage over 15 sec.
2	14	65	40 yd	1C		9 ●	Heals the target of 85 damage over 15 sec.
3	20	105	40 yd	1C		23 ●	Heals the target of 150 damage over 15 sec.
4	26	140	40 yd	1C		67 ●	Heals the target of 210 damage over 15 sec.
5	32	170	40 yd	1C		1 ● 10 ●	Heals the target of 315 damage over 15 sec.
6	38	205	40 yd	1C		2 ● 30 ●	Heals the target of 400 damage over 15 sec.
7	44	250	40 yd	1C		2 ● 50 ●	Heals the target of 510 damage over 15 sec.
8	50	305	40 yd	1C		2 ● 80 ●	Heals the target of 650 damage over 15 sec.
9	56	365	40 yd	1C		4 ● 80 ●	Heals the target of 810 damage over 15 sec.



RESURRECTION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	150	40 yd	10 sec		3 ●	Brings a dead player back to life with 15% of their health and mana.
2	26	250	40 yd	10 sec		2 ● 20 ●	Brings a dead player back to life with 30% of their health and mana.
3	42	400	40 yd	10 sec		2 ● 20 ●	Brings a dead player back to life with 40% of their health and mana.
4	58	500	40 yd	10 sec		5 ● 30 ●	Brings a dead player back to life with 50% of their health and mana.

SHADOW

Shadow abilities are, in general, centered onto offensive and combat control spells. In this area, you find your strongest offensive spell, Mind Blast, as well as a powerful damage over time spell, Shadow Word: Pain. In later levels, Priests also acquire some combat control spells. This includes the ability to make your enemies run away from you or allow you to control them temporarily.



FADE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	40		1C	30 sec	2 ●	Fade out, reducing the caster's threat level on all enemies by a small amount for 10 sec.
2	20	75		1C	30 sec	23 ●	Fade out, reducing the caster's threat level on all enemies by a medium amount for 10 sec.
3	30	125		1C		65 ●	Fade out, reducing the caster's threat level on all enemies by a high amount for 10 sec.
4	40	175		1C	30 sec	1 ● 30 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 3).
5	50	275		1C	30 sec	2 ● 80 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 4).
6	60	275		1C	30 sec	4 ● 70 ●	Fade out, discouraging enemies from attacking you for 10 sec. More effective than Fade (rank 5).



MIND BLAST

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	50	30 yd	1.5 sec	8 sec	3 ●	Blasts the target for 39 to 43 shadow damage, but causes a high amount of threat.
2	16	80	30 yd	1.5 sec	8 sec	18 ●	Blasts the target for 72 to 78 shadow damage, but causes a high amount of threat.
3	22	110	30 yd	1.5 sec	8 sec	42 ●	Blasts the target for 112 to 120 shadow damage, but causes a high amount of threat.
4	28	150	30 yd	1.5 sec	8 sec	81 ●	Blasts the target for 167 to 177 shadow damage, but causes a high amount of threat.
5	34	185	30 yd	1.5 sec	8 sec	1 ● 30 ●	Blasts the target for 217 to 233 shadow damage, but causes a high amount of threat.
6	40	225	30 yd	1.5 sec	8 sec	1 ● 30 ●	Blasts the target for 279 to 297 shadow damage, but causes a high amount of threat.
7	46	265	30 yd	1.5 sec	8 sec	3 ● 70 ●	Blasts the target for 346 to 366 shadow damage, but causes a high amount of threat.
8	52	310	30 yd	1.5 sec	8 sec	5 ● 30 ●	Blasts the target for 425 to 449 shadow damage, but causes a high amount of threat.
9	58	350	30 yd	1.5 sec	8 sec	5 ● 30 ●	Blasts the target for 503 to 531 shadow damage, but causes a high amount of threat.



MIND CONTROL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	350	20 yd	2 sec		65 ●	Controls a humanoid mind up to level 32, but slows its attack speed by 20%. Lasts 1 min, but the target gets a chance to break free every 5 seconds.
2	44	550	20 yd	3 sec		2 ● 50 ●	Controls a humanoid mind up to level 47, but slows its attack speed by 20%. Lasts 1 min, but the target gets a chance to break free every 5 seconds.
3	58	750	20 yd	3 sec		5 ● 30 ●	Controls a humanoid mind up to level 62, but slows its attack speed by 20%. Lasts 1 min, but the target gets a chance to break free every 5 seconds.



MIND PLAY

RANK	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	36	100	20 yd	1C		40 ●		Assault the target's mind with Shadow energy, causing 186 damage over 3 sec and slowing the target to 50% of their movement speed.
3	44	135	20 yd	1C		60 ●		Assault the target's mind with Shadow energy, causing 261 damage over 3 sec and slowing the target to 50% of their movement speed.
4	52	165	20 yd	1C		1 ● 30 ●		Assault the target's mind with Shadow energy, causing 330 damage over 3 sec and slowing the target to 50% of their movement speed.
5	60	205	20 yd	1C		1 ● 60 ●		Assault the target's mind with Shadow energy, causing 476 damage over 3 sec and slowing the target to 50% of their movement speed.



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SHAMAN

WARLOCK

WARRIOR

MIND SOOTHE

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	50	40 yd	1C		23	Soothes the target, reducing the range at which it will attack you. Only affects targets level 40 or lower. Lasts 15 sec.
2	36	70	40 yd	1C		50	Soothes the target, reducing the range at which it will attack you. Only affects targets level 55 or lower. Lasts 15 sec.
3	52	90	40 yd	1C		5	Soothes the target, reducing the range at which it will attack you. Only affects targets level 55 or lower. Lasts 15 sec.

MIND VISION

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	65	100 yd	1C		42	Allows the caster to see through the target's eyes for 1 min.
2	44	150	100 yd	1C		2	Allows the caster to see through the target's eyes for 1 min. Will not work if the target is in another Instance or on another continent.

PSYCHIC SCREAM

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	100		1C	30 sec	9	The Caster lets out a psychic scream, causing 2 nearby enemies to flee for 8 sec.
2	28	140		1C	30 sec	81	The Caster lets out a psychic scream, causing 3 nearby enemies to flee for 8 sec.
3	42	180		1C	30 sec	2	The Caster lets out a psychic scream, causing 4 nearby enemies to flee for 8 sec.
4	56	210		1C	30 sec	4	The Caster lets out a psychic scream, causing 5 nearby enemies to flee for 8 sec.

SHADOW PROTECTION

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	250	30 yd	1C		65	Increases the target's resistance to Shadow spells by 50 for 10 min.
2	42	450	30 yd	1C		2	Increases the target's resistance to Shadow spells by 75 for 10 min.
3	56	650	30 yd	1C		4	Increases the target's resistance to Shadow spells by 100 for 10 min.

SHADOW WORD: PAIN

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	25	30 yd	1C		50	A word of darkness that causes 30 damage over 18 sec.
2	10	50	30 yd	1C		3	A word of darkness that causes 66 damage over 18 sec.
3	18	95	30 yd	1C		29	A word of darkness that causes 132 damage over 18 sec.
4	26	155	30 yd	1C		67	A word of darkness that causes 234 damage over 18 sec.
5	34	230	30 yd	1C		1	A word of darkness that causes 488 damage over 24 sec.
6	42	305	30 yd	1C		2	A word of darkness that causes 680 damage over 24 sec.
7	50	385	30 yd	1C		2	A word of darkness that causes 896 damage over 24 sec.
8	58	470	30 yd	1C		5	A word of darkness that causes 1136 damage over 24 sec.

TALENTS

The Priest Talent lines help to focus their class abilities, making them more powerful or more efficient. That being said, even a heavily Shadow-based Priest can heal or Holy-based Priest do damage over time. Rather than limiting the range of a Priest, Talents allow them to become more effective at a given line of spells.

In general, which Talents you decide to take depend on the role that you enjoy as a Priest. If you enjoy healing and playing in a group, consider focusing in Holy Talents. If you like the aggressive, offensive damage found in Shadow or enjoy soloing, then Shadow Talents are useful for you. Discipline, on the other hand, is a very balanced set of Talents, and raising the strength of buffs and defensive abilities can be valuable.

DISCIPLINE	Talent Name	RANKS	PREREQUISITES	EFFECTS
	Unbreakable Will	5	None	Increases chance to resist Stun, Fear, and Silence by 3%.
	Silver Resolve	5	None	Reduces the Threat generated by your damage spells by 4%.
	Word Specialization	5	5 Points in Discipline	Increases damage from words by 5%.
	Improved Power Word: Shield	3	5 Points in Discipline	Reduces the duration of Weakened Soul by 5 seconds.
	Improved Power Word: Fortitude	2	5 Points in Discipline	Increases the effect of Power Word: Fortitude by 15%.
	Mental Agility	5	10 Points in Discipline	Reduces the cost of your Instant spells by 2%.
	Improved Shackle Undead	2	10 Points in Discipline	Decreases the chance for enemies to resist Shackle Undead by 5%.
	Martyrdom	2	10 Points in Discipline	Adds a 50% chance to gain Focused Casting for six seconds after you are critically hit.
	Inner Focus	1	5 Points in Mental Agility, 15 Points in Discipline	Adds an Instant ability to make your next spell free of cost and increase its chance to critical by 25%.
	Meditation	5	15 Points in Discipline	Increases your Mana Regeneration by 2%.
	Improved Inner Fire	3	15 Points in Discipline	Increases the effect of Inner Fire by 15%.
	Focused Casting	1	2 Points in Martyrdom, 20 Points in Discipline	Adds an Instant ability that lasts eight seconds and negates delays in casting from taking damage.
	Improved Mana Burn	2	25 Points in Discipline	Reduces the casting time of Mana Burn by .5 seconds.
	Divine Spirit	1	5 Points in Meditation, 30 Points in Discipline	Adds an spell that buffs a target's Spirit by 23 for 30 Minutes.

HOLY

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Improved Holy Smite	3	None	Increases the critical strike damage of Holy Smite by 40%
Holy Specialization	5	None	Increases the chance to land a critical hit with Holy spells by 1%
Subtlety	5	None	Reduces Threat generated by healing spells by 4%
Spiritual Healing	5	5 Points in Holy Specialization, 5 Points in Holy	Increases Mana Regeneration by 50% after getting a critical with a healing spell (10% rate if you continue casting)
Inspiration	5	5 Points in Holy	Increases your target's armor by 5% after landing a critical heal
Improved Renew	5	10 Points in Holy	Increases the amount healed by Renew by 4%
Improved Resurrection	2	10 Points in Holy	Reduces the penalty of Resurrection Sickness by 10%
Holy Fire	1	3 Points in Improved Holy Smite, 15 Points in Holy	Adds a 5 second spell that deals immediate Fire damage and adds a Fire DOT
Improved Healing	5	15 Points in Holy	Reduces the Mana cost of Lesser Heal, Heal, and Greater Heal by 2%
Improved Flash Heal	2	1 Point in Inspiration, 15 Points in Holy	Gives a 25% chance to avoid interruption (by damage) while casting Flash Heal
Improved Shadow Protection	2	20 Points in Holy	Increases the amount gained by Shadow Resistance by 15%
Improved Prayer of Healing	2	20 Points in Holy	Reduces the Mana cost of Prayer of Healing by 10%
Combat Resurrection	1	2 Points in Improved Resurrection, 20 Points in Holy	Adds a 2 second spell that brings a dead player back to life with 50% Health/Mana and NO Resurrection Sickness
Master Healer	5	5 Points in Improved Healing, 25 Points in Holy	Increases the effectiveness of all healing spells by 2%
Holy Nova	1	30 Points in Holy	Adds an instant ability to unleash an AoE Holy attack (deals damage and temporarily reduces Threat against nearby targets for 5 seconds)

SHADOW

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Spirit Tap	5	None	Adds a 20% chance to gain a 100% bonus to Spirit after killing a target that lasts 15 seconds (effect halves during continued casting)
Blackout	5	None	Gives all Shadow damage spells a 2% chance for a 3 second Stun
Shadow Affinity	5	5 Points in Shadow	Reduces the Threat of your Shadow spells by 5%
Improved Shadow Word: Pain	2	5 Points in Shadow	Increases the duration of Shadow Word: Pain by 3 seconds
Shadow Focus	5	5 Points in Shadow	Reduces your target's chance to resist Shadow spells by 2%
Improved Fade	2	5 Points in Shadow Affinity, 10 Points in Shadow	Increases the duration of Fade by 5 seconds
Improved Mind Blast	5	10 Points in Shadow	Reduces the cooldown of Mind Blast by 5 seconds
Improved Psychic Scream	2	15 Points in Shadow	Reduces the cooldown of Psychic Scream by 2 seconds
Shadow Weaving	5	15 Points in Shadow	Adds a 20% chance for Shadow spells to inflict a Shadow Vulnerability on your target (4% increased damage for 15 seconds)
Mind Fly	1	5 Points in Shadow Focus, 15 Points in Shadow	Adds a Channeling ability to deal heavy damage over three seconds and slow your target to 50% of their movement rate
Shadow Reach	3	15 Points in Shadow	Increases the range of Shadow damage spells by 6%
Vampiric Embrace	1	20 Points in Shadow	Adds a debuff to your target such that 20% of Shadow damage dealt to that target causes all of your party members to be healed (lasts one minute)
Silence	1	2 Points in Improved Psychic Scream, 25 Points in Shadow	Adds an instant ability to Silence your target for 5 seconds (preventing casting)
Darkness	5	5 Points in Shadow Weaving, 25 Points in Shadow	Increases damage from your Shadow spells by 2%
Shadowform	1	30 Points in Shadow	Adds an instant ability to assume a Shadowform, dealing 20% more Shadow damage and taking 20% less physical damage (you cannot cast Holy spells in this state)

STRATEGIES

The core Priest strategy involves the proper mixture of offensive and defensive spells that allows you to keep high amounts of magic points. Much of this depends on whether or not you are in a group: that is, whether your primary role is healing or doing damage. In a group, concentrate on doing modest damage with melee attacks or your wand until the primary tank is significantly wounded, then drop down a high hit point heal (such as Greater Heal). If any of the lower hit point group members get attacked, Power Word: Shield them and/or give them a Flash Heal.

On your own, use Shadow spells early. Start with Mind Blast, give the enemy some Shadow Word: Pain, and then hit them until your Mind Blast is available again. To keep yourself from being interrupted in the fight as you cast, Power Word: Shield yourself before you start. If at all possible, wait to heal yourself until after the fight; casting time is better spent doing damage against your target.

GENERAL TIPS

Keep your Stamina buff up at all times. Having those extra hit points makes a big difference for anyone, and the first thing you should do before moving out into the world should be to buff yourself. By the same token, as you add members to your group, give them each a Stamina buff. This makes a significant difference for other

casters, who need all the hit points they can get. Your tanks won't complain about getting it either.

As you gain in different spells and abilities, keep an eye on which ones are mana efficient. If Flash Heal takes less mana to cast, has a shorter casting time, or heals for only 100 hit points less than your normal Heal spell, concentrate on using Flash Heal. Or, if you are Holy-based Priest, using Holy Smite as your primary damage-dealing spell makes more sense than using Mind Blast, because your Holy talents decrease the amount of mana that you spend with Holy spells.

Power Word: Shield is a very powerful ability, but it is very mana intensive. In a group, only use it in emergency situations. First, it can eat through your mana reserves. Second, it generates threat against you, and if a monster is hitting you that you can't cast effectively. An excellent time to Shield is when a caster is jumped by multiple enemies. A bad time to Shield is right before a Warrior charges into a group of enemies (Warriors don't worry about being interrupted and have the hit point to handle the aggro). If the timing is off, you can end up being first on the enemy group's list, and the Warrior has to fight everything off of you.

If you are soloing, then Power Word: Shield is good to use right before you start all of the fight. This keeps you from being interrupted or having to cast healing spells instead of offensive spells. This works especially well if the enemies you fight are weak against ones, like Wolves or Cats.

When you are fighting longer battles, make sure to hit the mob with a Shadow Word: Pain. The damage over time that this spell gives is a steady drain on an enemy's hit points and brings them one step closer to defeat. Also, Shadow Word: Pain is not an expensive spell to cast, so you are not hampering your further casting at all. Instead, this can make a big difference against enemies with high hit points (like Trolls) or high resistances to physical damage (like Turtles).



ALL BY YOUR LONESOME?

In World of Warcraft, it's completely possible for every class to solo up to maximum level, and this includes cloth-wearing primary healers. Instead of being dependent on a group, Priests on their own are very powerful, independent entities.

The primary goal as a solo Priest is to minimize the time that you spend regenerating mana. First off, if you're sitting, you aren't getting experience. Second, drinks are instantly expensive, and there are better ways to spend your money (e.g. Training).

Simply consider specializing in Shadow Magic for soloing because that line tactically improves a Priest's kill rate. Start fights with a Mind Blast and Shadow Word: Pain to get your timer started and some damage going at your enemy. Raise a Power Word: Shield as the foe arrives to reduce your need for future healing, then use a Holy Word: Sanctify until the creature is badly harmed. Use a second Mind Blast if needed, or switch into Mind Flay if you need to deal damage and slow an opponent's retreat!

Of course if you don't mind downtime at all, just concentrate on offensive spell use. Just with the Shield to keep from being interrupted during casting and then switch between Mind Blast and Holy Smite. When the creature is dead, heal yourself as needed. It uses up magic points pretty quickly to play like this, but you can often kill two or three creatures before you have to fully regain your magic. Having a Mage buddy to supply you with free water from time to time helps a great deal with this method (even if you guys aren't grouped, a trip to buff the Mage and collect some drops is suitable).



GROUP DYNAMICS

Your primary role as Priest in a party is that of healer. Your job is to keep people alive and fighting. If the fight is well in hand, you can toss in a few offensive spells (just don't Mind Blast to start off the fight), but by and large you let other characters do damage while you allow them to keep taking the hits. It's a tradeoff: you don't get injured, the monster gets hurt, and people who ordinarily couldn't handle concentrated aggro get to do heavy damage.

Every time that you heal, you generate a certain amount of threat. This really begins to come into play when your group is fighting multiple targets. If you heal too soon, you become the center of aggression, and that really puts a crimp in further healing (or living through the battle). So before you heal, keep an eye on who the enemies are fighting and how the fight is progressing. Try to give Tanks enough time to Taunt/damage all of the enemies who are incoming before starting your spell work. Warriors/Paladins don't need to be at full health all the time anyway; it makes them angry not to be at least a little injured.

There is also a definite order as to who should be healed first. Casters are the most fragile and need healing quickly if they are struck; use Flash Heal to get them what they need. Losing their damage output could easily turn the tide in favor of the enemy. Leather wearers like Rogues, Druids, and Hunters can take a bit more damage, and Lesser or standard Heals work very well for them. Paladins and Warriors can withstand large amounts of damage and have high hit points: Greater Heals when they reach below half health do wonders for them.

If everyone in your party is looking injured, don't hesitate to use group heals with Prayer of Healing. And while it's true that these spells do cause threat, like any other heal spell, they do not automatically cause you to be the sole focus of monster aggression. Instead, they are a very good and useful way of keeping an entire party active and fighting in a nasty situation.

There are also several things that a Priest can do to avoid enemy attention. Fade discourages enemies from attacking you, so use this if you are jumped by a monster. Psychic Scream causes enemies to flee from you, which can get multiple monsters away from you (they do come back, though). If you find yourself getting hit by monsters anyway, the last thing you should do is run around and away from your group. Stay calm, let everyone know, and give them a chance to get the enemy off of you. If you are leaping about frantically, you make targeting much more difficult and can end up bolting into other enemies.

In terms of combat control at higher levels, Priests do gain the ability to temporarily (for one minute) control enemies. This spell is called Mind Control and it only works on humanoid targets. The enemies get a chance to break free every five seconds. The first move by this enemy is to attack the Priest. So, Mind Control is not without its dangers, but it can be a very useful tool in defending the party especially against monsters that add on in the middle of a fight. Having two Priests in the party is a great strategy for Mind Control users. Have one Priest focus on the healing and the other on controlling adds.



CHANGING YOUR ROLE

It's extremely difficult to switch mentalities from solo to group to solo, etc. A soloing Priest needs a completely different ability set on their toolbar and is constantly using abilities and in combat. The role of a party's main healer is much different. Staying out of combat is the main idea and, though your spells would definitely add to the damage being done to a target, avoiding aggro is also a priority. Learn to curb your solo-style gameplay when grouping. Having to fend off opponents and constantly yelling, "On me!" is almost a threat to the party itself.



DRUID
HUNTER
MAGE
PALADIN
PRIEST
ROGUE
SHAMAN
WARLOCK
WARRIOR

ROGUE

Rogues are a very interesting and complex melee class in *World of Warcraft*. These stealthers are able to stay out of sight (with a bit of luck and planning), and their surprise attacks are able to bring down soft targets at an impressive rate. Though challenged and wary of enemies in heavy armor, Rogues grin and strike fear into the hearts of anyone who isn't hidden under a veil of steel and mithril.

ATTACKING FROM THE SHADOWS

The night was dark and good, and I was glad for it. As the wind swept over the Barrens, I could hear the Quillboars walking all around me, but they are foolish creatures, and I am Salsen; they could see nothing. All they heard was the grunting of their fellows.

I turned back toward a far hill and used my dagger to reflect moonlight toward my companions. They could see it well enough to understand my message, "Four Quillboars." Gothara, Wertala, and Sinscar were ready to go. Moving with speed, Gothara rushed the camp of Quillboars, all shield and metal lashing forth. As the creatures turned to face the Tauren Warrior, she roared and put wariness into their hearts. Those who engaged her struck like children.

I began moving toward the battle, from the side of the fighting. Wertala's voice was steady as she chanted the seven Troll words for pain, and one of the Quillboars was wracked with suffering. Sinscar and his Voidwalker engaged as well, bringing dark shadows to bear. Yet, one of the Quillboars was undaunted.

Standing in the back, this creature started to bring the power of elemental flame out of the land. Already heavily engaged, the others wouldn't be able to bring their full force against this foe. But I had my own plan.

With a final step I placed myself an inch behind the caster. It still knew nothing of my presence, consumed by its spell. I woke it out of its reverie by cutting deeply into its back, four times in quick succession. These sinister blows nearly fell the caster, who turned to look at me with fear-filled eyes. Mumbling, trying to finish the spell, the Quillboar stumbled over the words, shattering them. The poison was already in full effect.

There were other enemies yet to fell, so I had no time to tarry. A final cut offered rest to the Quillboar. The creature's companions called for assistance; there wasn't anyone left to heed their cry.



INTRODUCTION TO PLAYING

RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Dwarf	22	23	22	20	23
Gnome	20	21	25	22	22
Human	21	22	24	21	22
Night Elf	20	21	25	23	21
Orc	22	22	23	20	23
Troll	21	22	23	20	24
Undead	20	23	22	21	24

ATTRIBUTES APPLIED

Strength	Slightly Increased Melee Damage
Stamina	Higher Hit Points
Agility	Substantial Increase in Critical Hit Rate, Improved Melee Damage, Higher Chance to Dodge
Intellect	Faster Rate for Gaining Weapon Skills
Spirit	Improves Hit Point Recovery

ITEMS AND EQUIPMENT

Rogues love their weapons, as do many melee classes. Whether a Rogue is going for daggers, swords, or maces depends heavily on their concept with Talent, playing the biggest part. There are a number of issues here, including the fact that some abilities are impossible with heavier weapons. Ambush and Backstab, two hard-hitting attacks in the Rogue's lineup, are only possible with daggers.

Slower weapons are used more often with Sinister Strike, dealing immediate damage without the worry of position or Stealth. If you prefer the combat aspects of a Rogue, the Sinister Strike model is good for you. If Stealth and massive, sudden damage are your goal, a very slow dagger is absolutely divine.

Slow weapons, regardless of the type, are always the best choice for a Rogue to use, as they are current. The issue here is that Rogues have many immediate-use abilities. Without having to wait for the attack, the issue of weapon speed is avoided. Indeed, heavier weapons hit for more with instant attacks because they have higher total damage. Daggers that are almost up to two-second speeds are good for Stealthy Rogues, while the heaviest one-handed blades/maces suit the Sinister Strike Rogue well.

As for armor, look for Agility and Stamina aplenty. These attributes are needed to just about all Rogue builds. If you plan to do more group work, add more Strength to the mix and lose a bit of the Stamina (since you won't receive as much direct damage with a good tank around). If soloing, keep as much Stamina as possible; it makes a huge difference in what you can survive.



legendary weapons are key for pulling. If you don't want to rely on Sap, Get something you're comfortable using and rely on that for getting creatures out of thick spots. Because these aren't your primary sources of damage, it isn't as important to keep ranged weapons fully up-to-date.



Rogues offer a massive boost to your DPS. Rogues are able to use these after reaching level 20. Invest in quality poisons and use them frequently when fighting things of importance. Instant Poison is good for short fights against low-level monsters. Deadly Poison stacks well, a solid choice against Elites and other long-run targets. Mind-Numbing Poison is a gem for disrupting the activity of casters.

CHOOSING YOUR PROFESSION

Rogues have a fair number of choices when it comes to their professions. Skinning and Leatherworking are perfectly fine for getting you into some adequate armor; long also take pouches for ammo isn't a horrible thing either. At higher levels, your Skinning can also help to offset the cost of constant weapon searching and pouch purchases.

For more damage, the combo of Mining and Engineering is suitable for all classes. Rogues benefit even more from having Bombs because they are in direct combat with them. Coupled with the innate power of this class to stun enemies all the time, bombs are even better!

Handy skills are very important to Rogues. Without heavy armor or the ability to heal magically, Rogues usually fall in love with Cooking and First Aid. Rogues kill quickly, but take a lot of damage as well, so reducing downtime greatly improves the experience efficiency.



CLASS ABILITIES

Rogues have several lines of abilities. Assassination covers a number of Stealth attacks and finishing moves. These abilities often do very high damage and are critical for starting and ending fights. The Combat line is what a Rogue brings to melee when they are engaged without Stealth. Poisons offer weapon enhancements to DPS or can give debuffs to enemy casting times/movement speed. Finally, the line of Subtlety controls Stealth itself, Vanishing from encounters, combat control (Sap), and trap disabling.



ABILITY	RANK	LEVEL	TYPE
Evanesce	1	1	Assassination
Stealth Strike	1	1	Combat
Vanish	1	1	Subtlety
Backstab	1	4	Combat
Pick Pocket	1	4	Subtlety
Guise	1	6	Combat
Stealth Strike	2	6	Combat
Vanish	N/A	8	Combat
Evanesce	2	8	Assassination
Dead World	N/A	10	Combat
Sap	1	10	Subtlety
Vanish and Bleed	1	10	Assassination
Vanish	1	10	Combat
Backstab	2	12	Combat
Rick	1	12	Combat
Expunge Armor	1	14	Assassination
Guise	1	14	Assassination
Stealth Strike	3	14	Combat
Evanesce	3	16	Assassination
Vanish	1	16	Combat
Backstab	1	18	Assassination
Guise	2	18	Combat
Parry	N/A	18	Combat
Backstab	3	20	Combat
Crippling Poison	1	20	Poisons
Vanish	1	20	Assassination
Stealth	2	20	Subtlety
Stunnet	N/A	22	Subtlety
Vanish	2	22	Assassination
Stealth Strike	4	22	Combat
Vanish	1	22	Subtlety
Instant Poison	N/A	24	Subtlety
Evanesce	4	24	Assassination
Deadly Poison	1	24	Poisons
Backstab	4	24	Assassination
Chop Chop	N/A	26	Assassination
Expunge Armor	2	26	Assassination
Rick	2	26	Combat
Backstab	4	28	Combat
Vanish	2	28	Combat
Instant Poison	2	28	Poisons
Expunge	2	28	Assassination
Sap	2	28	Subtlety
Deadly Poison	2	28	Poisons
Stealth	N/A	30	Subtlety
Vanish	3	30	Assassination
Kilney Shot	1	30	Assassination
Stealth Strike	5	30	Combat
Evanesce	5	32	Assassination
Guise	3	32	Combat
Backstab	5	34	Assassination

ABILITY	RANK	LEVEL	TYPE
Blinding Powder	1	24	Poisons
Blind	1	24	Subtlety
Spirit	2	24	Combat
Backstab	5	26	Combat
Expunge Armor	3	26	Assassination
Instant Poison	3	26	Poisons
Expunge	3	26	Assassination
Deadly Poison	2	28	Poisons
Guise	4	28	Assassination
Deadly Poison	2	28	Poisons
Stealth Strike	6	28	Combat
Evanesce	6	30	Assassination
Vanish	3	30	Subtlety
Backstab	4	32	Assassination
Rick	3	32	Combat
Vanish and Bleed	2	32	Assassination
Vanish	2	32	Subtlety
Backstab	6	34	Combat
Instant Poison	4	34	Poisons
Expunge	4	34	Assassination
Deadly Poison	3	36	Poisons
Expunge Armor	4	36	Assassination
Guise	5	36	Assassination
Guise	4	36	Combat
Vanish	2	36	Subtlety
Stealth Strike	7	36	Combat
Evanesce	7	38	Assassination
Sap	3	38	Subtlety
Backstab	5	38	Assassination
Crippling Poison	2	38	Poisons
Kilney Shot	2	38	Assassination
Backstab	7	32	Combat
Vanish	4	32	Combat
Instant Poison	5	32	Poisons
Deadly Poison	3	32	Poisons
Expunge	5	32	Assassination
Deadly Poison	4	34	Poisons
Guise	6	34	Assassination
Stealth Strike	8	34	Combat
Evanesce	8	36	Assassination
Expunge Armor	4	36	Assassination
Backstab	6	38	Assassination
Vanish	3	38	Subtlety
Vanish	4	38	Combat
Vanish	2	38	Combat
Backstab	8	40	Combat
Guise	5	40	Combat
Instant Poison	6	40	Poisons
Expunge	6	40	Assassination
Backstab	4	40	Subtlety



DRUID
HUNTER
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SHAMAN
WARRIOR

ASSASSINATION

This is the line for dealing damage out of Stealth or for stunning opponents. Look to Eviscerate for brutal damage after building combo points, Cheap Shot for a stunning opener, or Ambush for the best damage coming out of Stealth.



AMBUSH

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	60	7 yd	1C		29 ☉	Ambush the target, causing 250% weapon damage plus 70 to the target. Must be Stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.
2	26	60	7 yd	1C		67 ☉	Ambush the target, causing 250% weapon damage plus 100 to the target. Must be Stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.
3	34	60	7 yd	1C		1 ☉ 80 ☉	Ambush the target, causing 250% weapon damage plus 125 to the target. Must be Stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.
4	42	60	7 yd	1C		2 ☉ 20 ☉	Ambush the target, causing 250% weapon damage plus 165 to the target. Must be Stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.
5	50	60	7 yd	1C		4 ☉ 70 ☉	Ambush the target, causing 250% weapon damage plus 230 to the target. Must be Stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.
6	58	60	7 yd	1C		7 ☉ 10 ☉	Ambush the target, causing 250% weapon damage plus 290 to the target. Must be Stealthed and behind the target. Requires a dagger in the main hand. Awards 1 combo point.



CHEAP SHOT

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	26	60	7 yd	1C		67 ☉	Stun the target for 4 sec. Must be Stealthed. Awards 2 combo points.



EVISCERATE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	35	7 yd	1C		No Cost	Finishing move that causes damage per combo point: 1 point: 7-11 damage, 2 points: 13-17 damage, 3 points: 19-23 damage, 4 points: 25-29 damage, 5 points: 31-35 damage
2	8	35	7 yd	1C		2 ☉	Finishing move that causes damage per combo point: 1 point: 16-24 damage, 2 points: 29-37 damage, 3 points: 42-50 damage, 4 points: 55-63 damage, 5 points: 68-76 damage
3	16	35	7 yd	1C		18 ☉	Finishing move that causes damage per combo point: 1 point: 29-43 damage, 2 points: 52-66 damage, 3 points: 75-89 damage, 4 points: 98-112 damage, 5 points: 121-135 damage
4	24	35	7 yd	1C		70 ☉	Finishing move that causes damage per combo point: 1 point: 47-67 damage, 2 points: 84-104 damage, 3 points: 121-141 damage, 4 points: 158-178 damage, 5 points: 195-215 damage
5	32	35	7 yd	1C		1 ☉ 50 ☉	Finishing move that causes damage per combo point: 1 point: 69-99 damage, 2 points: 123-153 damage, 3 points: 177-207 damage, 4 points: 232-261 damage, 5 points: 285-315 damage
6	40	35	7 yd	1C		2 ☉	Finishing move that causes damage per combo point: 1 point: 104-148 damage, 2 points: 186-230 damage, 3 points: 268-312 damage, 4 points: 350-394 damage, 5 points: 432-476 damage
7	48	25	7 yd	1C		4 ☉ 20 ☉	Finishing move that causes damage per combo point: 1 point: 158-226 damage, 2 points: 282-350 damage, 3 points: 406-474 damage, 4 points: 530-598 damage, 5 points: 654-722 damage
8	56	35	7 yd	1C		6 ☉ 40 ☉	Finishing move that causes damage per combo point: 1 point: 216-312 damage, 2 points: 384-480 damage, 3 points: 552-648 damage, 4 points: 720-816 damage, 5 points: 888-984 damage



EXPOSE ARMOR

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	25	7 yd	1C		12 ☉	Finishing move that exposes the target for 30 sec, reducing armor per combo point: 1 point: 80 armor, 2 points: 160 armor, 3 points: 240 armor, 4 points: 320 armor, 5 points: 400 armor
2	26	25	7 yd	1C		67 ☉	Finishing move that exposes the target for 30 sec, reducing armor per combo point: 1 point: 145 armor, 2 points: 290 armor, 3 points: 435 armor, 4 points: 580 armor, 5 points: 725 armor
3	36	25	7 yd	1C		1 ☉ 50 ☉	Finishing move that exposes the target for 30 sec, reducing armor per combo point: 1 point: 210 armor, 2 points: 420 armor, 3 points: 630 armor, 4 points: 840 armor, 5 points: 1050 armor
4	46	25	7 yd	1C		2 ☉ 80 ☉	Finishing move that exposes the target for 30 sec, reducing armor per combo point: 1 point: 275 armor, 2 points: 550 armor, 3 points: 825 armor, 4 points: 1100 armor, 5 points: 1375 armor
4	56	25	7 yd	1C		6 ☉ 40 ☉	Finishing move that exposes the target for 30 sec, reducing armor per combo point: 1 point: 340 armor, 2 points: 680 armor, 3 points: 1020 armor, 4 points: 1360 armor, 5 points: 1700 armor



GARROTE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	50	7 yd	1C		12 ☉	Garrote the enemy, causing 108 damage over 18 sec. Must be Stealthed and behind the target. Awards 1 combo point.
2	22	50	7 yd	1C		40 ☉	Garrote the enemy, causing 162 damage over 18 sec. Must be Stealthed and behind the target. Awards 1 combo point.
3	30	50	7 yd	1C		1 ☉	Garrote the enemy, causing 222 damage over 18 sec. Must be Stealthed and behind the target. Awards 1 combo point.
4	38	50	7 yd	1C		1 ☉ 80 ☉	Garrote the enemy, causing 282 damage over 18 sec. Must be Stealthed and behind the target. Awards 1 combo point.
5	46	50	7 yd	1C		2 ☉ 80 ☉	Garrote the enemy, causing 348 damage over 18 sec. Must be Stealthed and behind the target. Awards 1 combo point.
6	54	50	7 yd	1C		5 ☉ 80 ☉	Garrote the enemy, causing 438 damage over 18 sec. Must be Stealthed and behind the target. Awards 1 combo point.

KIDNEY SHOT

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	25	7 yd	1C	20 sec	1 ●	Finishing move that stuns the target. Lasts longer per combo point: 1 point: 1 second, 2 points: 2 seconds, 3 points: 3 seconds, 4 points: 4 seconds, 5 points: 5 seconds
2	50	25	7 yd	1C	20 sec	4 ● 70 ●	Finishing move that stuns the target. Lasts longer per combo point: 1 point: 2 second, 2 points: 3 seconds, 3 points: 4 seconds, 4 points: 5 seconds, 5 points: 6 seconds

RUPTURE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	25	7 yd	1C		23 ●	Finishing move that causes damage over time. Lasts longer per combo point: 1 point: 45 damage over 6 sec, 2 points: 75 damage over 10 sec, 3 points: 105 damage over 14 sec, 4 points: 135 damage over 18 sec, 5 points: 165 damage over 22 sec
2	28	25	7 yd	1C		81 ●	Finishing move that causes damage over time. Lasts longer per combo point: 1 point: 69 damage over 6 sec, 2 points: 115 damage over 10 sec, 3 points: 161 damage over 14 sec, 4 points: 207 damage over 18 sec, 5 points: 253 damage over 22 sec
3	36	25	7 yd	1C		1 ● 50 ●	Finishing move that causes damage over time. Lasts longer per combo point: 1 point: 96 damage over 6 sec, 2 points: 160 damage over 10 sec, 3 points: 224 damage over 14 sec, 4 points: 288 damage over 18 sec, 5 points: 352 damage over 22 sec
4	44	25	7 yd	1C		3 ● 30 ●	Finishing move that causes damage over time. Lasts longer per combo point: 1 point: 125 damage over 6 sec, 2 points: 225 damage over 10 sec, 3 points: 315 damage over 14 sec, 4 points: 405 damage over 18 sec, 5 points: 495 damage over 22 sec
5	52	25	7 yd	1C		4 ●	Finishing move that causes damage over time. Lasts longer per combo point: 1 point: 186 damage over 6 sec, 2 points: 310 damage over 10 sec, 3 points: 434 damage over 14 sec, 4 points: 558 damage over 18 sec, 5 points: 682 damage over 22 sec
6	60	25	7 yd	1C		5 ● 90 ●	Finishing move that causes damage over time. Lasts longer per combo point: 1 point: 225 damage over 6 sec, 2 points: 425 damage over 10 sec, 3 points: 595 damage over 14 sec, 4 points: 765 damage over 18 sec, 5 points: 935 damage over 22 sec

SLICE AND DICE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	25		1C		3 ●	Finishing move that increases melee attack speed by 20%. Lasts longer per combo point: 1 point: 9 seconds, 2 points: 12 seconds, 3 points: 15 seconds, 4 points: 18 seconds, 5 points: 21 seconds
2	42	25		1C		2 ● 20 ●	Finishing move that increases melee attack speed by 30%. Lasts longer per combo point: 1 point: 9 seconds, 2 points: 12 seconds, 3 points: 15 seconds, 4 points: 18 seconds, 5 points: 21 seconds

COMBAT

The Combat line keeps damage rolling after engagement. From the front, Sinister Strike adds damage and combo points. Kick is your interrupt, while Feint lowers threat. From behind, Backstab deals impressive damage. Use Gauge to disrupt opponents before fleeing or as a secondary interrupt for casters.

BACKSTAB

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	60	7 yd	1C		50 ●	Backstab the target, causing 150% weapon damage plus 15 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.
2	12	60	7 yd	1C		8 ●	Backstab the target, causing 150% weapon damage plus 30 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.
3	20	60	7 yd	1C		23 ●	Backstab the target, causing 150% weapon damage plus 48 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.
4	28	60	7 yd	1C		81 ●	Backstab the target, causing 150% weapon damage plus 69 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.
5	36	60	7 yd	1C		1 ● 50 ●	Backstab the target, causing 150% weapon damage plus 90 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.
6	44	60	7 yd	1C		3 ● 30 ●	Backstab the target, causing 150% weapon damage plus 125 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.
7	52	60	7 yd	1C		4 ●	Backstab the target, causing 150% weapon damage plus 165 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.
8	60	60	7 yd	1C		5 ● 90 ●	Backstab the target, causing 150% weapon damage plus 210 to the target. Must be behind the target. Requires a dagger in the main hand. Awards 1 combo point.

KIDNEY SHOT

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	10					3 ●	Allows one-hand and off-hand weapons to be equipped in the off-hand.

EVASION

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	8			1C	5 min	2 ●	The rogue's dodge chance will increase by 50% for 15 sec.



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ROGUE

SHAMAN

WARLOCK

WARRIOR



FEINT

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	20	7 yd	1C		18	Performs a feint, causing no damage but lowering threat by a small amount, making the enemy less likely to attack you.
2	28	20	7 yd	1C		81	Performs a feint, causing no damage but lowering threat by a medium amount, making the enemy less likely to attack you.
3	40	20	7 yd	1C		2	Performs a feint, causing no damage but lowering threat by a large amount, making the enemy less likely to attack you.
4	52	20	7 yd	1C		4	Performs a feint, causing no damage but lowering threat by a large amount, making the enemy less likely to attack you.



GOUGE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	45	7 yd	1C	10 sec	1	Causes 10 damage, disorients the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.
2	18	45	7 yd		10 sec	29	Causes 20 damage, disorients the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.
3	32	45	7 yd	1C	10 sec	1	Causes 32 damage, disorients the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.
4	46	45	7 yd	1C	10 sec	2	Causes 55 damage, disorients the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.
5	60	45	7 yd	1C	10 sec	5	Causes 75 damage, disorients the opponent for 4 sec, and turns off your attack. Target must be facing you. Any damage caused will revive the target. Awards 1 combo point.



KICK

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	25	7 yd	1C	10 sec	8	A quick kick that injures a single foe for 15 damage and interrupts the spell being cast for 5 sec.
2	26	25	7 yd	1C	10 sec	87	A quick kick that injures a single foe for 30 damage and interrupts the spell being cast for 5 sec.
3	42	25	7 yd	1C	10 sec	2	A quick kick that injures a single foe for 45 damage and interrupts the spell being cast for 5 sec.
4	58	25	7 yd	1C	10 sec	7	A quick kick that injures a single foe for 80 damage and interrupts the spell being cast for 5 sec.



PARRY

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	18					29	Gives a chance to parry enemy melee attacks.



SINISTER STRIKE

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	45	7 yd	1C		No Cost	An instant strike that causes 3 damage in addition to your normal weapon damage. Awards 1 combo point.
2	6	45	7 yd	1C		1	An instant strike that causes 6 damage in addition to your normal weapon damage. Awards 1 combo point.
3	14	45	7 yd	1C		12	An instant strike that causes 10 damage in addition to your normal weapon damage. Awards 1 combo point.
4	22	45	7 yd	1C		40	An instant strike that causes 15 damage in addition to your normal weapon damage. Awards 1 combo point.
5	30	45	7 yd	1C		1	An instant strike that causes 22 damage in addition to your normal weapon damage. Awards 1 combo point.
6	38	45	7 yd	1C		1	An instant strike that causes 33 damage in addition to your normal weapon damage. Awards 1 combo point.
7	46	45	7 yd	1C		2	An instant strike that causes 52 damage in addition to your normal weapon damage. Awards 1 combo point.
8	54	45	7 yd	1C		5	An instant strike that causes 68 damage in addition to your normal weapon damage. Awards 1 combo point.



SPRINT

RANK	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10			1C	5 min	3	Increases the rogue's movement speed by 50% for 15 sec. Does not break Stealth.
2	34			1C	5 min	1	Increases the rogue's movement speed by 60% for 15 sec. Does not break Stealth.
3	58			1C	5 min	7	Increases the rogue's movement speed by 70% for 15 sec. Does not break Stealth.

POISONS

Carry around several poisons to use for varying situations. Crippling Poison is only useful if you don't have a class nearby to help Snare enemies. Mind-Numbing Poison really helps against casters (and is only surpassed if you have a Warlock in your party to sit on them instead). Instant Poison knocks down targets in short fights. Dead Poison is the king of longer fights with its higher chance to activate and stacking (very nice to keep on an offhand weapon).



BLINDING POWDER

RANK	LEVEL	SKILL	COST TO TRAIN	EFFECT
1	34	150	1	Creates the reagent for the Blind ability.



CRIPPLING POISON

RANK	LEVEL	SKILL	COST TO TRAIN	EFFECT
1	20	1	23	Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy, slowing their movement speed to 50% of normal for 12 sec.
2	50	230	4	Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy, slowing their movement speed to 30% of normal for 12 sec.



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DEADLY POISON

NAME	LEVEL	SKILL	COST TO TRAIN	EFFECT
1	30	130	1	Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 36 Nature damage over 12 sec. Stacks up to 5 times on a single target. 60 charges.
2	38	170	1	80 Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 52 Nature damage over 12 sec. Stacks up to 5 times on a single target. 75 charges.
3	46	210	2	80 Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 80 Nature damage over 12 sec. Stacks up to 5 times on a single target. 90 charges.
4	54	250	5	80 Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 108 Nature damage over 12 sec. Stacks up to 5 times on a single target. 105 charges.

INSTANT POISON

NAME	LEVEL	SKILL	COST TO TRAIN	EFFECT
2	28	120	81	Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 30 to 38 Nature damage. 55 charges.
3	36	160	1	50 Coats a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy which instantly inflicts 44 to 54 Nature damage. 70 charges.
4	44	200	3	30 Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 67 to 85 Nature damage. 85 charges.
5	52	240	4	Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 92 to 118 Nature damage. 100 charges.
6	60	280	5	90 Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 112 to 148 Nature damage. 115 charges.

MIND-NUMBING POISON

NAME	LEVEL	SKILL	COST TO TRAIN	EFFECT
1	24	100	70	Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 40% for 10 sec. 50 charges.
2	38	170	1	80 Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 50% for 12 sec. 75 charges.
3	52	240	4	Coats a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 60% for 14 sec. 100 charges.

SUBTLETY

As you rise in this line, Stealth speed improves. Sap gains a longer duration, and eventually you receive a few battle additions. Vanish gets you into a state of Stealth even while engaged (vital for nailing a target with a second Ambush or for beginning an escape). Hemorrhage is a fine way to keep aggro lower in groups while aiding the total, pure damage; it also aids in grabbing fast combo points!

BLIND

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	30	10 yd	1C	5 min	1	80 Blinds the target, causing it to wander at 40% of move speed confused for up to 10 sec.

DETECT TRAPS

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	24			1C		70	Hidden traps will become visible for 3 min.

DISARM TRAP

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30		5 yd	5 sec		1	80 Sneak up on the trap in order to disarm it. Don't get too close or the trap will go off.

DISTRACT

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	30	30 yd	1C	30 sec	40	80 Throws a distraction, attracting the attention of all nearby monsters for 10 seconds. Does not break Stealth.

HEMORRHAGE

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	46	35	7 yd	1C		70	80 An instant strike that damages the opponent and causes the target to hemorrhage, increasing any damage dealt to the target by 5. Lasts 30 charges or 15 sec. Awards 1 combo point.
3	58	35	7 yd	1C		1	80 An instant strike that damages the opponent and causes the target to hemorrhage, increasing any damage dealt to the target by 7. Lasts 30 charges or 15 sec. Awards 1 combo point.

PICK POCKET

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4		7 yd	1C		50	80 Pick the target's pocket.

SAP

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	65	7 yd	1C		3	80 Disorients the target for 25 sec. Must be Stealthed. Only works on Humans who are not in combat. Any damage caused will revive the target. Only 1 target may be sapped at a time.
2	28	65	7 yd	1C		81	80 Disorients the target for 35 sec. Must be Stealthed. Only works on Humans who are not in combat. Any damage caused will revive the target. Only 1 target may be sapped at a time.
3	48	65	7 yd	1C		4	20 Disorients the target for 45 sec. Must be Stealthed. Only works on Humans who are not in combat. Any damage caused will revive the target. Only 1 target may be sapped at a time.



STEALTH

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1			1C	10 sec	10	Allows the rogue to sneak around, but reduces your speed to 50% of normal. Lasts until cancelled.
2	20			1C	10 sec	23	Allows the rogue to sneak around, but reduces your speed to 60% of normal. Lasts until cancelled.
3	40			1C	10 sec	2	Allows the rogue to sneak around, but reduces your speed to 65% of normal. Lasts until cancelled.
4	60			1C	10 sec	5	Allows the rogue to sneak around, but reduces your speed to 70% of normal. Lasts until cancelled.



VANISH

NAME	LEVEL	ENERGY	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22			1C	5 min	40	Allows the rogue to vanish from sight, entering an improved Stealth mode for 10 sec.
2	42			1C	5 min	2	Allows the rogue to vanish from sight, entering an improved Stealth mode for 10 sec.

TALENTS

Rogue Talent lines are all about damage and setting yourself up to do more damage. The pivotal point between these lines is to figure out when you want to deal said damage. Assassination brings better poison possibilities and hits very hard coming out of Stealth. Look here to have the best burst DPS early in a fight (including a move to start a fight with a critical Ambush at enhanced damage).

Combat Mastery puts its damage into a steady stream, ignoring the short burst, the Combat line focuses on dealing its best damage over longer fights. Better weapon abilities, improvements to Dual-Wielding, and more efficient special attacks are here.

Subtlety is indeed a modest line for raw damage, but it reveals its strength through improvements to Stealth movement, anti-detection, reduced costs to several attacks, and better combat control. This is not a soloer's line; rather, Subtlety is for Rogues who want to engage in large amounts of scouting, PvP, and infiltration.



ASSASSINATION

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Improved Eviscerate	3	None	Increases the damage done by your Eviscerate ability by 5% (Per Rank)
Remorseless Attacks	5	None	Gives you a 20% damage bonus (Per Rank) on your next attack after killing an opponent
Malice	5	None	Increases your critical strike chance by 1% (Per Rank)
Ruthlessness	3	5 Points in Assassination	Gives your finishing moves a 20% chance (Per Rank) to add a combo point to your target
Murder	2	5 Points in Assassination	Increases your chance to hit while using your Sap, Ambush, Garrote, or Cheap Shot abilities by 3% - Progression: 3%/5%
Improved Sipa and Dice	3	5 Points in Assassination	Increases the duration of your Sipa and Dice ability by 15% (Per Rank)
Relentless Strikes	1	3 Points in Ruthlessness, 10 Points in Assassination	Your finishing moves have a 20% chance per combo point to restore 25 energy
Improved Espionage Armor	3	10 Points in Assassination	Increases the armor reduced by your Espionage Armor ability by 15% (Per Rank)
Lethality	5	5 Points in Malice, 10 Points in Assassination	Increases the damage done by your critical strikes by 10% (Per Rank) when using the Sinister Strike, Garrote, Backstab, Ambush or Eviscerate ability
Vile Poisons	5	15 Points in Assassination	Increases the damage dealt by your poisons by 3% (Per Rank)
Improved Instant Poison	5	15 Points in Assassination	Adds a 2% chance (Per Rank) to apply Instant Poison to a target
Improved Kidney Shot	3	20 Points in Assassination	Reduces the cooldown of your Kidney Shot ability by 2 seconds - Progression: 2/4/5
Cold Blood	1	20 Points in Assassination	Instant cast 3 min cooldown - When activated, your next Sinister Strike, Backstab, Ambush or Eviscerate is guaranteed a critical strike.
Improved Deadly Poison	5	20 Points in Assassination	Adds a 3% chance (Per Rank) to apply Deadly Poison to your target
Seal Fate	5	1 Point in Cold Blood, 25 Points in Assassination	You have a 20% chance (Per Rank) to add an extra combo point when you critical with abilities that add combo points
Vigor	1	30 Points in Assassination	Increases your maximum Energy by 10



COMBAT MASTERY

SKILL NAME	RANKS	PREREQUISITES	EFFECTS
Improved Gouge	3	None	Increases the effect duration of your Gouge ability by 0.5 sec (Per Rank)
Improved Sinister Strike	2	None	Reduces the Energy cost of your Sinister Strike ability by 2 - Progression: 3/5
Lightning Reflexes	5	None	Increases your Dodge chance by 1% (Per Rank)
Improved Backstab	3	5 Points in Dagger Specialization, 3 Points in Improved Gouge, 5 Points in Combat	Increases the critical strike chance of your Backstab ability by 10% (Per Rank)
Deflection	5	5 Points in Combat	Increases your Parry chance by 1% (Per Rank)
Precision	5	5 Points in Combat	Increases your chance to hit with melee weapons by 1% (Per Rank)
Improved Evasion	2	10 Points in Combat	Increases the effect duration of your Evasion ability by 2 sec (Per Rank) This instant ability is usable after a Parry; it deals 150% weapon damage and disarms the enemy for six seconds.
Evoke	1	5 Points in Deflection, 10 Points in Combat	
Improved Sprint	3	10 Points in Combat	Reduces the cooldown of your Sprint ability by 30 sec (Per Rank)
Improved Kick	2	15 Points in Combat	Adds a 50% chance (Per Rank) that your target also becomes Silenced for 2 seconds after being kicked
Dagger Specialization	5	15 Points in Combat	Increases your chance to get a critical strike with Daggers by 1% (Per Rank)
Dual Wield Specialization	5	5 Points in Precision, 15 Points in Combat	Increases the damage done by your offhand weapon by 10% (Per Rank)
Melee Specialization	5	20 Points in Combat	Gives you a 1% chance to stun your target with a melee - Progression: 1%/2%/3%/4%/5%
Blade Flurry	1	20 Points in Combat	25 Energy, instant cast, 5 min cooldown, Req. melee weapon - Increases your attack speed by 20%. In addition your normal melee weapon swings strike an additional nearby opponent. Lasts 15 sec.
Sword Specialization	5	20 Points in Combat	Increases your chance to get an extra swing with Swords by 1% - Progression: 1%/2%/3%/4%/5%
Fist Weapon Specialization	5	20 Points in Combat	Increases your chance to get a critical strike with Fist Weapons by 1% (Per Rank)
Throwing Weapon Specialization	2	25 Points in Combat	Increases the damage of thrown weapons by 10% (Per Rank)
Aggression	3	25 Points in Combat	Increases the damage of Sinister Strike and Ambush by 2% (Per Rank)
Adrenaline Rush	1	30 Points in Combat	Instant cast 6 min cooldown; doubles your Energy regeneration rate for 15 seconds

SUBTILITY

SKILL NAME	RANKS	PREREQUISITES	EFFECTS
Royal Concealment	5	None	Reduces the cooldown of your Stealth ability by 1 sec (Per Rank)
Master of Deception	5	None	Improves your ability to avoid detection with each Rank
Camouflage	5	None	Increases your speed while Stealthed by 2% (Per Rank)
Elusiveness	5	5 Points in Subtility	Reduces the cooldown of your Evasion, Vanish, and Blind abilities by 15 sec (Per Rank)
Opportunity	5	5 Points in Subtility	Increases the damage dealt when striking from behind with your Backstab, Garrote or Ambush abilities by 4% (Per Rank)
Initiative	3	10 Points in Subtility	Gives you a 15% chance (Per Rank) to add an additional combo point to your target when using your Ambush, Garrote or Cheap Shot ability.
Ghastly Strike	1	10 Points in Subtility	50 Energy Instant Cast 20 sec cooldown 7 yd range - A strike that deals 125% weapon damage and increases your chance to dodge by 15% for 5 sec. Awards 1 combo point.
Improved Garrote	2	5 Points in Opportunity, 10 Points in Subtility	Increases the duration of Garrote by 3 Seconds (Per Rank) at a cost of 5% damage (Per Rank)
Improved Ambush	3	5 Points in Opportunity, 10 Points in Subtility	Increases the critical strike chance of your Ambush ability by 15% - Progression: 15%/30%/40%
Improved Vanish	3	15 Points in Subtility	Increases your movement speed while vanished by 10% (Per Rank)
Improved Rupture	3	15 Points in Subtility	Increases the damage dealt by Rupture by 10% (Per Rank)
Improved Sap	3	15 Points in Subtility	Gives you a 30% chance (Per Rank) to return to Stealth mode after using your Sap ability.
Preparation	1	20 Points in Subtility	Instant cast - 10 min cooldown When activated, this ability immediately finishes the cooldown on your other Rogue abilities.
Improved Cheapshot	2	20 Points in Subtility	Reduces the Energy cost of your Cheap Shot ability by 10 (Per Rank)
Improved Distract	2	20 Points in Subtility	Increases the radius of your Distract ability by 3 yds - Progression: 3/5
Setup	3	1 Point in Ghastly Strike, 25 Points in Subtility	Gives you a 15% chance (Per Rank) to add a combo bubble to your target after dodging their attack.
Hemorrhage	1	25 Points in Subtility	Engages an instant strike that that adds a combo point and a debuff that increases melee damage to that target for 30 hits or 15 seconds
Poisoned Blade	1	30 Points in Subtility, Stealth	10 Energy, 1 sec cast, 2 min cooldown, 7 yd range - When used, adds 2 combo points to your target.

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SHAMAN

WARLOCK

WARRIOR

STRATEGIES

Rogue strategies rely heavily on the Talent line that they favor, but there are some tricks that are universal to the class. Many of these can be mastered early in a Rogue's career and become even more devastating as you gain experience.

MONEY!

Rogues have to spend piles of money on weapons, slightly better armor, enchantments, poison, and poisons. Add this to food needs and the lost income of keeping cloth (for First Aid) instead of selling it, and Rogues seem very poor. Luckily, there are skills to counter this!

Skinning. If taken, offers one route to greater cash. After even a short time, Skinning shines as a way to make considerable funds, especially when materials are sold through the Auction House instead of vendored.

Pick Pocketing Humanoid monsters is a good way to find extra items that vendor well. Beyond that, there are sometimes higher-quality items on these creatures, so this is a skill worthy of using often. Humanoid monsters are already a fairly good source of income, since they drop money in the first place; combining this with Pick Pocketing is a pleasant boost. Grind against this mobs to make up for money shortfalls.



Lockpicking for other people can pull in a bit of cash for you as well. This skill opens Lockboxes that are found out in the wild (especially on Elite monsters). Offer to help other groups out by opening these boxes. Ask for a tip if you need money and be friendly about it. If the people can't afford to pay you, it's probably wise (and certainly kind) to open their boxes anyway. Making an honest request for a tip and not demanding one is a wonderful way to make some money and plenty of friends. Of course, if you prefer one or the other, vary the strategy to meet your needs or character concept.

SLAPPING ON COMBO POINTS

Many Rogue builds, regardless of Talents, use combo points heavily. These are required for all finishing moves, whether you are trying to score damage, reduce enemy armor, or keep those fiends off of commission as long as possible.

Using Ambush and Backstab isn't going to bring in the points quickly (these abilities use too much Energy). Instead, moves like Sinister Strike, Feint, and Hemorrhage are faster. If these moves fit your style of play already, use them heavily to accrue combo points. Sinister Strike can be used well with swords to deal high damage while working toward potent Eviscerates. Feint can get a monster off of you in the group situation while you prepare for a Stun or deadly finishing move. To stay low in profile, Hemorrhage raises group damage against a foe on the whole while giving you a cheap point!



STEALTH

Stealth is both offensive and defensive in nature, depending on who is creeping out in the bushes. Defensively, Stealth takes you away from harm by keeping your Rogue hidden from monsters and dangerous players. At longer range, things simply won't be able to see you; this exact distance of this varies tremendously, so it's wise to test often to get a feel for your "safe" range.

What Controls Stealth Detection Ranges?

- **Suspect Rating of the Rogue**
- **Level Differences Between the Rogue and the Viewer**
- **Line of Sight (Creatures Don't "See" Behind Themselves)**
- **Current Generation of the Game (Stealth Detection Range is Likely to Take Time to Balance)**

Be wary of approaching targets that are higher-level than you without getting behind them first. If you stand in a target's line-of-sight, it takes much higher skills to stay hidden. Once revealed, you are a sitting duck (free to spells, abilities, ranged weapons, and general monster aggro).

The last item in this group sounds out of place, but it is wise to get a feel for these ranges each time there is a balance in the game. Stealth is such a challenging ability to balance that a perfect state is hard to reach. As this range changes over time, adjust your tactics to stay current.



THE BEST TARGETS

The best targets are found in enemies who die quickly. This is true for almost everyone, but Rogues have the ability to take many foes down quickly if the enemy has light armor. Using high DPS to its fullest, the Rogue can do so much damage, few enemies can ramp up to their full capabilities.

Part of this rests in going after lower-level targets when you are grinding for experience. Anything of higher level is going to keep you missing a moderate amount of the time, and this is a very bad thing for a Rogue (you can't afford to whiff on those early attacks). Stick to enemies two or three levels beneath you and go through them quickly.

Anything that isn't wearing heavy armor is a good target, but casters are the best. Right off the bat, you have the ability to Kick and disrupt casting. Add Garrote to the mix for a secondary interrupt, and things are sounding better. To make matters worse for casters, include Mind Numbing Poison to give yourself more leeway. Wait a moment before interrupting slow spells; get in an extra slice or two before using your abilities (this effectively "wastes" the caster's time with a spell that is going to fail either way).

Adds are very bad for Rogues because of the low damage tolerance this class displays. Avoid adds by using ranged weapons to pull, being aware of your grinding area, and starting a fight with Sap if two enemies are guaranteed to be involved.





SHAMAN

The heart and soul of the Horde centers around its naturalistic Shaman. These mystic people are able to fight for the Horde, cast elemental spells, heal the wounded, and drop totems of great power to wound and confuse enemies and buff allies. Shaman are able to fill many roles and may seem similar to Druids at first; yet, the differences between these classes grow with each level as the Druid becomes better able to focus on any single role at a time and the Shaman becomes more of a blend. Later on, the Shaman wears heavier armor (Chain), casts well at range, and gains substantial heals. All this takes a ton of training, practice, and careful planning, but it's worth the trouble many times over.

A SHAMAN'S RETRIBUTION

I asked the Earthmother for strength as I looked over the bodies of fallen Tauren, Dwarves, and Goblins. A tremendous battle between the fair people of Blood Hoof Village and the defilers of Venture Company had taken place near some of the eastern mines. I was returning to Thunder Bluff at the time, but I heard of the battle from several young Warriors who were resting, hoping to make another run at the remaining Venture Company workers.

I had gone to the mines alone, seething with anger, and now the dead were my companions. Begging the grace of the spirits of the world, I brought the Tauren back to themselves and bid them leave. "Return later and cleanse the place of any taint that remains," I spoke. They must have seen something in my eyes, for it is rarely the place of our people to walk away when the land is ravaged, but they obeyed my order (still shaken from the return to their bodies).

I gripped my axe and shield tightly and ran into the mines. The workers of Venture Company looked far less than beasts to me, given the gift of thought and will, yet choosing to twist it against the earth. At first I fought like a brave Warrior, striking their attacks and hacking into flesh and bone with the strength of my arms. Yet more of the workers came, and their supervision followed. Though tested by hundreds of battles, I was not immune to their push. I threw down a Totem of Ironskin and felt my body harden against the enemy's blows.

Then push failed, and I had a moment's respite. I used this to heal my wounds and charge my weapon with the power of the earth. The first Goblin who came forward was bitten foully by my axe's swing and fell to the ground. Still more followed, yet I felt that my anger had gotten me into a place from which I could no longer retreat. If this was my death, so be it, but no more would be cleared of its darkness.

Then, as I saw at least six more of the enemies come out from the final room of the mines, I heard steps behind me and knew that I would be lost if they were Venture Company reinforcements. Yet, it was my people. They had ignored my words after all, believing like a storm, they crashed into the room and devoured the Goblins with fast and ferocious swings. When all was done, the mine was clear. The younger Tauren searched the bodies of the Goblins and found whatever they sought. They seemed happy to be alive, and honored to have saved a small corner of our land from harm.

I was warned by our victory: There is a greater joy in serving the world; it was too bad the people of Venture Company had turned their eyes from such beauty.



INTRODUCTION TO PLAYING

RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPIRIT
Orc	22	22	20	22	23
Tauren	23	23	19	22	22
Troll	21	22	20	22	24

ATTRIBUTES APPLIED

Strength	Increases Melee Damage and Chance to Block
Stamina	Higher Hit Points
Agility	Raises Chance to Get a Melee Critical Hit and Dodge
Intellect	Improved Mana Pool, Higher Chance for a Spell Critical, Faster Rate for Gaining Weapon Skills
Spirit	Improves Hit Point and Mana Recovery, Raises Chance for Weapon Poisons to Enact

ITEMS AND EQUIPMENT

Shaman have plenty of needs when it comes to equipment. Because Shaman are so versatile, they need gear that holds up to many tests. Good armor, a good shield, substantial DPS from a relatively fast weapon, and multiple attribute bonuses are desirable. Simply put, equipment is going to take most of your time and money to keep up-to-date, but saves you from almost any problem if maintained.



For melee, a good shield and solid armor pieces make a huge difference. Because Shaman are limited to Leather armor during the lower levels, it's hard to survive major aggro (this improves later on by learning how to wear Chain at Level 40). The good news and bad news is that it isn't hard to find attributes you need: the bad news is that you need almost everything.



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Strength and Agility are useful, but they are secondary to Intellect, Stamina, and Spirit. Work on getting the best bonuses in your three primary stats while leveling and try not to focus too much on which of the three you are getting from a given item (just look for the best total bonuses to the three and let that guide you in item selection). Later on, you have more leeway to focus which direction to focus on. Stamina is incredibly useful for melee-centered and soloing Shaman. Intellect saves groups on a daily basis, and Spirit builds are fun for grinding and evading downtime.



CHOOSING YOUR PROFESSION

Alchemy and Herbalism are very good professions for a Shaman. Having constant access to various attribute buffs, extra defense, and a supply of Health/Mana Potions can turn the tide of many battles.

If you already have friends who are heavily into Alchemy, Enchanting is a great profession for a Shaman to master. Being able to customize your equipment without the massive expense of going to other players can help direct your finances toward higher-end gear.

Secondary skills don't come into play as often with Shaman as they do with non-magic classes. Having the ability to heal makes First Aid and Cooking a bit less impressive, but Fishing has a few useful ingredients for some potions. If you find yourself soloing, take Cooking and decide whether the others are good for you.



CLASS ABILITIES

Shaman have three central lines of spells that they use to flow into combat. Elemental Combat is a straight-forward damage line that has an interrupt, a variety of mians to damage targets, and some damage-centered totems. Enhancement is better for aiding grouping because it has totems for resisting various damage forms. That line also aids a Shaman's ability to melee effectively. Restoration is the final line, covering various cast-time healing spells, the ability to Resurrect dead allies, and cure poison/disease.



ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Acidic Wagon	1	1	Enhancement	Agony Scream	2	36	Restoration
Earth Shock	1	6	Elemental Combat	Blaze Spitting Scream	2	36	Restoration
Earthbind Totem	1	6	Elemental Combat	Windwalk Totem	1	36	Restoration
Healing Wave	2	6	Restoration	Dissonance Cleansing Scream	N/A	38	Restoration
Earth Shock	2	8	Elemental Combat	Flamethrower Scream	2	38	Enhancement
Lightning Shield	1	8	Enhancement	Freeze Resistance Totem	2	38	Enhancement
Acidic Wagon	2	8	Enhancement	Freeze Resistance Totem	2	38	Enhancement
Dissonance Scream	1	8	Elemental Combat	Lightning Bolt	7	38	Elemental Combat
Flame Shock	1	10	Elemental Combat	Stonewall Totem	4	38	Elemental Combat
Flamethrower Wagon	1	10	Enhancement	Strength of Earth Totem	3	38	Enhancement
Strength of Earth Totem	1	10	Enhancement	Chain Heal	1	40	Restoration
Fire Nova Totem	1	12	Elemental Combat	Chain Lightning	2	40	Restoration
Healing Wave	3	12	Restoration	Flame Shock	4	40	Elemental Combat
Purge	1	12	Elemental Combat	Healing Stream Totem	3	40	Restoration
Earth Shock	3	14	Elemental Combat	Healing Wave	7	40	Restoration
Lightning Bolt	3	14	Elemental Combat	Lightning Shield	5	40	Enhancement
Stonewall Totem	2	14	Enhancement	Roll	N/A	40	Enhancement
Cure Poison	1	16	Restoration	Searing Totem	3	40	Enhancement
Lightning Shield	2	16	Enhancement	Whispering Wagon	2	40	Enhancement
Acidic Wagon	3	16	Enhancement	Fire Nova Totem	4	42	Elemental Combat
Flame Shock	2	18	Elemental Combat	Fire Resistance Totem	2	42	Enhancement
Flamethrower Wagon	2	18	Enhancement	Grasp of the Totem	1	42	Enhancement
Healing Wave	4	18	Restoration	Whispering Wagon	3	42	Enhancement
Stonewall Totem	2	18	Elemental Combat	Lesser Healing Wave	4	44	Restoration
Searing Totem	N/A	18	Restoration	Lightning Bolt	8	44	Elemental Combat
Freeze Shock	1	20	Enhancement	Return Resistance Totem	2	44	Enhancement
Freeze Resistance Totem	1	20	Enhancement	Acidic Wagon	6	44	Enhancement
Chain Heal	1	20	Restoration	Stonewall Totem	3	44	Enhancement
Chain Lightning	1	20	Restoration	Chain Heal	2	46	Restoration
Lesser Healing Wave	1	20	Restoration	Flamethrower Wagon	3	46	Enhancement
Lightning Bolt	4	20	Elemental Combat	Freeze Shock	3	46	Elemental Combat
Searing Totem	2	20	Elemental Combat	Wagon Totem	3	46	Elemental Combat
Fire Storm	1	22	Restoration	Blaze Spitting Scream	3	46	Restoration
Dissonance Scream	N/A	22	Enhancement	Windwalk Totem	2	46	Restoration
Wind Walk	1	22	Elemental Combat	Chain Lightning	3	46	Elemental Combat
Earth Shock	4	24	Elemental Combat	Earth Shock	6	46	Elemental Combat
Freeze Resistance Totem	1	24	Enhancement	Flamethrower Wagon	3	48	Enhancement
Healing Wave	5	24	Restoration	Freeze Resistance Totem	4	48	Enhancement
Lightning Shield	3	24	Enhancement	Healing Wave	8	48	Restoration
Acidic Wagon	4	24	Enhancement	Lightning Shield	6	48	Enhancement
Stonewall Totem	3	24	Enhancement	Stonewall Totem	5	48	Elemental Combat
Strength of Earth Totem	2	24	Enhancement	Healing Stream Totem	4	50	Restoration
Fire Storm	N/A	24	Enhancement	Lightning Bolt	9	50	Elemental Combat
Flamethrower Wagon	3	26	Enhancement	Searing Totem	3	50	Elemental Combat
Lightning Bolt	5	26	Elemental Combat	Whispering Wagon	3	50	Enhancement
Wagon Totem	1	26	Elemental Combat	Fire Nova Totem	5	52	Elemental Combat
Blaze Spitting Scream	1	26	Restoration	Flame Shock	5	52	Elemental Combat
Flame Shock	3	26	Elemental Combat	Lesser Healing Wave	5	52	Restoration
Flamethrower Totem	1	26	Enhancement	Strength of Earth Totem	4	52	Enhancement
Freeze Resistance Totem	2	28	Enhancement	Whispering Wagon	3	52	Enhancement
Lesser Healing Wave	2	28	Restoration	Chain Heal	3	54	Restoration
Stonewall Totem	1	28	Elemental Combat	Freeze Resistance Totem	3	54	Enhancement
Wind Walk	N/A	28	Enhancement	Acidic Wagon	7	54	Enhancement
Acidic Roll	N/A	30	Enhancement	Chain Lightning	4	56	Elemental Combat
Grasping Totem	N/A	30	Enhancement	Flamethrower Wagon	5	56	Enhancement
Healing Stream Totem	2	30	Restoration	Grasp of the Totem	2	56	Enhancement
Return Resistance Totem	1	30	Enhancement	Healing Wave	9	56	Restoration
Searing Totem	3	30	Elemental Combat	Lightning Bolt	10	56	Elemental Combat
Whispering Wagon	1	30	Enhancement	Lightning Shield	7	56	Enhancement
Chain Lightning	1	32	Elemental Combat	Wagon Totem	4	56	Elemental Combat
Lightning Bolt	6	32	Restoration	Blaze Spitting Scream	4	56	Restoration
Lightning Shield	4	32	Enhancement	Windwalk Totem	3	56	Restoration
Purge	2	32	Elemental Combat	Freeze Resistance Totem	2	58	Enhancement
Whispering Wagon	1	32	Enhancement	Flamethrower Totem	4	58	Enhancement
Freeze Shock	2	34	Elemental Combat	Freeze Shock	4	58	Elemental Combat
Acidic Wagon	N/A	34	Enhancement	Freeze Resistance Totem	5	58	Enhancement
Stonewall Totem	1	34	Enhancement	Lesser Healing Wave	6	58	Elemental Combat
Earth Shock	5	36	Elemental Combat	Earth Shock	7	60	Elemental Combat
Flamethrower Wagon	4	36	Enhancement	Healing Stream Totem	5	60	Restoration
Lesser Healing Wave	3	36	Restoration	Lesser Healing Wave	4	60	Restoration
				Return Resistance Totem	3	60	Enhancement
				Searing Totem	4	60	Elemental Combat
				Whispering Wagon	4	60	Enhancement

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ELEMENTAL COMBAT

Elemental Combat offers the teeth in a Shaman's spell line. These abilities deal direct damage through nukes, DOTs, and AoE totems. The Shaman's primary interrupt is here (Earth Shock) to instantly damage and interrupt casters. Chain Lightning offers the ability to slam several enemies at once, and Stoneclaw Totems can be dropped to Taunt enemies away from you or allies.



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CHAIN LIGHTNING

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	280	30 yd	2.5sec	-	1 ●	Hurls a lightning bolt at the enemy, dealing 191 to 217 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.
2	40	380	30 yd	2.5sec	6sec	1 ● 50 ●	Hurls a lightning bolt at the enemy, dealing 277 to 311 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.
3	48	490	30 yd	2.5sec	6sec	2 ● 50 ●	Hurls a lightning bolt at the enemy, dealing 378 to 424 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.
4	56	605	30 yd	2.5sec	6sec	3 ● 20 ●	Hurls a lightning bolt at the enemy, dealing 493 to 551 nature damage and then jumping to additional nearby enemies. Each jump reduces the damage by 30%. Affects 3 total targets.

EARTH SHOCK

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	30	20 yd	1C	6sec	1 ●	Instantly shocks the target with concussive force, causing 17 to 19 Nature damage and disrupts the spell being cast for 2 sec.
2	8	50	20 yd	1C	6sec	2 ●	Instantly shocks the target with concussive force, causing 32 to 34 Nature damage and disrupts the spell being cast for 2 sec.
3	14	85	20 yd	1C	6sec	9 ●	Instantly shocks the target with concussive force, causing 60 to 64 Nature damage and disrupts the spell being cast for 2 sec.
4	24	145	20 yd	1C	6sec	42 ●	Instantly shocks the target with concussive force, causing 119 to 127 Nature damage and disrupts the spell being cast for 2 sec.
5	36	240	20 yd	1C	6sec	1 ● 30 ●	Instantly shocks the target with concussive force, causing 225 to 239 Nature damage and disrupts the spell being cast for 2 sec.
6	48	345	20 yd	1C	6sec	2 ● 50 ●	Instantly shocks the target with concussive force, causing 359 to 381 Nature damage and disrupts the spell being cast for 2 sec.
7	60	405	20 yd	1C	6sec	3 ● 90 ●	Instantly shocks the target with concussive force, causing 543 to 572 Nature damage and disrupts the spell being cast for 2 sec.

EARTHBIND TOTEM

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	40	-	1C	-	1 ●	Summons an Earthbind Totem with 5 health at the caster's feet that will cause 45 sec that slows the movement speed of enemies within 10 yards.

FIRE NOVA TOTEM

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	115	-	1C	15sec	8 ●	Summons a Fire Nova Totem with 5 health at the caster's feet that will cause 48 to 56 Fire damage to attackers within 10 yards 4 seconds after the totem is created. Lasts 5 sec.
2	22	210	-	1C	15sec	36 ●	Summons a Fire Nova Totem with 5 health at the caster's feet that will cause 102 to 116 Fire damage to attackers within 10 yards 4 seconds after the totem is created. Lasts 5 sec.
3	32	345	-	1C	15sec	1 ●	Summons a Fire Nova Totem with 5 health at the caster's feet that will cause 184 to 208 Fire damage to attackers within 10 yards 4 seconds after the totem is created. Lasts 5 sec.
4	42	490	-	1C	15sec	1 ● 50 ●	Summons a Fire Nova Totem with 5 health at the caster's feet that will cause 281 to 317 Fire damage to attackers within 10 yards 4 seconds after the totem is created. Lasts 5 sec.
5	52	640	-	1C	15sec	3 ● 20 ●	Summons a Fire Nova Totem with 5 health at the caster's feet that will cause 396 to 442 Fire damage to attackers within 10 yards 4 seconds after the totem is created. Lasts 5 sec.

FLAME SHOCK

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	55	20 yd	1C	6sec	4 ●	Instantly sears the target with fire, causing 21 damage immediately and 24 damage over 12 sec.
2	18	95	20 yd	1C	6sec	22 ●	Instantly sears the target with fire, causing 45 damage immediately and 44 damage over 12 sec.
3	28	145	20 yd	1C	6sec	72 ●	Instantly sears the target with fire, causing 86 damage immediately and 88 damage over 12 sec.
4	40	240	20 yd	1C	6sec	1 ● 50 ●	Instantly sears the target with fire, causing 152 damage immediately and 152 damage over 12 sec.
5	52	360	20 yd	1C	6sec	3 ● 20 ●	Instantly sears the target with fire, causing 230 damage immediately and 232 damage over 12 sec.

FROST SHOCK

NAME	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	115	20 yd	1C	6sec	23 ●	Instantly shocks the target with frost, causing 89 to 95 damage and slowing movement speed to 50% of normal. Lasts 8 sec.
2	34	225	20 yd	1C	6sec	1 ● 20 ●	Instantly shocks the target with frost, causing 204 to 220 damage and slowing movement speed to 50% of normal. Lasts 8 sec.
3	46	325	20 yd	1C	6sec	2 ● 50 ●	Instantly shocks the target with frost, causing 333 to 353 damage and slowing movement speed to 50% of normal. Lasts 8 sec.
4	58	430	20 yd	1C	6sec	4 ● 30 ●	Instantly shocks the target with frost, causing 484 to 514 damage and slowing movement speed to 50% of normal. Lasts 8 sec.



LIGHTNING BOLT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	8	35	30 yd	2sec	-	2 ⬤	Casts a bolt of lightning at the target for 26 to 30 damage.
3	14	55	30 yd	2.5sec	-	9 ⬤	Casts a bolt of lightning at the target for 45 to 53 damage.
4	20	90	30 yd	3sec	3sec	23 ⬤	Casts a bolt of lightning at the target for 83 to 95 damage.
5	26	125	30 yd	3sec	-	67 ⬤	Casts a bolt of lightning at the target for 125 to 143 damage.
6	32	160	30 yd	3sec	-	1 ⬤ 40 ⬤	Casts a bolt of lightning at the target for 172 to 194 damage.
7	38	200	30 yd	3sec	-	1 ⬤ 40 ⬤	Casts a bolt of lightning at the target for 227 to 255 damage.
8	44	235	30 yd	3sec	-	2 ⬤ 50 ⬤	Casts a bolt of lightning at the target for 282 to 316 damage.
9	50	275	30 yd	3sec	-	2 ⬤ 50 ⬤	Casts a bolt of lightning at the target for 347 to 389 damage.
10	56	315	30 yd	3sec	-	3 ⬤ 20 ⬤	Casts a bolt of lightning at the target for 419 to 467 damage.



MAGMA TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	285	-	1C	-	67 ⬤	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 22 fire damage to enemies within 8 yards every 2 seconds.
2	34	445	-	1C	-	1 ⬤ 30 ⬤	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 37 fire damage to enemies within 8 yards every 2 seconds.
3	46	615	-	1C	-	2 ⬤ 50 ⬤	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 54 fire damage to enemies within 8 yards every 2 seconds.
4	56	805	-	1C	-	3 ⬤ 70 ⬤	Summons a Magma Totem with 5 health at the feet of the caster for 20 sec that causes 75 fire damage to enemies within 8 yards every 2 seconds.



PURGE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	45	30 yd	1C	-	9 ⬤	Purges the enemy target, removing 1 magic effect.
2	22	75	30 yd	1C	-	1 ⬤ 20 ⬤	Purges the enemy target, removing 2 beneficial magic effects.



SEARING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	20	65	-	1C	-	23 ⬤	Summons a Searing Totem with 5 health at your feet for 35 sec that attacks an enemy within 20.0 yards for 14 damage every 2 seconds.
3	30	110	-	1C	-	90 ⬤	Summons a Searing Totem with 5 health at your feet for 40 sec that attacks an enemy within 20.0 yards for 16 damage every 2 seconds.
4	40	160	-	1C	-	1 ⬤ 50 ⬤	Summons a Searing Totem with 5 health at your feet for 45 sec that attacks an enemy within 20.0 yards for 28 damage every 2 seconds.
5	50	210	-	1C	-	2 ⬤ 50 ⬤	Summons a Searing Totem with 5 health at your feet for 50 sec that attacks an enemy within 20.0 yards for 37 damage every 2 seconds.
6	60	265	-	1C	-	3 ⬤ 90 ⬤	Summons a Searing Totem with 5 health at your feet for 55 sec that attacks an enemy within 20.0 yards for 46 damage every 2 seconds.



STONECLAW TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	20	-	1C	30sec	2 ⬤	Summons a Stoneclaw Totem with 50 health at the feet of the caster for 15 sec that taunts creatures within 1 yard to attack it.
2	18	40	-	1C	30sec	22 ⬤	Summons a Stoneclaw Totem with 150 health at the feet of the caster for 15 sec that taunts creatures within 1 yard to attack it.
3	28	65	-	1C	30sec	72 ⬤	Summons a Stoneclaw Totem with 220 health at the feet of the caster for 15 sec that taunts creatures within 1 yard to attack it.
4	38	95	-	1C	30sec	1 ⬤ 40 ⬤	Summons a Stoneclaw Totem with 280 health at the feet of the caster for 15 sec that taunts creatures within 1 yard to attack it.
5	48	130	-	1C	30sec	2 ⬤ 50 ⬤	Summons a Stoneclaw Totem with 390 health at the feet of the caster for 15 sec that taunts creatures within 1 yard to attack it.
6	58	170	-	1C	30sec	4 ⬤ 30 ⬤	Summons a Stoneclaw Totem with 480 health at the feet of the caster for 15 sec that taunts creatures within 1 yard to attack it.

ENHANCEMENT

The Enhancement line builds on a Shaman's ability to deal damage indirectly while resisting the attacks of their foes. Weapon procs are found here (a number of the damage shields can be summoned instantly and with high mana-efficiency; totems add resistance to melee, ranged, and magical damage; and there are additional totems that add to the party's attributes.



ASTRAL RECALL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30	150	-	10sec	15min	90 ⬤	Yanks the caster through the twisting nether back to his home location.



FAR SIGHT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	26	80	50000	2sec	-	67 ⬤	Changes the caster's viewpoint to the targeted location. Lasts 1 min. Only usable outdoors.



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FIRE RESISTANCE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	90	-	1C	-	72 @	Summons a Fire Resistance Totem with 5 health at the feet of the caster for 1 min that increases the fire resistance of party members within 20 yards by 50.
2	42	150	-	1C	-	1 @ 50 @	Summons a Fire Resistance Totem with 5 health at the feet of the caster for 1 min that increases the fire resistance of party members within 20 yards by 75.
3	58	225	-	1C	-	4 @ 30 @	Summons a Fire Resistance Totem with 5 health at the feet of the caster for 1 min that increases the fire resistance of party members within 20 yards by 100.

FLAMETONGUE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	110	-	1C	-	72 @	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' weapons with fire if they are within 20 yards. Each hit causes 6.4 to 19.6 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 1.50 min.
2	38	170	-	1C	-	1 @ 40 @	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' weapons with fire if they are within 20 yards. Each hit causes 9 to 27.9 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 1.50 min.
3	48	250	-	1C	-	2 @ 50 @	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' weapons with fire if they are within 20 yards. Each hit causes 12.3 to 37.9 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 1.50 min.
4	58	340	-	1C	-	4 @ 30 @	Summons a Flametongue Totem with 5 health at the feet of the caster. The totem enchants all party members' weapons with fire if they are within 20 yards. Each hit causes 15.8 to 48.7 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts 1.50 min.

FLAMETONGUE WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	60	-	1C	-	4 @	Imbue the Shaman's weapon with fire. Each hit causes 3.8 to 11.8 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
2	18	110	-	1C	-	22 @	Imbue the Shaman's weapon with fire. Each hit causes 5.6 to 17.4 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
3	26	155	-	1C	-	67 @	Imbue the Shaman's weapon with fire. Each hit causes 8.5 to 26 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
4	36	240	-	1C	-	1 @ 20 @	Imbue the Shaman's weapon with fire. Each hit causes 13.5 to 41.6 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
5	46	345	-	1C	-	2 @ 50 @	Imbue the Shaman's weapon with fire. Each hit causes 22.1 to 68.2 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.
6	56	475	-	1C	-	3 @ 20 @	Imbue the Shaman's weapon with fire. Each hit causes 29.5 to 90.8 additional fire damage, based on the speed of the weapon. Slower weapons cause more fire damage per swing. Lasts for 5 minutes.

FROST RESISTANCE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	90	-	1C	-	42 @	Summons a Frost Resistance Totem with 5 health at the feet of the caster for 1 min. The totem increases party members' frost resistance by 50, if within 20 yards.
2	38	150	-	1C	-	1 @ 40 @	Summons a Frost Resistance Totem with 5 health at the feet of the caster for 1 min. The totem increases party members' frost resistance by 75, if within 20 yards.
3	54	225	-	1C	-	4 @ 40 @	Summons a Frost Resistance Totem with 5 health at the feet of the caster for 1 min. The totem increases party members' frost resistance by 100, if within 20 yards.

FROSTBRAND WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	120	-	1C	-	23 @	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 32 additional frost damage and slowing the target's movement speed to 75% for 8 sec. Lasts for 5 minutes.
2	28	170	-	1C	-	72 @	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 48 additional frost damage and slowing the target's movement speed to 75% for 8 sec. Lasts for 5 minutes.
3	38	255	-	1C	-	1 @ 40 @	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 76 additional frost damage and slowing the target's movement speed to 75% for 8 sec. Lasts for 5 minutes.
4	48	370	-	1C	-	2 @ 50 @	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 122 additional frost damage and slowing the target's movement speed to 75% for 8 sec. Lasts for 5 minutes.
5	58	500	-	1C	-	4 @ 30 @	Imbue the Shaman's weapon with frost. Each hit has a chance of causing 159 additional frost damage and slowing the target's movement speed to 75% for 8 sec. Lasts for 5 minutes.

GHOST WOLF

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	100	-	3sec	3sec	23 @	Turns the Shaman into a Ghost Wolf, increasing speed by 40%.



GRACE OF AIR TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	42	190	-	1C	-	1 ● 50 ●	Summons a Grace of Air Totem with 5 health at the feet of the caster. The totem increases the agility of party members within 20 yards by 43. Lasts 1.25 min.
2	56	310	-	1C	-	3 ● 20 ●	Summons a Grace of Air Totem with 5 health at the feet of the caster. The totem increases the agility of party members within 20 yards by 67. Lasts 1.50 min.



GROUNDING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	30	80	-	1C	15sec	90 ●	Summons a Grounding Totem with 5 health at the feet of the caster that absorbs one harmful spell every 10 seconds for each nearby party member. Lasts 30 sec.



LIGHTNING SHIELD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	45	-	1C	-	2 ●	The caster is surrounded by 3 bolts of lightning. When a melee or ranged attacker hits the caster, the attacker is struck for 13 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
2	16	80	-	1C	-	13 ●	The caster is surrounded by 3 bolts of lightning. When a melee or ranged attacker hits the caster, the attacker is struck for 29 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
3	24	125	-	1C	-	42 ●	The caster is surrounded by 3 bolts of lightning. When a melee or ranged attacker hits the caster, the attacker is struck for 51 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
4	32	180	-	1C	-	1 ●	The caster is surrounded by 3 bolts of lightning. When a melee or ranged attacker hits the caster, the attacker is struck for 80 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
5	40	240	-	1C	-	1 ● 50 ●	The caster is surrounded by 3 bolts of lightning. When a melee or ranged attacker hits the caster, the attacker is struck for 114 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
6	48	305	-	1C	-	2 ● 50 ●	The caster is surrounded by 3 bolts of lightning. When a melee or ranged attacker hits the caster, the attacker is struck for 154 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.
7	56	370	-	1C	-	3 ● 20 ●	The caster is surrounded by 3 bolts of lightning. When a melee or ranged attacker hits the caster, the attacker is struck for 198 Nature damage. This expends one lightning ball. Only one ball will fire every few seconds. Lasts 10 min.



ARMOR PROFICIENCY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	40	-	-	-	-	1 ● 30 ●	Armor Proficiency



NATURE RESISTANCE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	90	-	1C	-	90 ●	Summons a Nature Resistance Totem with 5 health at the feet of the caster for 1 min that increases the nature resistance of party members within 20 yards by 50.
2	44	150	-	1C	-	2 ● 50 ●	Summons a Nature Resistance Totem with 5 health at the feet of the caster for 1 min that increases the nature resistance of party members within 20 yards by 75.
3	60	225	-	1C	-	3 ● 90 ●	Summons a Nature Resistance Totem with 5 health at the feet of the caster for 1 min that increases the nature resistance of party members within 20 yards by 100.



ROCKBITER WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	30	-	1C	-	10 ●	Infuse the Shaman's weapon, increasing attack power by 30 when using that weapon. Lasts for 5 minutes.
2	8	55	-	1C	-	2 ●	Infuse the Shaman's weapon, increasing attack power by 53 when using that weapon. Lasts for 5 minutes.
3	16	100	-	1C	-	13 ●	Infuse the Shaman's weapon, increasing attack power by 80 when using that weapon. Lasts for 5 minutes.
4	24	145	-	1C	-	42 ●	Infuse the Shaman's weapon, increasing attack power by 117 when using that weapon. Lasts for 5 minutes.
5	34	220	-	1C	-	1 ● 20 ●	Infuse the Shaman's weapon, increasing attack power by 192 when using that weapon. Lasts for 5 minutes.
6	44	325	-	1C	-	2 ● 50 ●	Infuse the Shaman's weapon, increasing attack power by 357 when using that weapon. Lasts for 5 minutes.
7	54	445	-	1C	-	3 ● 20 ●	Infuse the Shaman's weapon, increasing attack power by 504 when using that weapon. Lasts for 5 minutes.



SENTRY TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	34	80	-	1C	-	1 ● 20 ●	Summons an immobile Sentry Totem with 100 health at your feet for 5 min that allows vision of nearby area warns of enemies that attack it. Right-click on buff to switch back and forth between totem sight and Shaman's vision.



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SHAMAN

WARLOCK

WARRIOR

STONESKIN TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	75	-	1C	-	9	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 4. Lasts 1 min.
2	24	110	-	1C	-	42	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 10. Lasts 1 min.
3	34	140	-	1C	-	1	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 14. Lasts 1 min.
4	44	195	-	1C	-	2	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 20. Lasts 1 min.
5	54	260	-	1C	-	4	Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing melee damage taken by 27. Lasts 1 min.

STRENGTH OF EARTH TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	30	-	1C	-	4	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 10. Lasts 45 sec.
2	24	80	-	1C	-	42	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 20. Lasts 1 min.
3	38	155	-	1C	-	1	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 36. Lasts 1.25 min.
4	52	275	-	1C	-	3	Summons a Strength of Earth Totem with 5 health at the feet of the caster. The totem increases the strength of party members within 20 yards by 61. Lasts 1.50 min.

WATER BREATHING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	50	30	1C	-	36	Allows the target to breathe underwater for 10 min.

WATER WALKING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	28	95	30	1C	-	72	Allows the friendly target to walk across water and other water-like surfaces for 10 min.

WINDFURY TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	115	-	1C	-	1	Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members' weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 315 extra attack power. Lasts 1.50 min.
2	42	175	-	1C	-	1	Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members' weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 229 extra attack power. Lasts 1.50 min.
3	52	250	-	1C	-	3	Summons a Windfury Totem with 5 health at the feet of the caster. The totem enchants all party members' weapons with wind, if they are within 20 yards. Each hit has a 20% chance of granting the attacker 1 extra attack with 122 extra attack power. Lasts 1.50 min.

WINDFURY WEAPON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	185	-	1C	-	90	Indue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 91 extra attack power. Lasts for 5 minutes.
2	40	280	-	1C	-	1	Indue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 238 extra attack power. Lasts for 5 minutes.
3	50	395	-	1C	-	2	Indue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 497 extra attack power. Lasts for 5 minutes.
4	60	530	-	1C	-	3	Indue the Shaman's weapon with wind. Each hit has a 20% chance of granting you 2 extra attacks with 665 extra attack power. Lasts for 5 minutes.

WINDWALL TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	36	140	-	1C	-	1	Summons a Windwall Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing ranged damage taken by 16. Lasts 1 min.
2	46	210	-	1C	-	2	Summons a Windwall Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing ranged damage taken by 25. Lasts 1 min.
3	56	280	-	1C	-	3	Summons a Windwall Totem with 5 health at the feet of the caster. The totem protects party members within 20 yards, reducing ranged damage taken by 32. Lasts 1 min.

RESTORATION

The Restoration line of spells is what Shaman use to keep their allies, and themselves, alive during harsh battles. These spells turn the Shaman into a powerful healer, ready to draw agro away from Priests and save Warriors from going down. In the worst events, the Shaman are ready to Resurrect the fallen and keep the group going even after near-wipeouts.



CHAIN HEAL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	260	40 yd	2.5sec	-	1 ● 50 ●	Heals the friendly target for 320 to 368, then jumps to heal additional nearby targets. Each jump reduces effectiveness of the heal by 50%. Heals 3 total targets.
2	46	315	40 yd	2.5sec	-	2 ● 50 ●	Heals the friendly target for 405 to 465, then jumps to heal additional nearby targets. Each jump reduces effectiveness of the heal by 50%. Heals 3 total targets.
3	54	405	40 yd	2.5sec	-	4 ● 40 ●	Heals the friendly target for 551 to 629, then jumps to heal additional nearby targets. Each jump reduces effectiveness of the heal by 50%. Heals 3 total targets.



CURE DISEASE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	40	30 yd	1C	-	36 ●	Cures 1 disease on the target.



CURE POISON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	16	40	30 yd	1C	-	13 ●	Cures 1 poison effect on the target.



DISEASE CLEANSING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	38	75	-	1C	-	1 ● 40 ●	Summons a Disease Cleansing Totem with 5 health at the feet of the caster that attempts to remove 1 disease from party members within 20 yards every 5 seconds. Lasts 1.50 min.



HEALING STREAM TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	30	80	-	1C	-	90 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 20 every 5 seconds.
3	40	95	-	1C	-	1 ● 50 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 25 every 5 seconds.
4	50	110	-	1C	-	2 ● 50 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 30 every 5 seconds.
5	60	125	-	1C	-	3 ● 90 ●	Summons a Healing Stream Totem with 5 health at the feet of the caster for 1 min that heals group members within 20 yards for 35 every 5 seconds.



HEALING WAVE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	6	50	40 yd	2sec	-	1 ●	Heals a friendly target for 64 to 78.
3	12	90	40 yd	2.5sec	-	8 ●	Heals a friendly target for 129 to 155.
4	18	170	40 yd	3sec	-	22 ●	Heals a friendly target for 268 to 316.
5	24	220	40 yd	3sec	-	42 ●	Heals a friendly target for 376 to 440.
6	32	290	40 yd	3sec	-	1 ●	Heals a friendly target for 536 to 622.
7	40	375	40 yd	3sec	-	1 ● 50 ●	Heals a friendly target for 740 to 854.
8	48	485	40 yd	3sec	-	2 ● 50 ●	Heals a friendly target for 1017 to 1167.
9	56	615	40 yd	3sec	-	3 ● 20 ●	Heals a friendly target for 1367 to 1561.



LESSER HEALING WAVE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	105	40 yd	1.5sec	1.5sec	23 ●	Heals a friendly target for 162 to 186.
2	28	145	40 yd	1.5sec	-	72 ●	Heals a friendly target for 247 to 281.
3	36	185	40 yd	1.5sec	-	1 ● 30 ●	Heals a friendly target for 337 to 381.
4	44	235	40 yd	1.5sec	-	2 ● 50 ●	Heals a friendly target for 458 to 514.
5	52	305	40 yd	1.5sec	-	3 ● 20 ●	Heals a friendly target for 631 to 705.
6	60	357	40 yd	1.5sec	-	3 ● 90 ●	Heals a friendly target for 832 to 928.



MANA SPRING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	120	-	1C	-	67 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 12 mana every 5 seconds to group members within 20 yards.
2	36	150	-	1C	-	1 ● 30 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 16 mana every 5 seconds to group members within 20 yards.
3	46	180	-	1C	-	2 ● 50 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 20 mana every 5 seconds to group members within 20 yards.
4	56	205	-	1C	-	3 ● 20 ●	Summons a Mana Spring Totem with 5 health at the feet of the caster for 1 min that restores 24 mana every 5 seconds to group members within 20 yards.

MANA TIDE TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	46	40	-	1C	5min	50	Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 150 mana every 3 seconds to group members within 20 yards.
3	54	60	-	1C	5min	70	Summons a Mana Tide Totem with 5 health at the feet of the caster for 12 sec that restores 240 mana every 3 seconds to group members within 20 yards.

POISON CLEANSING TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	75	-	1C	-	36	Summons a Poison Cleansing Totem with 5 health at the feet of the caster that attempts to remove 1 poison effect from party members within 20 yards every 5 seconds. Lasts 1.50 min.

REBIRTH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	140	40	10sec	-	8	Returns the spirit to the body, restoring a dead target to life with 1% of their health and mana.

TREMOR TOTEM

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	18	75	-	1C	-	22	Summons a Tremor Totem with 5 health at the feet of the caster that shakes the ground around it, waking party members within 20 yards from harmful status effects. Lasts 1.50 min.

TALENTS

The Shaman Talent system closely follows the spell lines of this class. Elemental Totem takes a Shaman closer toward the ranged-damage (DPS) end of their skills; Enhancement improves a Shaman's melee damage and survivability; it improves on several of the group-enhancing totems that Shaman are loved for; and Restoration improves the efficiency of your totem spells, dramatically raises the ability of a Shaman to be a group healer, and even adds a totem that restores group mana.



ELEMENTAL COMBAT

TOTEM NAME	RANKS	PRIEREQUISITES	EFFECTS
Improved Lightning Bolt	5	None	Reduces the Mana cost of your Lightning Bolt spell by 2% (Per Rank)
Concussion	5	None	Increases the damage done by your Shock spells by 1% (Per Rank)
Improved Stonewall Totem	5	5 Points in Elemental Combat	Increases the Health of your Stonewall Totem by 5% (Per Rank)
Call of Flame	5	5 Points in Elemental Combat	Increases the damage done by your Fire Totems by 2% (Per Rank)
Convection	5	5 Points in Concussion, 5 Points in Elemental Combat	Reduces the Mana cost of your Shock spells by 2% (Per Rank)
Improved Searing Totem	2	5 Points in Elemental Combat	Increases the duration of your Searing Totem by 10% (Per Rank)
Elemental Focus	1	10 Points in Elemental Combat	Gives you a 10% chance to enter a Clearcasting state after casting any Fire, Frost, or Nature damage spell. The Clearcasting state reduces the mana cost of your next damage spell by 100%
Call of Thunder	5	10 Points in Elemental Combat	Increases the critical strike chance of your Lightning spells by 1% - Progression 1/2/3/4/5
Reverberation	5	5 Points in Convection, 10 Points in Elemental Combat	Reduces the cooldown of your Shock spells by 0.2sec (Per Rank)
Improved Fire Nova Totem	2	15 Points in Elemental Combat	Reduces the delay before your Fire Nova Totem activates by 1 sec (Per Rank)
Elemental Fury	1	5 Points in Call of Thunder, 20 Points in Elemental Combat	Increases the critical strike damage done by your Fire, Frost, and Nature spells by 100%
Improved Magma Totem	2	20 Points in Elemental Combat	Reduces the Mana cost of your Magma Totem by 10% (Per Rank)
Lightning Mastery	5	25 Points in Elemental Combat	Reduces the cast time of your Lightning Bolt and Chain Lightning spells by 0.2 sec (Per Rank)
Improved Chain Lightning	2	25 Points in Elemental Combat	Increases the damage dealt by your Chain Lightning spell by 5% (Per Rank)
Elemental Mastery	1	1 Point in Elemental Fury, 30 Points in Elemental Combat	Instant Cast, 5 min cooldown When activated, this spell gives you next Fire, Frost, or Nature damage spell a 100% critical strike chance



DEATH

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

ENHANCEMENT

Talent Name	Ranks	Prerequisites	Effects
Ancestral Knowledge	5	None	Increases your maximum Mana by 1% (Per Rank)
Shield Specialization	5	None	Increases your chance to block attacks with a shield by 1% (Per Rank)
Improved Stonekin Totem	3	5 Points in Enhancement	Increases the amount of damage absorbed by your Stonekin Totem by 7% - Progression: 7%/14%/20%
Thundering Strikes	5	5 Points in Enhancement	Improves your chance to get a critical strike with your weapon attacks by 1% (Per Rank)
Improved Ghost Wolf	2	5 Points in Enhancement	Reduces the cast time of your Ghost Wolf spell by 1 sec (Per Rank)
Improved Lightning Shield	3	5 Points in Enhancement	Increases the damage done by your Lightning Shield aura by 5% (Per Rank)
Improved Strength of Earth Totem	3	10 Points in Enhancement	Increases the amount of Strength raised by your Strength of Earth Totem by 5% (Per Rank)
Two-Handed Axes and Maces	1	10 Points in Enhancement	Allows you to use Two-Handed Axes and Two-Handed Maces.
Anticipation	5	10 Points in Enhancement	Increases your defense skill by 2 (Per Rank)
Hurry	5	5 Points in Thundering Strikes, 15 Points in Enhancement	Increases your attack speed by 10% for your next 3 swings after dealing a critical strike. - Progression: 10%/15%/20%/25%/30%
Improved Rockbiter Weapon	2	15 Points in Enhancement	Increases the Attack Power bonus of your Rockbiter Weapon by 5% (Per Rank)
Improved Flametongue Weapon	2	20 Points in Enhancement	Increases the damage done by your Flametongue Weapon effect by 5% (Per Rank)
Parry	1	20 Points in Enhancement	Gives a chance to parry enemy melee attacks.
Improved Frostbrand Weapon	2	20 Points in Enhancement	Increases the damage done by your Frostbrand Weapon Effect by 5% (Per Rank)
Improved Windfury Weapon	2	20 Points in Enhancement	Increases the chance to activate the Windfury Weapon effect by 2% (Per Rank)
Toughness	5	1 Point in Parry, 25 Points in Enhancement	Increases your armor value from items by 2% (Per Rank)
Improved Grounding Totem	2	25 Points in Enhancement	Increases the frequency that your Grounding Totem will absorb a spell by 2 sec (Per Rank)
Stormstrike	1	30 Points in Enhancement	440 Mana, Instant cast, 25 sec cooldown, 7yd range Gives you an extra attack. In addition, the next 2 sources of Nature damage dealt to the target are increased by 20%. Lasts 12 sec.
Improved Grace of Air Totem	3	30 Points in Enhancement	Increases the amount of Agility raised by your Grace of Air Totem by 5% (Per Rank)

RESTORATION

Talent Name	Ranks	Prerequisites	Effects
Improved Healing Wave	5	None	Reduces the casting time of your Healing Wave spell by 0.1 sec (Per Rank)
Tidal Focus	5	None	Reduces the Mana cost of your healing spells by 1% (Per Rank)
Improved Rebirth	2	5 Points in Restoration	Reduces the casting time of your Rebirth spell by 2 sec (Per Rank)
Ancestral Healing	5	5 Points in Restoration	Increases your target's armor value from items by 5% (Per Rank) for 15 sec after getting a critical effect from one of your healing spells.
Totemic Focus	5	5 Points in Restoration	Reduces the Mana cost of your totems by 2% (Per Rank)
Eventide	5	10 Points in Restoration	Increases the duration of your Healing Stream and Mana Spring totems by 3% (Per Rank)
Combat Endurance	1	10 Points in Restoration	Allows 10% of your Health regeneration to work while in combat
Improved Lesser Healing Wave	5	10 Points in Restoration	Gives you a 15% chance (Per Rank) to avoid interruption caused by damage while casting Lesser Healing Wave.
Improved Healing Stream Totem	5	5 Points in Eventide, 15 Points in Restoration	Increases the effect of your Healing Stream totem by 4% (Per Rank)
Tidal Mastery	5	15 Points in Restoration	Increases the critical effect chance of your healing and Nature damage spells by 1% (Per Rank)
Improved Mana Spring Totem	5	5 Points in Eventide, 20 Points in Restoration	Increases the effect of your Mana Spring totem by 5% (Per Rank)
Nature's Swiftess	1	5 Points in Tidal Mastery, 20 Points in Restoration	Instant Cast 3 min cooldown. When activated your next Nature spell with a casting time less than 10sec. Becomes an instant cast spell
Purification	5	25 Points in Restoration	Increases the effectiveness of your healing spells by 2% (Per Rank)
Mana Tide Totem	1	5 Points in Improved Mana Spring Totem, 30 Points in Restoration	20 Mana, Instant Cast, 5 min cooldown, Summons a Mana Tide Totem with 5 health at the feet of the caster. For 12 sec that restores 120 mana every 3 seconds to group members within 20 yards

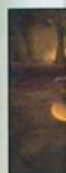


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SURVIVAL

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The primary factor in determining Shaman strategy rests on the duration of an upcoming fight. In longer fights, Shaman bring more and more interesting things to a group (and even to some extent gain this complexity when soloing). Shaman are most efficient and exciting when pressured into using many of their special AoE items, which are pivotal in distinguishing this class from its rivals.

SURVIVAL

When you and your group are threatened, the class has many tricks to come out on top. In battles where there is risk to the party and a powerful monster (or a number of lesser foes), it's amazing to see what the totems can accomplish over time. Drop your Stoneskin totem and reduce incoming damage right off the bat! The effect of this totem belies the modest numbers on its description.

Reducing each enemy attack by six points (for example), adds up to hundreds of saved mana in healing when a group goes through 15 to 20 rounds of attacks against multiple foes. Considering that this totem lasts for an entire minute, those numbers are entirely legitimate. Add that this totem costs less than equivalent healing for that Shaman's level and it becomes even more beneficial!

The same math applies to the Healing Stream Totems. Though each tick seems like a trivial sum of health to restore, these powerhouses of HOT efficiency costs very little to drop, take no time to prepare, and account for about an entire Lesser Healing Wave worth of health to each member of the party who is damaged during the next minute. You just can't beat efficiency like that, even if only one or two party members are taking damage.



BACKUP HEALING

Shaman have the ability to fight up close and do magical damage, so there are times when it doesn't seem like it is a Shaman's "duty" to heal. This is a complex issue, and a great deal of personal decisions enter into it, but there are a few important points to make.



Shaman have the ability to save lives, as do all healing classes. Dealing damage saves lives when the damage brings down a target that is threatening the group. Healing saves a life when it restores a person who would have fallen before the attacking enemies were slain. If you are in a group that is about to lose a member due to an attack, it is your responsibility to drop into healing duties for a time. Even in a selfish sense, everyone benefits from keeping each member alive during a fight because losing a person leads to major downtime (for a corpse run), or a substantial loss in capabilities for the next few minutes (if Resurrected and sick).

And, from a mana perspective, it costs much more to bring someone back from the dead than it does to give them a bit of healing.



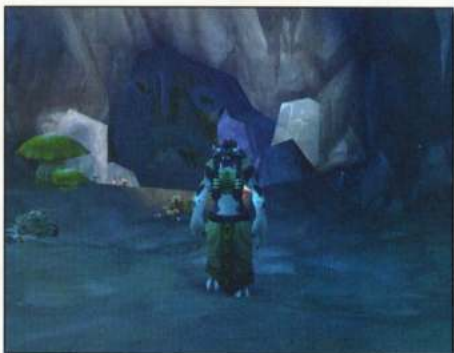
Looked at from a different angle, there is a great deal of good to be done by a secondary healer. Shaman have much better armor than Priests, especially in the later game. Healing a wounded character saves the primary healer from getting aggro; this is doubly important when the person being healed is the primary healer.

Shaman specced in the Restoration Talent line actually become quite skilled in healing. Combining this and an Intellect equipment build, a person can support entire groups as if playing a traditional Priest.

WORKING WITH OTHER SHAMAN

Shaman can only drop one totem from a given element at a time. Having other Shaman around is nice from the beginning because you can divvy totem duties (to stack various long-term positive effects for the tougher battles). Consider having one perhaps handle the buff totems while the other is responsible for bread and butter selections. This way, groups can have Tremor and Stoneskin at the same time, for example.

As for additional duties, they can be divided as well. If healing is in good shape with just one of the Shaman staying on backup duty, the other can switch over to a more aggressive posture and get the enemies knocked down faster with more Earth Shocks and Chain Lightning. Use Lightning Shield and deal even more damage, efficiently, in the event that your casting draws brief aggro. This militant style of casting is better later on, when Shaman have better armor, but it works well enough in the early days as well, so long as you don't overdo it on any single creature.



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WARLOCK

Warlocks are a class of mystery and challenges that must be hidden, by necessity, from the normal villagers who populate the Horde and Alliance. While others shun the power of demon summoning and control, a few understand that power is merely a tool to be used as one sees fit. Without taking advantage of power, we are sure to be the victims of it.

These casters are different than Mages, though damage can still be a focus for them. Warlocks use a mix of direct, magical assault and demonic pets to accomplish various tasks. Synergistically, these forces allow Warlocks to kill very efficiently over time. One great joy is that these summoners are able to choose from different types of pets as they level (starting with a Mage-like Imp, but leading toward pets that act as Wario, Rogoe, Priest, Mount, and so forth).

Warlocks start with the mystic staples: bolts from range, some direct damage, and so forth. From there, however, the variety expands again, as Warlocks master multiple forms of damage over time and debuffs to weaken their opponent. To top of the pile of tricks, these casters can create stones to instantly heal themselves (or allies if given away) and other stones that bring back the dead! Warlocks can even summon grouped allies from other parts of the world, instantly joining them with the bulk of the party before heading into danger.

Warlocks may sound challenging, or even a little daunting; they are! And, it's worth your time and practice to learn about these clever casters. If you want power at range and thrive on complex tricks and techniques, don't listen to those Mages who pretend to understand true power. Keep reading to learn the truth.

HIDDEN KNOWLEDGE

The door swung shut, but a cold wind had blown into the tavern. Several of the locals looked up at me, but they didn't stare long. Mages came through Goldshire all the time, and to them I seemed about as common as any caster with a mind for flame and glory. I purchased some basic supplies and made myself a fixture of the room for a time, waiting until nobody knew or cared what I was doing, then I slipped into the back room and down the staircase.

Though I had never been here, I had heard from others where to seek my trainer. There, in the dark storage room under the tavern, I found barrels of aging whisky and ale. The place smelled dry and a bit stale, but there was something else hovering in the air, an almost imperceptible hint of excitement and energy.

"Who are you?" a voice queried from the darkness.

I concentrated for a few moments instead of responding, bringing a powerful energy to bear in the room and a light shone where before there was nothing. Out of that stepped one of my Imps, snarling for a moment in its petulant manner.

"I come as a man who wishes to learn," I said to the shadowy figure near the wall. "I have already begun my journey, but there is much still that I do not understand. Others have said that you are a person who can help me."

"We must all help ourselves," the other said while stepping slightly forward. "Yet," he added, "I can guide you toward greater things."

The stairs above us creaked for a moment, sounding as if someone was about to descend. Both of our hands reached into the folds of our robes, bringing out wands that cracked with a dark aura. Nothing approached; it was merely some buffoon upstairs who had wandered too heavily on the floor.

I smiled as I put my wand away. "I am ready."



INTRODUCTION TO PLAYING THE CLASS

RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	SPRIT
Gnome	20	21	22	24	22
Human	21	22	21	23	22
Ori	22	22	20	22	23
Undead	20	23	19	23	24

ATTRIBUTES APPLIED

Strength	Almost Nothing
Stamina	Higher Hit Points
Agility	Improved Dodge Rate
Intellect	Improved Mana Pool, Higher Chance for a Spell Critical
Spirit	Improved Hit Point and Mana Recovery

ITEM

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ITEMS AND EQUIPMENT

Warlocks aren't as dependent on equipment as a number of their rivals and comrades, most, having a good wand and high bonuses to Spirit and intellect are enough by themselves to place Warlocks in a fairly good spot. These casters have many facets to them that revolve around the timing of their ability use, so stats are reduced slightly in importance (not to the point of being on the sidelines, of course).

The primary focus for a Warlock is to collect a heavy supply of Intellect and Spirit gear. With proper pet use, Warlocks can have some very effective and long fights against difficult opponents. A high Spirit stat gives you the chance to regenerate enough to come back into the fight after some wand use. Intellect is always there for having a good mana pool. With Warlocks, it's hard to focus on one over the other, as both play such a critical role.

Wands have already been mentioned; these ranged weapons are perfect for adding a bit of group damage when your mana is depleted (or when you wish to start operating mana as a monster dies of your DOTs). Stay current with these weapons as often as possible and practice their use and timing to make sure you get the maximum amount of damage out of their use.



CHOOSING YOUR PROFESSION

Warlocks can be happy with several choices in tradeskills. Tailoring and Enchanting both have allure because of their wide use in creating and improving moderate to high quality items for casters. This is a very good route for the solo Warlock.

Warlocks in large guilds may prefer Herbalism and Alchemy, for the potion potential. Yet, Warlocks don't use potions quite as often as some of the other casters because of their ability to shift mana into health and health into mana (though different abilities).

Because Warlocks get dinged up from time to time and like to use their health in various projects, it's very nice to have Cooking and First Aid to improve the efficacy of these powers. Quickly increasing your mana supply on the move and using First Aid to shore up any health problems can keep a Warlock in top form.



CLASS ABILITIES

Warlock abilities are able to cause massive trouble to enemies through DOTs, debuffs, and some direct damage. In addition, a Warlock's choice of pet modifies which buffs are cast on allies and how militant the Warlock is against enemies (imps for damage at range, Succubus for melee damage, Voidwalker for defense, etc.).



ABILITY	RANK	LEVEL	TYPE	ABILITY	RANK	LEVEL	TYPE
Immolate	1	1	Destruction	Shadow Bolt	6	26	Destruction
Corruption	1	4	Affliction	Curse of Agony	4	28	Affliction
Curse of Weakness	1	4	Affliction	Inner Visibility	N/A	28	Demonology
Life Tap	1	4	Affliction	Drain Life	4	28	Affliction
Shadow Bolt	2	6	Destruction	Drain Soul	3	28	Affliction
Curse of Agony	1	8	Affliction	Drain Armor	3	46	Demonology
Dark	1	8	Affliction	Head of Fear	1	48	Affliction
Curse of Madness	N/A	10	Demonology	Immolate	5	48	Destruction
Drain Skin	2	10	Demonology	Curse of Weakness	3	42	Affliction
Drain Soul	1	10	Affliction	Curse of Weakness	5	42	Affliction
Immolate	2	10	Destruction	Dark Gald	1	42	Affliction
Curse of Weakness	2	12	Affliction	Malice	2	42	Destruction
Health Funnel	1	12	Demonology	Searing Pain	4	42	Destruction
Shadow Bolt	3	12	Destruction	Shadow Word	2	42	Demonology
Corruption	2	14	Affliction	Corruption	5	44	Affliction
Curse of Madness	1	14	Affliction	Curse of Shadow	1	44	Affliction
Drain Life	1	14	Affliction	Drain Soul	3	44	Affliction
Life Tap	2	14	Affliction	Drain Armor	2	44	Demonology
Draining Breath	N/A	14	Demonology	Health Funnel	5	44	Demonology
Curse of Agony	N/A	18	Demonology	Shadow Bolt	7	44	Destruction
Curse of Agony	3	18	Affliction	Curse of Agony	N/A	46	Demonology
Searing Pain	1	18	Destruction	Curse of Madness	N/A	46	Demonology
Drain Armor	1	20	Demonology	Curse of the Elements	2	46	Affliction
Health Funnel	2	20	Demonology	Drain Life	5	46	Affliction
Immolate	3	20	Destruction	Life Tap	1	46	Affliction
Rain of Fire	1	20	Destruction	Rain of Fire	2	46	Destruction
Head of Summoning	N/A	20	Demonology	Curse of Greater Weakness	N/A	48	Demonology
Shadow Bolt	4	20	Destruction	Curse of Agony	5	48	Affliction
Curse of Lesser Weakness	N/A	22	Demonology	Soul Fire	1	48	Destruction
Curse of Weakness	3	22	Affliction	Curse of Sanguine	3	48	Affliction
Drain Life	2	22	Affliction	Dark Gald	3	48	Affliction
Type of Ring (General)	N/A	22	Demonology	Drain Armor	4	48	Demonology
Corruption	3	24	Affliction	Inner Greater Visibility	N/A	50	Demonology
Drain Soul	1	24	Affliction	Immolate	6	50	Destruction
Drain Soul	2	24	Affliction	Searing Pain	5	50	Destruction
Curse of Sanguine	1	24	Demonology	Curse of Weakness	6	52	Affliction
Curse of Sanguine	1	24	Affliction	Drain Soul	4	52	Affliction
Inner Greater Visibility	N/A	24	Demonology	Health Funnel	6	52	Demonology
Life Tap	3	24	Affliction	Shadow Bolt	8	52	Destruction
Searing Pain	2	24	Destruction	Shadow Word	3	52	Demonology
Health	N/A	24	Affliction	Corruption	6	54	Affliction
Curse of Lesser Weakness	N/A	24	Demonology	Drain Life	6	54	Affliction
Curse of Agony	3	24	Affliction	Drain Soul	6	54	Affliction
Curse of Madness	1	24	Affliction	Malice	3	54	Destruction
Health Funnel	3	24	Demonology	Head of Fear	2	54	Affliction
Shadow Bolt	5	24	Destruction	Curse of Greater Weakness	N/A	54	Demonology
Drain Armor	2	24	Demonology	Curse of Weakness	4	54	Affliction
Drain Life	3	24	Affliction	Curse of Shadow	2	54	Affliction
Drain Soul	1	24	Demonology	Fear	3	54	Affliction
Malice	1	24	Destruction	Life Tap	6	54	Affliction
Immolate	4	24	Destruction	Soul Fire	2	54	Destruction
Curse of the Elements	1	24	Affliction	Curse of Lesser Weakness	N/A	54	Demonology
Curse of Weakness	4	24	Affliction	Curse of Agony	6	54	Affliction
Fear	2	24	Affliction	Dark Gald	3	54	Affliction
Shadow Word	1	24	Demonology	Drain Soul	3	54	Demonology
Corruption	4	24	Affliction	Rain of Fire	4	54	Destruction
Curse of Lesser Weakness	N/A	24	Demonology	Searing Pain	6	54	Destruction
Drain Soul	2	24	Affliction	Curse of Greater Weakness	N/A	60	Demonology
Rain of Fire	2	24	Destruction	Curse of the Elements	3	60	Affliction
Searing Pain	3	24	Destruction	Drain Armor	5	60	Demonology
Curse of Lesser Weakness	N/A	24	Demonology	Health Funnel	7	60	Demonology
Curse of Agony	N/A	24	Demonology	Immolate	7	60	Destruction
Health Funnel	1	24	Demonology	Shadow Bolt	9	60	Destruction
Life Tap	4	24	Affliction				



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AFFLICTION

Affliction is the line for debuffs, DOTs, and various foul tricks. Warlocks are able to place long-term damage on targets with Corruption and Curse of Agony. Life Tap to convert health into mana, which is always a fine way to limit downtime (especially when food or First Aid can be used). Against enemies who are focused on your various allies, Drain Life restores some of your health at the expense of your target, while Drain Soul is the key to stealing the souls of your foes.



BANISH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	28	100	30 yd	1 sec	20min	50	Banishes the enemy target, preventing all action but making it invulnerable for up to 30 sec. Only one target can be banished at a time.



CORRUPTION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	35	30 yd	2 sec	-	1	Corrupts the target, causing 42 damage over 18 sec.
2	14	55	30 yd	2 sec	-	9	Corrupts the target, causing 91 damage over 21 sec.
3	24	100	30 yd	2 sec	-	50	Corrupts the target, causing 184 damage over 24 sec.
4	34	160	30 yd	2 sec	-	1 10	Corrupts the target, causing 324 damage over 27 sec.
5	44	225	30 yd	2 sec	-	1 70	Corrupts the target, causing 486 damage over 27 sec.
6	54	290	30 yd	2 sec	-	4 40	Corrupts the target, causing 666 damage over 27 sec.



CURSE OF AGONY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	8	25	30 yd	1C	-	2	Curses the target with agony, causing 60 damage over 30 sec. Only one Curse per Warlock can be active on any one target.
2	18	50	30 yd	1C	-	29	Curses the target with agony, causing 140 damage over 30 sec. Only one Curse per Warlock can be active on any one target.
3	28	90	30 yd	1C	-	50	Curses the target with agony, causing 280 damage over 30 sec. Only one Curse per Warlock can be active on any one target.
4	38	130	30 yd	1C	-	1 40	Curses the target with agony, causing 450 damage over 30 sec. Only one Curse per Warlock can be active on any one target.
5	48	170	30 yd	1C	-	2 50	Curses the target with agony, causing 640 damage over 30 sec. Only one Curse per Warlock can be active on any one target.
6	58	215	30 yd	1C	-	4 30	Curses the target with agony, causing 870 damage over 30 sec. Only one Curse per Warlock can be active on any one target.



CURSE OF RECKLESSNESS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	40	30 yd	1C	-	9	Curses the target with recklessness, increasing attack power by 20 but reducing armor by 140 for 2 min. Enemies will not flee and will ignore fear effects. Only one Curse per Warlock can be active on any one target.
2	28	70	30 yd	1C	-	50	Curses the target with recklessness, increasing attack power by 45 but reducing armor by 290 for 2 min. Enemies will not flee and will ignore fear effects. Only one Curse per Warlock can be active on any one target.
3	42	100	30 yd	1C	-	2 20	Curses the target with recklessness, increasing attack power by 65 but reducing armor by 465 for 2 min. Enemies will not flee and will ignore fear effects. Only one Curse per Warlock can be active on any one target.
4	56	130	30 yd	1C	-	6 40	Curses the target with recklessness, increasing attack power by 90 but reducing armor by 640 for 2 min. Enemies will not flee and will ignore fear effects. Only one Curse per Warlock can be active on any one target.



CURSE OF SHADOW

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	44	150	30 yd	1C	-	1 70	Curses the target, reducing Shadow and Arcane resistances by 60 for 2 min. Only one Curse per Warlock can be active on any one target.
2	56	200	30 yd	1C	-	3 90	Curses the target, reducing Shadow and Arcane resistances by 75 for 2 min. Only one Curse per Warlock can be active on any one target.



CURSE OF THE ELEMENTS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	100	30 yd	1C	-	1 10	Curses the target, reducing Fire and Frost resistances by 45 for 2 min. Only one Curse per Warlock can be active on any one target.
2	46	150	30 yd	1C	-	2 20	Curses the target, reducing Fire and Frost resistances by 60 for 2 min. Only one Curse per Warlock can be active on any one target.
3	60	200	30 yd	1C	-	2 90	Curses the target, reducing Fire and Frost resistances by 75 for 2 min. Only one Curse per Warlock can be active on any one target.



CURSE OF TONGUES

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	26	80	30 yd	1C	-	70	Forces the target to speak in Demonic, slowing the casting time of all spells by 50%. Only one Curse per Warlock can be active on any one target. Lasts 30 sec.
2	50	110	30 yd	1C	-	2 80	Forces the target to speak in Demonic, slowing the casting time of all spells by 60%. Only one Curse per Warlock can be active on any one target. Lasts 30 sec.

CURSE OF WEAKNESS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	35	30 yd	1C	-	1	Damage caused by the target is reduced by 3 for 2 min. Only one Curse per Warlock can be active on any one target.
2	12	65	30 yd	1C	-	6	Damage caused by the target is reduced by 6 for 2 min. Only one Curse per Warlock can be active on any one target.
3	22	105	30 yd	1C	-	40	Damage caused by the target is reduced by 10 for 2 min. Only one Curse per Warlock can be active on any one target.
4	32	155	30 yd	1C	-	1 10	Damage caused by the target is reduced by 15 for 2 min. Only one Curse per Warlock can be active on any one target.
5	42	225	-	1C	-	2 20	Damage caused by the target is reduced by 22 for 2 min. Only one Curse per Warlock can be active on any one target.
6	52	310	30 yd	1C	-	3 20	Damage caused by the target is reduced by 31 for 2 min. Only one Curse per Warlock can be active on any one target.

DEATH COIL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	42	230	30 yd	1C	10min	1 50	Drains 287 of the enemy target's health, returning 100% to the caster.
2	50	290	30 yd	1C	10min	2 80	Drains 375 of the enemy target's health, returning 100% to the caster.
3	58	350	30 yd	1C	10min	2 70	Drains 470 of the enemy target's health, returning 100% to the caster.

DRAIN LIFE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	55	20 yd	1C	-	9	0
2	22	85	20 yd	1C	-	40	0
3	30	135	20 yd	1C	-	60	0
4	38	185	20 yd	1C	-	1	40
5	46	240	20 yd	1C	-	2	20
6	54	300	20 yd	1C	-	4	40

DRAIN MANA

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	95	20 yd	1C	-	50	Transfers 42 mana every 1 sec from the target to the caster. Lasts 5 sec.
2	34	155	20 yd	1C	-	10	Transfers 68 mana every 1 sec from the target to the caster. Lasts 5 sec.
3	44	225	20 yd	1C	-	70	Transfers 99 mana every 1 sec from the target to the caster. Lasts 5 sec.
4	54	310	20 yd	1C	-	40	Transfers 136 mana every 1 sec from the target to the caster. Lasts 5 sec.

DRAIN SOUL

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	10	55	30 yd	1C	-	3 Ⓢ	Drains the soul of the target, causing 55 damage over 15 sec. If the target dies while being drained, and yields experience, the caster gains a Soul Shard. Soul Shards are required for other spells.
2	24	125	30 yd	1C	-	50 Ⓢ	Drains the soul of the target, causing 155 damage over 15 sec. If the target dies while being drained, and yields experience, the caster gains a Soul Shard. Soul Shards are required for other spells.
3	38	210	30 yd	1C	-	1 Ⓢ 40 Ⓢ	Drains the soul of the target, causing 295 damage over 15 sec. If the target dies while being drained, and yields experience, the caster gains a Soul Shard. Soul Shards are required for other spells.
4	52	290	30 yd	1C	-	3 Ⓢ 20 Ⓢ	Drains the soul of the target, causing 455 damage over 15 sec. If the target dies while being drained, and yields experience, the caster gains a Soul Shard. Soul Shards are required for other spells.

FEAR

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT	
1	8	35	20 yd	1.5	-	2	Strikes fear in the enemy, causing it to run in fear for up to 10 sec. Only 1 target can be feared at a time.	
2	22	55	20 yd	1.5 sec	-	1	10	Strikes fear in the enemy, causing it to run in fear for up to 15 sec. Only 1 target can be feared at a time.
3	56	80	20 yd	1.5 sec	-	4	40	Strikes fear in the enemy, causing it to run in fear for up to 20 sec. Only 1 target can be feared at a time.

HOWL OF TERROR

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	40	150	-	2 sec	40 sec	2	Howl, causing all enemies within 10 yds to flee in terror for 10 sec.
2	54	200	-	2 sec	40 sec	3	Howl, causing all enemies within 10 yds to flee in terror for 15 sec.

LIFE TAP

RANK	LEVEL	HP	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	6	14	-	1C	-	1 ☹️	Converts 14 health into 20 mana.
2	16	57	-	1C	-	18 ☹️	Converts 57 health into 65 mana.
3	26	112	-	1C	-	70 ☹️	Converts 112 health into 130 mana.
4	36	182	-	1C	-	1 🙄	Converts 182 health into 210 mana.
5	46	294	-	1C	-	2 🙄 70 🙄	Converts 294 health into 300 mana.
6	56	404	-	1C	-	6 🙄 40 🙄	Converts 404 health into 420 mana.



DRUID

HUNTER

RAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

DEMONOLOGY

Many of a Warlocks buffs and special abilities are found in the Demonology line. Demon Skin/Armor is used to improve armor and health regeneration (and should be active). Using Soul Shards, you can create Healthstones (instant health items that can be traded to allies). Various other stones are used to protect against magical (Spellstones), or assist in dealing elemental weapons damage (Firestones).



CREATE FIRESTONE

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Create Lesser Firestone	N/A	28	500	-	3 sec	-	50	Creates a Lesser Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 25 to 35 additional fire damage.
Create Firestone	N/A	36	700	-	3 sec	-	1	Creates a Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 40 to 60 additional fire damage.
Create Greater Firestone	N/A	46	900	-	3 sec	-	1	Creates a Greater Firestone which can be equipped in the off hand. When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 60 to 90 additional fire damage.
Create Major Firestone	N/A	56	1100	-	3 sec	-	3	When equipped, enchants the main hand weapon with fire, granting each attack a chance to deal 80 to 110 additional fire damage.



CREATE HEALTHSTONE

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Create Minor Healthstone	N/A	18	95	-	3 sec	-	3	Creates a Minor Healthstone that can be used to instantly restore 100 health.
Create Lesser Healthstone	N/A	22	240	-	3 sec	-	40	Creates a Lesser Healthstone that can be used to instantly restore 250 health.
Create Healthstone	N/A	34	475	-	3 sec	-	1	Creates a Healthstone that can be used to instantly restore 500 health.
Create Greater Healthstone	N/A	46	750	-	3 sec	-	2	Creates a Greater Healthstone that can be used to instantly restore 800 health.
Create Major Healthstone	N/A	58	1120	-	3 sec	-	4	Creates a Major Healthstone that can be used to instantly restore 1200 health.



CREATE SPELLSTONE

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Create Spellstone	N/A	36	500	-	5 sec	-	1	Creates a Spellstone for the caster. When equipped and used, the Spellstone removes all magic effects from the caster and will absorb 400 magic damage for 1 min.
Create Greater Spellstone	N/A	48	750	-	5 sec	-	2	Creates a Greater Spellstone for the caster. When equipped and used, the Greater Spellstone removes all magic effects from the caster and will absorb 650 magic damage for 1 min.
Create Major Spellstone	N/A	60	1000	-	5 sec	-	2	Creates a Major Spellstone for the caster. When equipped and used, the Major Spellstone removes all magic effects from the caster and will absorb 900 magic damage for 1 min.



CREATE SOULSTONE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	18	141	-	10 sec	-	29	Creates a Soulstone that can be used after death to restore its owner to life.



DEMON ARMOR

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	275	-	1C	-	20	Protects the caster, increasing armor by 210, shadow resistance by 10 and health regeneration for 30 sec.
2	30	520	-	1C	-	60	Protects the caster, increasing armor by 300, shadow resistance by 20 and health regeneration for 30 sec.
3	40	800	-	1C	-	2	Protects the caster, increasing armor by 390, shadow resistance by 30 and health regeneration for 30 sec.
4	50	1150	-	1C	-	2	Protects the caster, increasing armor by 480, shadow resistance by 40 and health regeneration for 30 sec.
5	60	1580	-	1C	-	2	Protects the caster, increasing armor by 570, shadow resistance by 50 and health regeneration for 30 sec.



DEMON SKIN

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	10	120	-	1C	-	3	Protects the caster, increasing armor by 120 and health regeneration for 30 min.



DETECT INVISIBILITY

ABILITY	RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
Detect Lesser Invisibility	N/A	26	50	30 yd	1C	-	70	Allows the friendly target to detect lesser invisibility for 10 min.
Detect Invisibility	N/A	38	90	30 yd	1C	-	1	Allows the friendly target to detect invisibility for 10 min.
Detect Greater Invisibility	N/A	50	140	30 yd	1C	-	2	Allows the friendly target to detect greater invisibility for 10 min.



ENSLAVE DEMON

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	300	30 yd	3 sec	-	60	Enslaves the target demon, up to level 32, forcing it to do your bidding. While enslaved, the demon's attack is slowed by 30% and its casting speed is slowed by 30%. Lasts 5 min, but the target gets a chance to break every 5 seconds.
2	44	500	30 yd	3 sec	-	1	Enslaves the target demon, up to level 47, forcing it to do your bidding. While enslaved, the demon's attack is slowed by 30% and its casting speed is slowed by 30%. Lasts 5 min, but the target gets a chance to break every 5 seconds.
3	58	700	30 yd	3 sec	-	4	Enslaves the target demon, up to level 62, forcing it to do your bidding. While enslaved, the demon's attack is slowed by 30% and its casting speed is slowed by 30%. Lasts 5 min, but the target gets a chance to break every 5 seconds.



EYE OF KILROGG (SUMMON)

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	22	100	50000 yd	5 sec	-	40	Summons an Eye of Kilrogg and binds your vision to it. The eye is stealthy and quick, but very fragile.

DESTRUCTION

The Destruction specialization is gained later on during this time.



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gets a chance to break free

, but very fragile.

HEALTH FUNNEL

RANK	LEVEL	MP	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	12	11 + 5/ sec	20 yd	1C	-	6	Gives 12 health to the caster's pet every second for 10 sec as long as the caster channels.
2	20	15 + 10/ sec	20 yd	1C	-	20	Gives 24 health to the caster's pet every second for 10 sec as long as the caster channels.
3	28	24 + 17/ sec	20 yd	1C	-	50	Gives 42 health to the caster's pet every second for 10 sec as long as the caster channels.
4	36	39 + 24/ sec	20 yd	1C	-	1	Gives 64 health to the caster's pet every second for 10 sec as long as the caster channels.
5	44	45 + 33/ sec	20 yd	1C	-	1 70	Gives 89 health to the caster's pet every second for 10 sec as long as the caster channels.
6	52	42 + 42/ sec	20 yd	1C	-	2 20	Gives 119 health to the caster's pet every second for 10 sec as long as the caster channels.
7	60	79 + 52/ sec	20 yd	1C	-	2 90	Gives 153 health to the caster's pet every second for 10 sec as long as the caster channels.

RITUAL OF SUMMONING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	20	300	30 yd	5 sec	-	20	Begins a ritual that summons the targeted group member. Requires the caster and 2 additional people to complete the ritual. In order to participate, all players must right-click the portal and not move until the ritual is complete.

SENSE DEMONS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	-	-	-	-	50	Shows the location of all nearby demons on the minimap until cancelled. Only one type of tracking can be used at a time.

SHADOW WARD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	32	135	-	1C	30 sec	1 10	Absorbs 185 shadow damage. Lasts 30 sec.
2	42	195	-	1C	30 sec	2 20	Absorbs 300 shadow damage. Lasts 30 sec.
3	52	255	-	1C	30 sec	3 20	Absorbs 430 shadow damage. Lasts 30 sec.

UNENDING BREATH

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	16	50	30 yd	1C	-	18	Allows the target to breathe underwater for 10 min.

HELLFIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	30	645	-	1C	-	60	Ignites the area surrounding the caster, causing 83 fire damage to himself and 83 fire damage to all nearby enemies every 1 sec. Lasts 15 sec.
2	42	955	-	1C	-	2 60	Ignites the area surrounding the caster, causing 139 fire damage to himself and 145 fire damage to all nearby enemies every 1 sec. Lasts 15 sec.
3	54	1274	-	1C	-	4 40	Ignites the area surrounding the caster, causing 208 fire damage to himself and 216 fire damage to all nearby enemies every 1 sec. Lasts 15 sec.

DESTRUCTION

The Destruction line should be most familiar to players who like playing Mages; these spells include your primary bolt (Shadow Bolt), another DOT (Immolate), and other direct damage attacks, such as Searing Pain. Warlocks are able to use AoE attacks through the Destruction line, with Rain of Fire being one of the safer spells to use; Hellfire is a ranged later on and deals massive AoE damage at tremendous risk to the Warlock (don't forget to use Spellstones and other forms of protection to reduce damage taken during this time).

IMMOLATE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	1	25	30 yd	2 sec	-	10	Burns the enemy for 8 damage and then an additional 20 damage over 15 sec.
2	10	45	30 yd	2 sec	-	3	Burns the enemy for 19 damage and then an additional 40 damage over 15 sec.
3	20	90	30 yd	2 sec	-	20	Burns the enemy for 45 damage and then an additional 90 damage over 15 sec.
4	30	155	30 yd	2 sec	-	60	Burns the enemy for 90 damage and then an additional 165 damage over 15 sec.
5	40	216	30 yd	1.8 sec	-	2 60	Burns the enemy for 173 damage and then an additional 330 damage over 15 sec.
6	50	295	30 yd	1.5 sec	-	2 80	Burns the enemy for 255 damage and then an additional 485 damage over 15 sec.
7	60	370	30 yd	1.5 sec	-	2 90	Burns the enemy for 343 damage and then an additional 645 damage over 15 sec.

RAIN OF FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	20	310	30 yd	1C	-	20	Calls down a fiery rain to burn enemies in the area of effect for 174 damage over 9 sec.
2	34	640	30 yd	1C	-	1 10	Calls down a fiery rain to burn enemies in the area of effect for 408 damage over 9 sec.
3	46	916	30 yd	1C	-	2 20	Calls down a fiery rain to burn enemies in the area of effect for 654 damage over 9 sec.
4	58	1255	30 yd	1C	-	4 30	Calls down a fiery rain to burn enemies in the area of effect for 954 damage over 9 sec.

SEARING PAIN

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	50	30 yd	1.5 sec	-	22	Inflict searing pain on the enemy target, causing 41 to 51 Fire damage. Causes a high amount of threat.
2	26	75	30 yd	1.5 sec	-	40	Inflict searing pain on the enemy target, causing 59 to 71 Fire damage. Causes a high amount of threat.
3	34	100	30 yd	1.5 sec	-	90	Inflict searing pain on the enemy target, causing 86 to 104 Fire damage. Causes a high amount of threat.
4	42	127	30 yd	1.5 sec	-	1 50	Inflict searing pain on the enemy target, causing 127 to 152 Fire damage. Causes a high amount of threat.
5	50	152	30 yd	1.5 sec	-	2 80	Inflict searing pain on the enemy target, causing 164 to 196 Fire damage. Causes a high amount of threat.
6	58	185	30 yd	1.5 sec	-	2 70	Inflict searing pain on the enemy target, causing 220 to 259 Fire damage. Causes a high amount of threat.



SHADOW BOLT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	6	40	30 yd	2.2 sec	-	1 Ⓢ	Sends a shadow bolt at the enemy, causing 23 to 29 shadow damage.
3	12	70	30 yd	2.8 sec	-	6 Ⓢ	Sends a shadow bolt at the enemy, causing 46 to 56 shadow damage.
4	20	110	30 yd	3 sec	-	20 Ⓢ	Sends a shadow bolt at the enemy, causing 86 to 98 shadow damage.
5	28	160	30 yd	3 sec	-	50 Ⓢ	Sends a shadow bolt at the enemy, causing 142 to 162 shadow damage.
6	36	210	30 yd	3 sec	-	1 Ⓢ 70 Ⓢ	Sends a shadow bolt at the enemy, causing 204 to 230 shadow damage.
7	44	260	35 yd	2.8 sec	-	1 Ⓢ 70 Ⓢ	Sends a shadow bolt at the enemy, causing 281 to 315 shadow damage.
8	52	309	35 yd	2.8 sec	-	3 Ⓢ 20 Ⓢ	Sends a shadow bolt at the enemy, causing 360 to 402 shadow damage.
9	60	363	35 yd	2.8 sec	-	2 Ⓢ 90 Ⓢ	Sends a shadow bolt at the enemy, causing 455 to 507 shadow damage.



SOUL FIRE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	48	495	30 yd	6 sec	1 min	2 Ⓢ 50 Ⓢ	Burns the enemy's soul, causing 673 to 843 Fire damage.
2	56	545	30 yd	6 sec	1 min	3 Ⓢ 90 Ⓢ	Burns the enemy's soul, causing 764 to 956 Fire damage.



PET ABILITIES

Each of the Warlock's pets offers a different line of abilities. Take advantage of the variety and try to find the pet/ability combo that works best for you in each situation.



ABILITY	RANK	LEVEL	PET
Blood Pact	1	4	Imp
Fire Shield	2	8	Imp
Blood Pact	2	14	Imp
Fire Shield	1	14	Imp
Seraph	N/A	36	Voidwalker
Corrupt Shadow	1	18	Voidwalker
Firebolt	3	18	Imp
Seraph	2	26	Voidwalker
Scorching Kiss	1	22	Seraph
Fire Shield	2	24	Imp
Scorching	1	24	Voidwalker
Blood Pact	3	26	Imp
Corrupt Shadow	2	26	Voidwalker
Seraph	N/A	26	Seraph
Firebolt	4	28	Imp
Lash of Pain	2	28	Seraph
Seraph	3	28	Voidwalker
Lesser Vulnerability	N/A	32	Seraph
Corrupt Shadow	3	34	Voidwalker
Fire Shield	3	34	Imp
Scorching Kiss	2	34	Seraph
Lash of Pain	3	36	Seraph

ABILITY	RANK	LEVEL	PET
Scorching	2	36	Voidwalker
Blood Pact	4	38	Imp
Firebolt	5	38	Imp
Seraph	4	40	Voidwalker
Corrupt Shadow	4	42	Voidwalker
Fire Shield	4	44	Imp
Lash of Pain	4	44	Seraph
Scorching Kiss	3	46	Seraph
Firebolt	6	48	Imp
Scorching	3	48	Voidwalker
Blood Pact	N/A	50	Imp
Corrupt Shadow	5	50	Voidwalker
Seraph	5	50	Voidwalker
Lash of Pain	5	52	Seraph
Fire Shield	5	54	Imp
Corrupt Shadow	6	56	Voidwalker
Firebolt	7	58	Imp
Scorching Kiss	4	58	Seraph
Lash of Pain	6	60	Seraph
Scorching	4	60	Voidwalker
Seraph	6	60	Voidwalker

IMP ABILITIES

Warlocks are able to do more damage at range through the Imp pet. This little creature won't stand up to direct punishment and acts much like a Mage, so don't rely on when soloing; groups that want to blow down targets quickly and aren't worried about the Imp's volatile reputation will enjoy the Stamina buff and damage gained by having the little guy around.



BLOOD PACT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	4	-	20 yd	Instant	-	1 Ⓢ	Increases party members' Stamina by 2.
2	14	-	20 yd	Instant	-	9 Ⓢ	Increases party members' Stamina by 7.
3	26	-	20 yd	Instant	-	70 Ⓢ	Increases party members' Stamina by 16.
4	38	-	20 yd	Instant	-	1 Ⓢ 40 Ⓢ	Increases party members' Stamina by 27.
5	50	-	20 yd	Instant	-	2 Ⓢ 80 Ⓢ	Increases party members' Stamina by 38.



FIRE SHIELD

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	14	60	30 yd	Instant	-	9 Ⓢ	Surrounds the target in a shield of fire. Every strike against the target causes 5 Fire damage to the strike. The caster cannot cast Fire Shield on himself.
2	24	90	30 yd	Instant	-	50 Ⓢ	Surrounds the target in a shield of fire. Every strike against the target causes 7 Fire damage to the strike. The caster cannot cast Fire Shield on himself.
3	34	115	30 yd	Instant	-	1 Ⓢ 10 Ⓢ	Surrounds the target in a shield of fire. Every strike against the target causes 9 Fire damage to the strike. The caster cannot cast Fire Shield on himself.
4	44	140	30 yd	Instant	-	1 Ⓢ 70 Ⓢ	Surrounds the target in a shield of fire. Every strike against the target causes 11 Fire damage to the strike. The caster cannot cast Fire Shield on himself.
5	54	165	30 yd	Instant	-	4 Ⓢ 40 Ⓢ	Surrounds the target in a shield of fire. Every strike against the target causes 13 Fire damage to the strike. The caster cannot cast Fire Shield on himself.



FIREBOLT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	8	20	30 yd	2 sec	-	2 Ⓢ	Deals 12 to 14 damage to a target.
3	18	35	30 yd	2 sec	-	29 Ⓢ	Deals 22 to 26 damage to a target.
4	28	50	30 yd	2 sec	-	50 Ⓢ	Deals 33 to 37 damage to a target.
5	38	70	30 yd	2 sec	-	1 Ⓢ 40 Ⓢ	Deals 48 to 54 damage to a target.
6	48	95	30 yd	2 sec	-	4 Ⓢ 20 Ⓢ	Deals 67 to 75 damage to a target.
7	58	115	30 yd	2 sec	-	4 Ⓢ 30 Ⓢ	Deals 83 to 93 damage to a target.

SUCCESS

Acting like a R...
behind targets



VOIDWALKER

Your Voidwalk...
alive during da...
Voidwalkers ca...



SUCCUBUS ABILITIES

Being like a Rogue, the Succubus is a high-DPS pet that gets into melee and smacks creatures around. In parties with a good Tank, the Succubus is very effective (getting blind targets and using Lash of Pain for decent shadow damage).

LASH OF PAIN

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	28	80	7 yd	Instant	12 sec	70	Lashes the target, causing 44 Shadow damage. The Succubus must be behind the target.
2	36	105	7 yd	Instant	12 sec	1 50	Lashes the target, causing 60 Shadow damage. The Succubus must be behind the target.
4	44	125	7 yd	Instant	12 sec	1 70	Lashes the target, causing 73 Shadow damage. The Succubus must be behind the target.
5	52	145	7 yd	Instant	12 sec	3 20	Lashes the target, causing 87 Shadow damage. The Succubus must be behind the target.
6	60	160	8 yd	Instant	12 sec	3 90	Lashes the target, causing 99 Shadow damage. The Succubus must be behind the target.

LESSER INVISIBILITY

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	32	100	-	Instant	-	1 10	Gives the Succubus Lesser Invisibility for up to 5 min.

SEDUCTION

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	26	142	30 yd	Instant	30 sec	55	Seduces the target, preventing all actions for up to 15 sec. Any damage caused will remove the effect.

SOOTHING KISS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	22	30	7 yd	Instant	4 sec	30	Soothes the target, increasing the chance that it will attack something else.
2	34	50	10 yd	Instant	4 sec	1 10	Soothes the target, increasing the chance that it will attack something else.
3	46	75	10 yd	Instant	4 sec	2 20	Soothes the target, increasing the chance that it will attack something else.
4	58	100	10 yd	Instant	4 sec	4 30	Soothes the target, increasing the chance that it will attack something else.

VOIDWALKER ABILITIES

The Voidwalker is a friend beyond doubt. This demon can Taunt and hold enemies away from you. Indeed, this is the soloers best bet for avoiding aggro and keeping pets safe during dangerous fights. It's even possible to Sacrifice the Voidwalker for temporary invulnerability (good for escapes when too many enemies join an encounter). Voidwalkers can heal themselves between fights, have impressive health, and are just plain tanky in disposition.

CONSUME SHADOWS

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	18	85	7 yd	Instant	-	22	The Voidwalker consumes nearby shadows to bolster its form, recovering 225 health over 10 sec. Cannot be used while in combat.
2	26	150	7 yd	Instant	-	40	The Voidwalker consumes nearby shadows to bolster its form, recovering 575 health over 10 sec. Cannot be used while in combat.
3	34	215	7 yd	Instant	-	90	The Voidwalker consumes nearby shadows to bolster its form, recovering 840 health over 10 sec. Cannot be used while in combat.
4	42	285	7 yd	Instant	-	1 50	The Voidwalker consumes nearby shadows to bolster its form, recovering 1130 health over 10 sec. Cannot be used while in combat.
5	50	380	7 yd	Instant	-	1 80	The Voidwalker consumes nearby shadows to bolster its form, recovering 1505 health over 10 sec. Cannot be used while in combat.
6	58	481	7 yd	Instant	-	2 70	The Voidwalker consumes nearby shadows to bolster its form, recovering 1930 health over 10 sec. Cannot be used while in combat.

SACRIFICE

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
N/A	16	-	50000 yd	Instant	-	15	Sacrifices the Voidwalker, making its owner invulnerable for 10 sec.

SUFFERING

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
1	24	150	7 yd	Instant	2min	40	Taunts all nearby enemies, increasing the chance that they will attack the Voidwalker.
2	36	300	7 yd	Instant	2min	1 50	Taunts all nearby enemies, increasing the chance that they will attack the Voidwalker. More effective than Suffering (Rank 1).
3	48	450	7 yd	Instant	2min	2 50	Taunts all nearby enemies, increasing the chance that they will attack the Voidwalker. More effective than Suffering (Rank 2).
4	60	600	7 yd	Instant	2min	2 90	Taunts all nearby enemies, increasing the chance that they will attack the Voidwalker. More effective than Suffering (Rank 3).

TORMENT

RANK	LEVEL	MANA	RANGE	CASTING TIME	COOLDOWN	COST TO TRAIN	EFFECT
2	20	40	7 yd	Instant	5 sec	25	Taunts the creature, increasing the chance that it will attack the Voidwalker.
3	30	65	7 yd	Instant	5 sec	60	Taunts the creature, increasing the chance that it will attack the Voidwalker. More effective than Torment (Rank 2).
4	40	90	7 yd	Instant	5 sec	2 60	Taunts the creature, increasing the chance that it will attack the Voidwalker. More effective than Torment (Rank 3).
5	50	115	7 yd	Instant	5 sec	2 80	Taunts the creature, increasing the chance that it will attack the Voidwalker. More effective than Torment (Rank 4).
6	60	145	7 yd	Instant	5 sec	3 90	Taunts the creature, increasing the chance that it will attack the Voidwalker. More effective than Torment (Rank 5).



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

TALENTS

Warlock Talents are able to hone this class toward one of several ends. The Affliction line makes Warlocks even more effective with long-term satisfaction (better over time, higher efficiency with debuffs and DOTs, chances for instant casting from time-to-time, etc.).

Destruction goes toward the direct end of Warlock attacks, greatly improving the output of a Warlock's fire and bolt spells. Later in the line, there are Talents to increase the chance and power of critical spells.

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Suppression	5	None	Reduces the chance for enemies to resist your Affliction spells by 2% (Per Rank)
Improved Corruption	5	None	Reduces the casting time of your Corruption spell by 0.4 sec (Per Rank)
Improved Curse of Weakness	3	5 Points in Affliction	Increases the effect of your Curse of Weakness by 6%. - Progression: 6%/13%/20%
Improved Drain Soul	2	5 Points in Affliction	Gives you a 50% chance (Per Rank) to increase mana regain by 100% if your target dies while you are casting Drain Soul
Improved Life Tap	2	5 Points in Affliction	Increases the amount of Mana awarded by your Life Tap spell by 10% (Per Rank)
Improved Drain Life	5	5 Points in Affliction	Increases the Health drained by your Drain Life spell by 2% (Per Rank)
Improved Curse of Agony	3	10 Points in Affliction	Increases the damage done by Curse of Agony by 2% (Per Rank)
Fel Concentration	5	10 Points in Affliction	Gives you a 14% chance (Per Rank) to avoid interruption caused by damage while channeling the Drain Life, Drain Mana, or Drain Soul spell.
Amplify Curse	1	10 Points in Affliction	Instant Cast 5 min cooldown Increases the effect of your next Curse of Weakness, Curse of Agony, or Curse of Exhaustion by 50%.
Grim Reach	2	15 Points in Affliction	Increases the range of your Affliction spells by 10% (Per Rank)
Nightfall	2	15 Points in Affliction	Gives your Corruption and Drain Life spells a 2% chance to cause you to enter a Shadow Trance state after damaging the opponent. The Shadow Trance state reduces the casting time of your next Shadow Bolt spell by 100%. - Progression: 2%/2%
Improved Drain Mana	2	15 Points in Affliction	Curses 15% of mana drained by this spell (Per Rank) to damage your target
Siphon Life	1	20 Points in Affliction	150 Mana 1.5 sec cast 30yd range Transfers 15 health from the target to the caster every 3 sec. Lasts 30sec.
Curse of Exhaustion	1	1 Point in Amplify Curse, 20 Points in Affliction	17 Mana Instant Cast 30 yd range Reduces the target's speed to 90% of normal for 15 sec. Only one Curse per Warlock can be active on any one target.
Improved Curse of Exhaustion	4	1 Point in Curse of Exhaustion, 20 Points in Affliction	Increases the speed reduction of your Curse of Exhaustion by 5% (Per Rank)
Shadow Mastery	5	1 Point in Siphon Life, 25 Points in Affliction	Increases the damage dealt by your Shadow spells by 2% (Per Rank)
Dark Port	1	30 Points in Affliction	Instant Cast 20 yd range Drain 250 of your pet's Mana returning 100% to you.

TALENT NAME	RANKS	PREREQUISITES	EFFECTS
Improved Healthstone	2	None	Increases the amount of health returned by a Healthstone by 10% (Per Rank)
Improved Imp	3	None	Increases the effect of an Imp's Firebolt, Fire Shield, and Bloodspout by 10% (Per Rank)
Demonic Embrace	5	None	Increases your total Stamina by 3% (Per Rank) at a loss of 1% of your Stamina (Aho Per Rank)
Improved Health Funnel	2	5 Points in Demonology	Increases the amount of health returned by Health Funnel by 10% (Per Rank)
Improved Voidwalker	3	5 Points in Demonology	Increases the effects of your Voidwalker's Torment, Consume Shadows, and Suffering by 8%. - Progression: 8%/16%/25%
Fel Intellect	5	5 Points in Demonology	Increases the maximum mana of your pets by 3% (Per Rank)
Improved Succubus	3	10 Points in Demonology	Increases the effect of your Succubus' Lash of Pain, Soothing Kiss, and Lesser Invisibility by 8%. - Progression: 8%/16%/25%
Fel Domination	1	10 Points in Demonology	Adds an instant ability that reduces pet summoning time by 5.5 seconds, and lowers mana cost by 50%.
Fel Stamina	5	5 Points in Fel Intellect, 10 Points in Demonology	Increases the maximum health of your pets by 2% (Per Rank)
Master Summoner	2	1 Point in Fel Domination, 15 Points in Demonology	Reduces the summoning time of your pets by 2 seconds (Per Rank)
Master Conjurer	2	15 Points in Demonology	Reduces the mana cost and casting time of all stone-creation spells by 20% (Per Rank)
Improved Enslave Demon	5	20 Points in Demonology	Reduces the attack speed/casting speed penalty of your controlled demons by 2% (Per Rank)
Demonic Sacrifice	1	20 Points in Demonology	Sacrifices your pet for a 30 minute buff - Progression: Imp (Increases Fire Damage by 15%), Voidwalker (Increases health by 15%), Succubus (Increases Shadow Damage by 15%), Felhunter (Increases mana by 20%)
Improved Firestone	2	20 Points in Demonology	Increases the damage done by your Firestones by 15% (Per Rank)
Unholy Power	5	5 Points in Fel Stamina, 25 Points in Demonology	Increases melee damage done by your pets by 3% (Per Rank)
Soul Link	1	1 Point in Demonic Sacrifice, 30 Points in Demonology	Adds an instant ability that splits damage taken between you and your pet for 30 seconds
Improved Spellstone	2	30 Points in Demonology	Increases the amount of damage absorbed by your Spellstones by 15% (Per Rank)

DESTRUCTION

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Your Curses m alone or in a gn of Weakness he Elements is vic unleashing man

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STANDING

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SKILL NAME	RANKS	INTERDISCIPLINARITY	EFFECTS
Improved Shadow Bolt	5	None	Your Shadow Bolt critical strikes increase the next 4 sources of Shadow damage dealt to the target by 4% (Per Rank)
Catalyst	5	None	Reduces the Mana cost of your Destruction spells by 1% (Per Rank)
Bone	5	5 Points in Destruction	Reduces the casting time of your Shadow Bolt and Immolate spells by 0.1 sec (Per Rank)
Aethermash	5	5 Points in Destruction	Given your Destruction spells a 2% chance (Per Rank) to daze the target for 5 sec.
Improved Fireball	2	10 Points in Destruction	Reduces the casting time of your Imp's Fireball spell by 0.5 sec (Per Rank)
Improved Lash of Pain	2	10 Points in Destruction	Reduces the cooldown of your Succubus' Lash of Pain spell by 3 sec (Per Rank)
Devastation	5	10 Points in Destruction	Increases the critical strike chance of your Destruction spells by 1% (Per Rank)
Shadowburn	1	10 Points in Destruction	130 mana, instant cast 15 sec cooldown 20yd range Reagents: Soul Shard. Instantly bleeds the target with 125 to 150 Shadow damage. This spell generates less threat than would normally be caused. Requires 1 Soul Shard. Awards 1 Soul Shard if the target dies from Shadowburn.
Intensity	2	15 Points in Destruction	Gives you a 35% chance (Per Rank) to resist interruption caused by damage while channeling the Rain of Fire or Hellfire spell.
Destructive Reach	2	15 Points in Destruction	Increases the range of your Destruction spells by 10% (Per Rank)
Improved Searing Pain	5	15 Points in Destruction	Increases the critical strike chance of your Searing Pain spell by 2% (Per Rank)
Pyroclasm	2	2 Points in Intensity, 20 Points in Destruction	Gives your Rain of Fire and Hellfire spells a 12% chance to stun the target for 3 sec. - Progression: 12%/25%
Improved Immolate	5	20 Points in Destruction	Increases the initial damage of your immolate spell by 5% (Per Rank)
Holocest	1	5 Points in Destruction, 20 Points in Destruction	Increases the damage done by your critical strikes by 100%.
Inferno	5	25 Points in Destruction	Increases the damage done by your Fire spells by 2% (Per Rank)
Carbuncle	1	5 Points in Improved Immolate, 30 Points in Destruction	220 Mana 1.5 sec cast 10 sec cooldown 20yd range Ignores a target that is already afflicted by Immolate, dealing 214 to 256 damage and consuming the Immolate spell.

STRATEGIES

It's time to head out into the field and bring down enemies. There are great ways to do this as a Warlock, especially if you're patient. After Level 10, when you have the choice of Imp or Voidwalker as pets, the game gets quite interesting. Being in quite solid when you have the Voidwalker, so a great deal of strategy revolves around using the dark guy when you're alone.

SOME GENERAL TIPS

Your Curses make a huge difference in the outcome of a battle, whether you are alone or in a group. Curse of Tongues is the best way to say hello to casters. Curse of Weakness helps in groups to reduce incoming damage by a fraction. Curse of the Elements is vicious in groups with multiple casters or for times when you plan on unleashing many fire spells.

Fire resistance is very important to Warlocks who enjoy using Hellfire. In general, Warlocks just like to hurt themselves, so it's good to find ways to reduce the effect of such damage. Using fire resistance to counter Hellfire's negative aspects is such a case.

Always keep a heavy supply of Soul Shards around. These items are needed for so much of a Warlock's utility that it's very dangerous to run out of them. Summoning allies, grabbing more important pets, and even some of the special class spells later down the road cost shards. Don't be shy about having an entire bag dedicated to keeping extra shards, and replace these as soon as possible when the supply starts to drop.

Remember that only enemies that are worth experience to your Warlock can drop Soul Shards. Killing rabbits and cows is not going to get you what you need.

Give various stones to your allies in a group as soon as possible, since they can be useful at any point. Be sure to give Life/Soul Stones to group Healers first, since they are the ones that are most important to protect from a party wipeout.

STANDING ALONE

It is stated, the Voidwalker is critical to powerful soloing. This tank is able to keep enemies attention fairly well. For you to do your part, stick with DOTs and watch the creatures fall into death without realizing that you are the one to blame. Slap Corruption, Curse of Agony, and an Immolate on targets. Once the Voidwalker has them in melee and switch to wand action as the DOTs do their dirty work.

For adds that your Voidwalker can handle, slap DOTs on them as well to get them started while the first enemy is falling, just at a slower pace. However, a dangerous add can be feared to give yourself time to bring down the first target. If it looks like Fear is going to backfire (by drawing more monsters), slam the initial target with a spam burst of Searing Pain. Kill that creature and get out of the area before a train of enemies comes back to haunt you. If necessary, Sacrifice your Voidwalker for extra time when the enemies are too plentiful or fast to avoid.

Against targets that attack quickly but do light damage to make life easier on your Voidwalker. Throwing a Curse of Weakness on these enemies instead of an extra DOT stops the foe from doing nearly as much to your Voidwalker.

Another type of solo work altogether (and not for the faint of heart or light of skill) is to ping-pong enemies. If you are confident of your abilities, bring out the Imp or Succubus and trade off aggro between yourself and the demon. Use higher-damage spells (bolts and fire mages), then kite the enemy while your ally smacks on its back. Once aggro exchanges, turn and repeat the onslaught.

IN A GROUP

Bring out the beloved Succubus or Imp in a group and watch the DPS of your extended character improve. Though the Imp is a dangerous creature if it stays in active mode, you can keep from pulling as many accidental enemies by setting the beast to passive mode and controlling him carefully. With the Imp's bolts and damage shield, he adds quite a percentage to a group's overall performance.

The Succubus is only at her best when a skilled tank is at the lead of a group. Work with the tank so that they know to keep the Succubus at the enemy's back at all times (for the best damage and good, old Lash of Pain).

Searing Pain draws way too much aggro for early use in a fight, but this spell is a good finisher for enemies who are about to drop.

Against enemies who love to run away and get you into wicked amounts of trouble, Curse of Recklessness can help. Put this on the target to reduce its armor and prevent flight; the modest attack bonus this provides your enemy is offset by the armor decrease. This isn't normally needed against light targets, but elites in tightly-packed areas are dangerous to have running around (sometimes even with Hamstring or other abilities slowing their movement).

DEMON
HUNTER
MAGE
PALADIN
PRIEST
ROGUE
SHAMAN
WARLOCK
WARRIOR



WARRIOR

Warriors are the protectors in the *World of Warcraft*. These brave souls fight for both the Horde and Alliance and neither side would survive for long without their perseverance. Focusing primarily on melee combat, Warriors use their heavy armor and damage mitigation to endure the attention of monsters; their role in a group is to gather as much of that aggression as possible. By doing this, weaker classes are left free to use their healing, higher DPS, and other such abilities without fear of reprisal and death. Both in the field and in dungeons, Warriors always have a place in a skilled group.

A WARRIOR'S STORY

The smell was worse than anything you could imagine, my friends. We approached the ancient homeland of the spiteful Gnomes, and a stench filled the air we breathed. It was more than the smoke that surrounded us; it was the very Gnomes that burst from the earth around our party. They were fouled with disease and hatred, a fate worse than many would have wished even for the wasteful beasts.

I heard Illiathu, our Shaman, cry out. Three of the demonic things had charged toward her, and I knew even her strength would fail before long against such an onslaught. Crying with all the strength the Earthmother grants me, I ran over and leapt onto the first. I stood still for a moment, paralyzed with fear even as my axe struck home. The others would have continued their attacks on Illiathu, intent on her falling Totems, but I was on them as well.

Swinging left and right, mocking their horrid faces and torturous heritage, I got their attention every way I knew how. They turned to me and struck helplessly against the finest steel our crafters can forge. The earth's bounty protected me, and in so doing I saved Illiathu. She used her time well, and even our blasted Mage (Undead scoundrel that he is) came forward to show great power.

I slew none of the plagued Gnomes that time, though I wounded them all during the fray. Yet, as we walked deeper into the realm of Gnomeregan, the others thanked me. I protected them as I protect Mulgore, tradition, and the honor of the Horde.



INTRODUCTION TO PLAYING A WARRIOR

Warriors are a common and beloved class, but there is something to put on the table from the first moment you consider playing this fine class; we are not the highest damage dealers in the game. Even specced for high damage and using Battle Stance to its fullest, we are hard pressed to rival a Mage or Rogue for bringing foes down. That isn't to say we are weak in direct combat, but it is our ability to sustain damage and maintain the attack that puts us at the head of a column.

Warriors gain enough hit points to take a few more hits than the other classes. Combine this with our heavy armor (chain armor early on, plate after gaining level 40) and many of the strongest enemies in the game won't have an easy time knocking us out of a fight. That is why so many groups want to have a Warrior in front; having a Warrior in a party makes every healer's mana efficiency improve. A blow that would do 100 hit points to a Priest may strike for a quarter of that to a well-equipped Warrior. In the long run, that saves mana and lives.

Paladins are tough as nails too, you say? It's true, they sure are. In fact, Paladins can survive a few things that would felled even a seasoned Warrior. What makes us better for a good fight? It's the ability to grab and hold aggro from monsters.

Not only do Warriors have a high survivability rate in combat, we are much better and ensuring the safety of others through Taunt, Mocking Blow, and other such powers. Paladins are pretty darn good at grabbing a single target, but they fail to approach the combat versatility of a Warrior. We can grab and hold multiple targets with far more dependability. Add special abilities that slow enemies down, stop their healing, and so forth, and Warriors sound even better!

If being a group leader, saving lives, and ripping monsters off of your friends is like a great deal, keep reading and go forward with pride. On the other hand, getting into a melee class for raw, close-up damage is your goal, read the Rogue class. Rogues are the kings of melee damage, despite a Warrior's muscles and shining weaponry. Or, if survival is more important to you than allies, Paladins are similar in style, but have a tad more staying power at the head of their group-saving tricks.



RACES AND STARTING ATTRIBUTES

RACE	STRENGTH	STAMINA	AGILITY	INTELLECT	VIT
Dwarf	24	23	19	20	21
Gnome	22	21	22	22	21
Human	23	22	21	21	21
Night Elf	22	21	22	23	21
Orc	24	22	20	20	21
Tauren	25	23	19	20	21
Troll	23	22	20	20	21
Undead	22	23	19	21	21

ATTRIBUTES
Strength
Stamina
Agility
Intellect
Spirit

ITEM

Warriors are more likely to hold onto aggro than other classes, so items that raise our defense and even some expertise are important.

Okay, so what? A massive investment in a weapon, a shield, and a few rewards and look at a Shield Spike!

Keep your Arm which pieces you distinguished by to have as much always be on the better pieces.



ATTRIBUTE

When deciding bonuses), consider damage. This Having more

Choosing a weapon. Look into the specialize in a 25 points in the about which weapon.

Whatever the case, races, One-hand (a shield), while when paired with look into dual wielded weapon.

ATTRIBUTES APPLIED

Strength	Increases Damage and Chance to Block
Stamina	Higher Hit Points
Agility	Raises Chance to Get a Critical Hit and Dodge
Intellect	Faster Rate for Gaining Weapon Skills
Spirit	Improves Hit Point Recovery

ITEMS AND EQUIPMENT

Warriors are more dependent on equipment than just about any other class. We need our weapons to be as high as possible when it comes to DPS (for the damage and for locking into agro). We also need armor that is extremely up-to-date, and peripheral items that raise Stamina and Strength as much as possible. Add bandages, food, and even some explosives to the mix, and Warriors are often laden with goodies.

Okay, so what are your priorities? As a Warrior, whether you solo or join a group, a massive investment in armor is paramount. Unless you're going with a two-handed weapon, a shield is one of your best items. Keep searching for quests with shield rewards and look for instances where high-quality shields drop. Be sure to combine a Shield Spike to your shield for a bit of extra damage (it makes a difference).

Keep your Armor Rating as high as possible while being somewhat picky about what pieces you grab. When available, armor pieces with similar stats should be distinguished by the attributes they raise. A Warrior who goes for survivability wants to have as much Stamina as possible on their equipment. Enchant your items and always be on the lookout to replace gear that isn't quite right for your stats with better pieces.



ATTRIBUTE LOVE

When deciding what attributes are most important to you (in terms of equipment bonuses), consider that many DPS Warriors need critical hits to do their best damage. This means Agility can actually surpass Strength in terms of usefulness. Having more critical hits can lead to incredible amounts of Rage.

Choosing a weapon is an important matter, being that Warriors are a melee class. Look into the Talent lines ahead of time and decide whether you're going to specialize in a specific weapon variety. This only happens if you are free to spend 25 points in the Arms Line, so there is a decent chance you won't need to worry about which weapon to use if you're defensively oriented.

Whatever the case, be aware that swords and axes do a tad more damage than maces. One-handed weapons are critical for a defensive Warrior (combined with a shield), while two-handed weapons deal more damage over time and are deadly when paired with the Arms Line. If you want to make a DPS (high damage) Warrior, look into dual wielding or a very slow two-handed weapon. In the later levels, two-handed weapons are devastating in the hands of a good Warrior.



CHOOSING YOUR PROFESSION

Creating your own arms and armor is rarely a bad thing. If that sounds fair to you, choose Blacksmithing and Mining as your professions. These complement each other perfectly, and you only need to grab items outside of these lines on rare occasions (for odd potions, leather pieces, or some Alchemy metalwork now and then). In terms of self-sufficiency, these are truly wise choices.

For a PvP Warrior, Engineering is a solid choice (also paired with Mining). Having bombs and some of the gadgets that Engineering provides is effective for turning the tide of nasty battles, especially if you're a very active fighter. Charge ahead of your group, use bombs to disrupt the incoming enemy lines, and continue forward for the softer targets. A short stun and some extra damage is more than enough to push initiative in your group's favor, and a frontline character has a greater chance to make these things happen.

Even more useful to a Warrior in action, however, are the secondary trades. Cooking and First Aid are very powerful for reducing downtime and limiting your need to buy expensive food from local vendors. Keep both of these trades at a fair level and use them heavily to improve your kill rate. Even in groups this does very good things (reducing the burden on your healers can greatly shorten quest and Instance times).



CLASS ABILITIES

Warriors have many abilities that are meant to be used in melee. These are not used through mana or energy, but instead with a system that is unique to this class. Rage is on a scale from 0 to 100, and unlike other classes, it stays at zero most of the time. When a Warrior strikes enemies or is hit by them, the Rage meter goes up. Using points from this bar engages various abilities to defend the Warrior, do extra damage, help the group, or otherwise aid in combat.



Below are the tables for these abilities, broken down by their limitations. Combat Abilities can be used at any time, regardless of a Warrior's current stance. The other three sections list the abilities that are tied to a specific stance.

SPRINT

23
22
22
21
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24
24



DRUID

HUNTER

RADE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

ABILITY	RANK	LEVEL	TYPE
Block	N/A	N/A	Combat
Dodge	N/A	N/A	Combat
Force Strike	1	N/A	Barbs
Barbs Shot	1	2	Combat
Charge	1	4	Barbs
Shield	1	4	Barbs
Parry	1	4	Barbs
Thunder Clap	1	4	Barbs
Hamstring	1	4	Barbs
Force Strike	2	8	Barbs
Parry	N/A	8	Combat
Whisper	N/A	10	Defense
Mocking Blow	1	10	Barbs
Parry	2	10	Barbs
Thunder Clap	1	10	Defense
Shield	1	10	Defense
Parry	1	12	Barbs
Mocking Blow	1	12	Barbs
Demoralizing Shout	1	14	Combat
Parry	1	14	Barbs
Force Strike	3	16	Barbs
Shield Wall	N/A	16	Defense

ABILITY	RANK	LEVEL	TYPE
Stare	N/A	18	Defense
Thunder Clap	2	18	Barbs
Shield Wall	N/A	20	Defense
Force Strike	1	20	Barbs
Demoralizing Shout	N/A	20	Combat
Shield	2	20	Barbs
Stare	2	20	Defense
Barbs Shot	2	22	Combat
Thunder Clap	N/A	22	Barbs
Force Strike	2	22	Barbs
Demoralizing Shout	2	24	Combat
Force Strike	4	24	Barbs
Parry	2	24	Barbs
Shield Wall	N/A	24	Defense
Demoralizing Shout	N/A	24	Combat
Charge	2	26	Barbs
Demoralizing Shout	2	26	Barbs
Thunder Clap	3	28	Barbs
Stare	1	30	Barbs
Parry	4	30	Barbs
Stare	1	30	Barbs
Stare	2	30	Barbs

ABILITY	RANK	LEVEL	TYPE
Barbs Shot	4	32	Combat
Hamstring	2	32	Barbs
Force Strike	5	32	Barbs
Shield Wall	2	32	Defense
Demoralizing Shout	3	34	Combat
Parry	2	34	Barbs
Force Strike	3	34	Barbs
Mocking Blow	2	36	Barbs
Stare	2	38	Barbs
Thunder Clap	4	38	Barbs
Charge	2	40	Barbs
Force Strike	6	40	Barbs
Force Strike	2	40	Barbs
Shield Wall	N/A	40	Defense
Parry	5	40	Barbs
Stare	4	40	Barbs
Barbs Shot	5	42	Combat
Demoralizing Shout	4	44	Combat
Demoralizing Shout	3	44	Barbs
Parry	6	44	Barbs
Charge	3	46	Barbs
Stare	3	46	Barbs

ABILITY	RANK	LEVEL	TYPE
Thunder Clap	4	48	Barbs
Force Strike	7	48	Barbs
Thunder Clap	5	48	Barbs
Charge	3	50	Barbs
Parry	3	50	Barbs
Stare	6	50	Barbs
Barbs Shot	6	52	Combat
Shield Wall	3	52	Defense
Demoralizing Shout	5	54	Combat
Hamstring	3	54	Barbs
Parry	5	54	Barbs
Stare	4	54	Barbs
Force Strike	8	56	Barbs
Mocking Blow	3	58	Barbs
Force Strike	5	58	Barbs
Thunder Clap	6	58	Barbs
Charge	6	60	Barbs
Force Strike	3	62	Barbs
Demoralizing Shout	6	60	Barbs
Stare	6	60	Barbs

ABILITY	RANK	LEVEL	TYPE
Thunder Clap	1	4	Barbs
Thunder Clap	2	10	Barbs
Thunder Clap	3	20	Barbs
Thunder Clap	4	30	Barbs
Thunder Clap	5	40	Barbs
Thunder Clap	6	50	Barbs
Thunder Clap	7	60	Barbs

BATTLE STANCE

Battle Stance is the first stance that your Warrior uses. Starting from first level, this is your tried-and-true selection of abilities. Though there are no modifiers to your Hit Defense from being in Battle Stance, this is still considered to be a very aggressive style of play. Warriors engage sooner (through Charge), gain more Rage by sustaining damage, and deal quite a bit more harm to enemies in their path.

 CHARGE				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	4	9	50	Charge an enemy, generate 9 Rage, and stun it for 1 sec. Cannot be used in combat.
2	26	12	90	Charge an enemy, generate 12 Rage, and stun it for 1 sec. Cannot be used in combat.
3	46	15	370	Charge an enemy, generate 15 Rage, and stun it for 1 sec. Cannot be used in combat.

HAMSTRING					
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT	
1	8	-10	2	Maims the enemy, causing 5 damage and slowing the enemy's movement to 40% of normal speed for 15 sec.	
2	32	-10	1	10	Maims the enemy, causing 18 damage and slowing the enemy's movement to 40% of normal speed for 15 sec.
3	54	-10	4	40	Maims the enemy, causing 45 damage and slowing the enemy's movement to 40% of normal speed for 15 sec.

HEROIC STRIKE

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	N/A	-15	No Cost	A strong attack that increases melee damage by 10.
2	8	-15	2 	A strong attack that increases melee damage by 18.
3	16	-15	18 	A strong attack that increases melee damage by 27.
4	24	-15	53 	A strong attack that increases melee damage by 37.
5	32	-15	1  10 	A strong attack that increases melee damage by 49.
6	40	-15	1  30 	A strong attack that increases melee damage by 71.
7	48	-15	4  20 	A strong attack that increases melee damage by 101.
8	56	-15	9  60 	A strong attack that increases melee damage by 128.

 MOCKING BLOW				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	10	-10	3 	A mocking attack that causes 7 damage and forces the target to focus attacks on you for 6 sec.
2	36	-10	2 	A mocking attack that causes 21 damage and forces the target to focus attacks on you for 6 sec.
3	58	-10	7  	A mocking attack that causes 60 damage and forces the target to focus attacks on you for 6 sec.

OVERPOWER				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	12	-5	8	Instantly overpower the enemy, causing weapon damage plus 5. Only useable after the target dodges. The Overpower cannot be blocked, dodged or parried.
2	28	-5	1 10	Instantly overpower the enemy, causing weapon damage plus 15. Only useable after the target dodges. The Overpower cannot be blocked, dodged or parried.
3	44	-5	3 30	Instantly overpower the enemy, causing weapon damage plus 25. Only useable after the target dodges. The Overpower cannot be blocked, dodged or parried.
4	60	-5	5 90	Instantly overpower the enemy, causing weapon damage plus 35. Only useable after the target dodges. The Overpower cannot be blocked, dodged or parried.

 PUMMEL				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	6	-10	1 	Pummel the target for 4 damage and interrupt for 4 sec.
2	28	-10	1   	Pummel the target for 15 damage and interrupt for 4 sec.
3	50	-18	3   	Pummel the target for 42 damage and interrupt for 4 sec.

RECKLESSNESS				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	22	0	54	The warrior causes critical damage with every attack. He is immune to fear effects for the next 15 sec, but his rage decreases.

Berserk Stance - increased attack (Cleaver). These,

ABILITY	RANK	LEVEL	TYPE
Thunder Clap	1	30	Barbs
Thunder Clap	2	40	Barbs
Thunder Clap	3	50	Barbs
Thunder Clap	4	60	Barbs

COMBAT General Combat are especially im

ABILITY	RANK	LEVEL	TYPE
Thunder Clap	1	2	Barbs
Thunder Clap	2	12	Barbs
Thunder Clap	3	22	Barbs
Thunder Clap	4	32	Barbs
Thunder Clap	5	42	Barbs
Thunder Clap	6	52	Barbs

ABILITY	RANK	LEVEL	TYPE
Thunder Clap	N/A	N/A	Barbs

LEVEL	TYPE
45	Defence
46	Battle
47	Battle
48	Battle
49	Battle
50	Battle
51	Battle
52	Battle
53	Battle
54	Battle
55	Battle
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REND				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	4	-10	50	Wounds the target causing them to bleed for 15 damage over 9 sec.
2	10	-10	3	Wounds the target causing them to bleed for 28 damage over 12 sec.
3	20	-10	29	Wounds the target causing them to bleed for 45 damage over 15 sec.
4	30	-10	1	Wounds the target causing them to bleed for 64 damage over 18 sec.
5	40	-10	1	Wounds the target causing them to bleed for 91 damage over 21 sec.
6	50	-10	3	Wounds the target causing them to bleed for 119 damage over 23 sec.
7	60	-10	5	Wounds the target causing them to bleed for 196 damage over 21 sec.

THUNDER CLAP				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	6	-20	1	Blasts nearby enemies with thunder slowing their attack speed by 10% for 10 sec and doing 7 Nature damage to them. Affects up to 4 targets.
2	18	-20	29	Blasts nearby enemies with thunder slowing their attack speed by 10% for 10 sec and doing 13 Nature damage to them. Affects up to 4 targets.
3	28	-20	1	Blasts nearby enemies with thunder slowing their attack speed by 10% for 10 sec and doing 23 Nature damage to them. Affects up to 4 targets.
4	38	-20	2	Blasts nearby enemies with thunder slowing their attack speed by 10% for 10 sec and doing 33 Nature damage to them. Affects up to 4 targets.
5	48	-20	4	Blasts nearby enemies with thunder slowing their attack speed by 10% for 10 sec and doing 47 Nature damage to them. Affects up to 4 targets.
6	58	-20	7	Blasts nearby enemies with thunder slowing their attack speed by 10% for 10 sec and doing 54 Nature damage to them. Affects up to 4 targets.

BERSERK STANCE

Berserk Stance is extremely aggressive. Characters in this stance receive more damage from enemy attacks (20% more damage taken) and deal more damage through increased attack speed (a 10% improvement). Warriors in Berserk Stance have options to attack more often (through Slam) and to hit multiple opponents without delay (Cleave). These, by themselves, create a stance where damage is done with fair speed.

CLEAVE				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	30	-20		Sweeping Attack that Does Weapon Damage +14 to Your Target and its Nearest Ally.
2	40	-20	1	A sweeping attack that does your weapon damage plus 25 to the target and his nearest ally.
3	50	-20	3	A sweeping attack that does your weapon damage plus 45 to the target and his nearest ally.
4	60	-20	5	A sweeping attack that does your weapon damage plus 60 to the target and his nearest ally.

SLAM				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	30	-15	1	Slams the opponent, causing weapon damage plus 37.
2	38	-15	2	Slams the opponent, causing weapon damage plus 54.
3	46	-15	3	Slams the opponent, causing weapon damage plus 85.
4	54	-15	4	Slams the opponent, causing weapon damage plus 112.

COMBAT ABILITIES

General Combat Abilities are used by Warriors in all three stances. These shouts and special moves are able to complement almost all forms of attack and defense, so they are especially important to master early on in your career.

BATTLE SHOUT				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	2	-20	10	The warrior shouts, increasing the party's attack power by 15. Lasts 2 min.
2	12	-20	8	The warrior shouts, increasing the party's attack power by 35. Lasts 2 min.
3	22	-20	54	The warrior shouts, increasing the party's attack power by 55. Lasts 2 min.
4	32	-20	1	The warrior shouts, increasing the party's attack power by 85. Lasts 2 min.
5	42	-20	4	The warrior shouts, increasing the party's attack power by 130. Lasts 2 min.
6	52	-20	5	The warrior shouts, increasing the party's attack power by 185. Lasts 2 min.

CHALLENGING SHOUT				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	26	-5	90	Taunts all nearby enemies.

DEMORALIZING SHOUT				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	14	-10	12	Reduces nearby enemies' attack power by 35 for 30 sec.
2	24	-10	53	Reduces nearby enemies' attack power by 55 for 30 sec.
3	34	-10	1	Reduces nearby enemies' attack power by 70 for 30 sec.
4	44	-10	3	Reduces nearby enemies' attack power by 105 for 30 sec.
5	54	-10	4	Reduces nearby enemies' attack power by 175 for 30 sec.

BLOCK				
RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	N/A	N/A	No Cost	Allows a Character to Block an Attack by Using a Shield.



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR



DUAL WIELD

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	20	N/A	29	Allows one-hand and off-hand weapons to be equipped in the off-hand.



INNER RAGE

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	20	30	29	Warrior focuses on releasing his inner rage, gaining 30 rage
2	40	40	1 30	Warrior focuses on releasing his inner rage, gaining 40 rage
3	60	50	5 90	Warrior focuses on releasing his inner rage, gaining 50 rage



INTIMIDATING SHOUT

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	20	-25	29	The warrior shouts, causing the targeted enemy to cower in terror. In addition, all other nearby enemies will flee in fear. Lasts 8 sec.

DEFENSIVE STANCE

Defensive Stance offers abilities that reduce damage to you and your party. When in this stance you increase by ten points in your Defense effectively acting two levels higher in that stat, but your damage drops considerably because of losing many of the powerful Battle Stance and Berserk Stance abilities. Defensive Stance is almost unusable without having a shield, and many abilities directly require one.



BLOODRAGE

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	10	20	3	Generates 20 rage over 10 sec, at the cost of health. The warrior is considered in combat for the duration.



DISARM

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	18	-20	29	Disarm the enemy's weapon for 10 sec.



REVENGE

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	14	-5	12	Instantly counterattack an enemy for 12 to 14 damage. Revenge must follow a block, dodge or parry.
2	24	-5	53	Instantly counterattack an enemy for 18 to 22 damage. Revenge must follow a block, dodge or parry.
3	34	-5	1 30	Instantly counterattack an enemy for 25 to 31 damage. Revenge must follow a block, dodge or parry.
4	44	-5	3 30	Instantly counterattack an enemy for 43 to 53 damage. Revenge must follow a block, dodge or parry.
5	54	-5	4 40	Instantly counterattack an enemy for 64 to 78 damage. Revenge must follow a block, dodge or parry.



SHIELD BASH

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	12	-10	8 	Bashes the target with your shield for 6 damage and interrupting the spell being cast for 8 sec.
2	32	-10	1  10 	Bashes the target with your shield for 18 damage and interrupting the spell being cast for 6 sec.
3	52	-10	5  30 	Bashes the target with your shield for 45 damage and interrupting the spell being cast for 6 sec.



PARRY

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	8	N/A	2	Gives a chance to parry enemy melee attacks.



PLATE MAIL

NAME	LEVEL	RACE	COST TO TRAIN	EFFECT
N/A	40	N/A	1 60	Allows the Warrior to Equip Plate Armor



POLEARMS

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	40	N/A	5	Allows the Warrior to Equip Polearms.



SHIELD BLOCK

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	16	-10	18	Increases chance to block by 75% for 5 sec, but will block 1 attack.



SHIELD WALL

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
N/A	24	N/A	53	Reduces the damage taken from melee attacks, area attacks and spells by 75% for 10 sec.



SUNDER ARMOR

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT
1	10	-15		Instant Attack that Lowers Enemy Armor by 90 (Lasts up to 5 Times). Lasts 30 sec.
2	22	-15	56	Sunders the target's armor, reducing it by 180 per Sunder Armor. Can be applied up to 5 Times. Lasts 30 sec.
3	34	-15	1 30	Sunders the target's armor, reducing it by 270 per Sunder Armor. Can be applied up to 5 Times. Lasts 30 sec.
4	46	-15	3 70	Sunders the target's armor, reducing it by 360 per Sunder Armor. Can be applied up to 5 Times. Lasts 30 sec.
5	58	-15	7 10	Sunders the target's armor, reducing it by 450 per Sunder Armor. Can be applied up to 5 Times. Lasts 30 sec.



TAUNT

RANK	LEVEL	RAGE	COST TO TRAIN	EFFECT	
1	10	-5	3	Taunts the target to attack you, causing a small amount of threat.	
2	20	-5	29	Taunts the target to attack you, causing a medium amount of threat.	
3	30	-5	1	30	Taunts the target to attack you, causing a high amount of threat. More effective than Taunt (Rank 1).
4	40	-5	1	30	Taunts the target to attack you, causing a high amount of threat. More effective than Taunt (Rank 2).
5	50	-5	3	50	Taunts the target to attack you, causing a high amount of threat. More effective than Taunt (Rank 3).
6	60	-5	5	90	Taunts the target to attack you, causing a high amount of threat. More effective than Taunt (Rank 4).



TALENTS

Warrior's Talents are weapon choice points with the Arms line to boost shouts, f...

TALENTS

Human Talents really help to push your characters toward either the defensive or aggressive ends of the spectrum. It's hard to walk the middle ground with a Warrior, and weapon choice plays into this quite distinctly. The Protection line encourages one-handed weapons, a shield, and the use of Defensive Stance. Arms works in conjunction with the Arms line, and it becomes stunning at high levels with two-handed weapons (because of its instant attacks and major damage improvements). Fury is a good place to start with Berserk Stance, and raise damage (especially against multiple targets).

ARMS

Talent Name	Ranks	Prerequisites	Effects
Improved Heroic Strike	3	None	Reduce Cost of Heroic Strike by 1 Rage (Per Rank)
Deflection	5	None	Increases Chance to Parry by 1% (Per Rank)
Improved Rend	3	None	Increases Rend Damage by 15% - Progression: 15%/25%/35%
Improved Charge	2	5 Points in Arms	Increases Rage from Charge by 3 (Per Rank)
Tactical Mastery	5	5 Points in Arms	You Retain up to 5 Rage (Per Rank) When Changing Stances
Improved Thunder Clap	3	5 Points in Arms	Increases Damage of Thunder Clap by 15% - Progression: 15%/30%/40%
Improved Overpower	2	10 Points in Arms	Increases Chance to Overpower to Critically Strike by 25% (Per Rank)
Anger Management	1	5 Points in Tactical Mastery, 10 Points in Arms	Reduced Rage Decay by 30%
Deep Wounds	3	3 Points in Improved Rend, 10 Points in Arms	Critical Strikes add a 20% DoT (Per Rank) Over 12 Seconds
Two-Handed Weapon Specialization	5	15 Points in Arms	Increases Two-Handed Weapon Damage by 1% (Per Rank)
Impale	2	3 Points in Deep Wounds, 15 Points in Arms	Increases Critical Strike Damage from Abilities by 10% (Per Rank) in All Stances
Ass Specialization	5	20 Points in Arms	Increases Chance to Critically Hit With Axes by 1% (Per Rank)
Sword Specialization	5	20 Points in Arms	Adds a 1% Chance (Per Rank) to Land a Free, Second Hit
Mace Specialization	5	20 Points in Arms	Adds a 1% Chance (Per Rank) to Stun Your Target Each Hit - Progression: 1%/2%/3%/4%/6%
Sweeping Strikes	1	20 Points in Arms	Your Next 5 Attacks in Melee Can Hit an Added Target (Most Abilities Are Included)
Spear and Polearm Specialization	5	25 Points in Arms	Increases Chance to Critically Hit with Spears and Polearms by 1% (Per Rank)
Improved Hamstring	2	25 Points in Arms	Increases the Snare Effect of Hamstring by 10% (Per Rank)
Mortal Strike	1	30 Points in Arms	Adds a 20 Rage New Ability in Battle Stance (Dies on Instant 220% Attack that Debuffs Healing on the Target: 6 Second Cooldown)

FURY

Talent Name	Ranks	Prerequisites	Effects
Improved Battle Shout	5	None	Increases the Duration of Battle Shout by 30 Seconds (Per Rank)
Cruelty	5	None	Increases Chance to Critically Hit by 1% (Per Rank)
Roaring Voice	5	5 Points in Fury	Decreases Target's Chance to Resist Shouts by 2% (Per Rank)
Improved Demoralizing Shout	5	5 Points in Fury	Increases the Attack Debuff of Dem Shout by 5% (Per Rank)
Unbridled Wrath	5	5 Points in Fury	Adds an 8% Chance (Per Rank) to Gain 1 Free Rage With Every Attack
Piercing Howl	1	5 Points in Improved Demoralizing Shout, 15 Points in Fury	Adds a 10 Rage Ability that Instantly Causes Nearby Enemies to be Dazed for 4 Seconds
Enrage	5	10 Points in Fury	Adds an 8% Damage Bonus (Per Rank) for 4 Attacks After You Are Critically Struck
Improved Intimidating Shout	3	15 Points in Fury	Adds a 75% Chance for You to Cause Another Target (Per Rank) to Flee
Improved Inner Rage	5	15 Points in Fury	Reduced the Cooldown of Inner Rage by 40 Seconds (Per Rank)
Improved Slam	2	20 Points in Fury	Reduces the Casting Time of Slam by 5 Seconds (Per Rank)
Death Wish	1	20 Points in Fury	Adds a 10 Rage Ability that Increases Melee Damage by 20%, Makes You Immune to Fear, but Lowers Defense Against All Damage by 20% (Berserk Stance Only)
Blood Craze	3	5 Points in Enrage, 20 Points in Fury	Allows 65% of Your Health Regeneration During Combat for 5 Seconds After Being Critically Struck - Progression: 65%/13%/20%
Improved Cleave	2	20 Points in Fury	Adds a Target (Per Rank) to Your Cleave Attacks
Improved Challenging Shout	2	25 Points in Fury	Reduced the Cooldown of Challenging Shout by 2 Minutes - Progression: 2/3
Fury	5	25 Points in Fury	Increases Attack Speed by 10% for 3 Swings After Scoring a Critical Hit - Progression: 10%/15%/20%/25%/30%
Woodhoof	1	1 Point in Death Wish, 30 Points in Fury	Your Next melee attack AFTER a Killing Blow does 100% damage



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PROTECTION

Talent Name	Ranks	Prerequisites	Effects
Anticipation	5	None	Increases Your Defense by 2 (Per Rank)
Shield Specialization	5	None	Increases Your Chance to Block by 1% (Per Rank)
Improved Bloodrage	3	5 Points in Protection	Reduces the Delay of Rage Gained by Bloodrage by 2 Seconds - Progression: 2/4/5
Toughness	5	5 Points in Protection	Increases Your Armor Value from Items by 2% (Per Rank)
Iron Will	5	5 Points in Protection	Increases Your Chance to Resist Charm/Stun by 3% (Per Rank)
Last Stand	1	3 Points in Improved Bloodrage, 10 Points in Protection, 3 Points in Improved Bloodrage	Adds 30% of Your Maximum Hit Points to Your Current Total (These Hit Points Fade in 20 Seconds-Reverse)
Improved Revenge	3	10 Points in Protection	Adds a 20% Chance for a 3 Second Stun to Your Revenge Attacks - Progression: 20%/30%/40%
Improved Taunt	2	10 Points in Protection	Increases the Effectiveness of Taunt by 10% (Per Rank)
Improved Sunder Armor	3	15 Points in Protection	Increases the Armor Debuff of Sunder Armor by 10% (Per Rank)
Improved Shield Block	3	5 Points in Shield Specialization, 15 Points in Protection	Adds 5 Seconds to Shield Block and Allows a Second Attack to be Blocked - Progression: 5/1/2
Defiance	5	2 Points in Improved Taunt, 10 Points in Protection	Increases the Threat Generated in Defensive Stance by 2% (Per Rank)
Improved Shield Bash	2	20 Points in Protection	Adds a 50% chance (Per Rank) to Silence the target for 3 seconds
Concussion Blow	1	3 Points in Improved Revenge, 20 Points in Protection	Adds a 15 Rage Ability With a 1 Second Casting Time that Stuns a Target for 5 Seconds
Improved Shield Wall	2	3 Points in Improved Shield Block, 20 Points in Protection	Increases the Duration of Shield Wall by 3 Seconds - Progression: 3/5
Improved Disarm	3	25 Points in Protection	Adds 2 Seconds (Per Rank) to the Duration of Disarm
One-Handed Weapon Specialization	5	25 Points in Protection	Increases One-Handed Weapon Damage by 1% (Per Rank)
Combat Endurance	1	30 Points in Protection	Allows 10% of Health Regeneration During Combat

STRATEGIES

The core Warrior strategies revolve around keeping enemies from doing their proper damage. Charge into battle for the free Rage, using Hamstring to snare opponents, then nail the targets in the back while higher DPS classes draw aggro but aren't attacked because they are standing at range. Or, try soloing and use Charge, Demoralizing Shout, Rend, and Heroic Strikes for the long haul (battles that are certain to last 12 seconds or longer).

GENERAL TIPS

Strategy comes down to using your abilities in the right order to keep enemies debuffed as much as possible while dealing maximum damage for the Rage. Use early Rage to get a Demoralizing Shout off, substantially reducing enemy damage for a low cost. This is pretty much free during a Charge, because of the initial Rage boost, so Charge and Demoralizing Shout even if you are a Defensive Warrior (you can always switch stances after using the free Rage).

Then, get Battle Shout going. This is a several minute ability that affects the entire party, so it's critical to have it up all the time. If you're having trouble getting extra Rage because of missed strikes and such, drop into Defensive Stance and use Bloodlust to snag more Rage and pull off that extra Battle Shout (it's a large boost to you and an even greater one to Rogues and Paladins grouped with you).

Make use of your abilities in the best possible way in each battle. Heroic Strike is wonderful, certainly, but the best uses of things like Hamstring, Sunder Armor, and Mocking Blow can turn the tide of battle far more than a dose of extra damage. Learn when to use these.

You have interrupts in both Battle and Defensive Stance (Pummel and Shield Bash respectively). These abilities are able to stop a target that is casting a spell or using a channeling ability; in the case where your target has a consistent casting time, use these interrupts at the latter stage of the casting to waste as much of your enemy's time as possible.

ON THE OFFENSE

Hamstring is your key snare; this makes sure that enemies can't run away from you after other targets quickly, or do anything effective in melee without paying a major time in moving around. Being an instant, Hamstring is stunningly precise for the end of battle against enemies who run to ensure a long snare back attacks and easy hits. Use it early in PvP against enemies who need to be mobile (all casters, Rogues, etc.).

Rend is always an ability with some controversy surrounding its use. For a low cost, Rend provides an immediate DOT against your opponent. In terms of damage per point of Rage, this is a very sound investment (the damage is not mitigated by armor, so comparing Rend to Heroic Strike in that light further improves its efficiency). The rub is that you need to have the target survive for the entire duration of Rend for all that efficiency to get through. At higher levels, that can mean seconds of fighting. Thus, Rend is a good tool for soloing Warriors or those who go against elites or creatures with high armor. In groups where the kills are fast, use Heroic Strike for general damage instead.

Thunder Clap is not a damage dealer, nor does its debuff last long enough to be throwing 20 Rage down the pipe. Instead, use Thunder Clap as a way to grab enemies' attention quickly. Use Thunder Clap and a Demoralizing Shout to get light aggro and reduce the damage being done by a new swarm of enemies, gives the group a bit more time to fight the targets before your healers start in and drawing anything off of you.

Keep a ranged weapon and at least a single stack of ammunition around at all times, even if you don't like to pull with these items. In PvP and against some monsters you're likely to be rooted from time to time. Standing around doing nothing while the rest of your group takes damage can be grueling. At least give yourself the option to shoot back, wound/disrupt casters, and so forth. If you need room on your own for other things, put the ranged icons on a spare bar that can quickly be made

PROTECTION

Taunt is the best way to wait several seconds for people are heading to the holding back until gratification of your needs, but having those Warriors means more Rage aggro without us

One fine way to wait several seconds for people are heading to the holding back until gratification of your needs, but having those Warriors means more Rage aggro without us

Sunder Armor is a great ability. It reduces your ability to do damage substantially. It's a great tool against targets that are strong toward certain golems, bosses. Though it's not the one doing this, Sunder Armor is a great tool against Paladins and Rogues often in group settings.

TIMED ABILITIES

Your timed abilities are free Rage every 30 seconds (your Fury line), where your Rage adds come in just as useful.

Intimidating Shout is a great ability. It's a great shout for instead. Feared damage, so this is a great factor are needed. Intimidating Shout for the eight-second join in the fray.

Challenging Shout is a great ability. Use this AoE Taunt to manual and Challenging Shout to jump on you at isn't dependable. Taunting before on their backs.



PROTECTING YOURSELF AND A PARTY

It's the best (and sometimes the worst) aspect of Defensive Stance. This ability is quite powerful, have no doubt, but it is a consuming master. In a large group, being in challenging Instances, a Defensive Warrior is going to be using Taunt quite heavily. Each target requires at least a couple taps of the button, and the Rage bar adds up very quickly. Indeed, large fights prevent Warriors from having much Rage to spare for anything else. Taunt saves lives and leaves a group long in the rear, but be ready to tap the key often.

One way to act as a defensive tank without needing to spam Taunt as often is to wait several levels past the normal spot for hitting various Instances. If most people are heading into Deadmire a bit after 20, you may have a much better time holding back until passing into your mid 20s, or even a bit beyond. The delayed application of getting better gear may invalidate this suggestion, depending on your own, but having Warriors who are higher level than the rest of the group makes them much more effective without needing to Taunt as often. Fewer Taunts mean more Rage (which means more damage, and more damage leads to more aggro without using Taunt, etc.).

Sunder Armor is a common use of Rage when Taunt isn't being spammed. It reduces your target's armor (thus the ability to sustain damage falls substantially). This helps the most against targets that are specifically using toward melee attacks, such as giant golems, turtles, and Instance bosses. Though your Warrior still isn't the one doing the most damage from the Sunder Armor opens the way for Rogues and Rogues to be even more deadly in the battle. Use Sunder Armor more often in group settings where there are more melee folks in the party.



TIMED ABILITIES

Your timed abilities are quite good, and they come into play often. Inner Rage offers you Rage every five minutes (and that timer can be lowered dramatically through your Fury line). Because this instant ability costs nothing, it's vital during battles where your Rage is depleted and much remains to be done; longer fights where you come in just as you are finishing major foes are perfect examples of Inner Rage usefulness.

Intimidating Shout is a blessing most of the time, but it must be used correctly. This shout forces enemies to run in fear, but the creature you're targeting covers itself. Frightened enemies have a chance of breaking their fear if they start to take damage, so this is more an ability to buy time when healing, running, or other such actions are needed. Because running enemies have a tendency to bring friends, save Intimidating Shout for times when only a single target can be forced to stop fighting for the eight-second duration, or for conditions where there aren't nearby targets to join in the fray. Bandaging during this bonus time is often a sound idea.

Challenging Shout has a long cooldown, but at least it doesn't cost much to activate. Use this AoE Taunt to grab extra aggro during a phase where you don't have the Rage to manually Taunt a number of incoming creatures. Hit Demoralizing Shout and Challenging Shout after the brief cooldown for a good way to have the enemies jump on you and deal less damage. Be aware that this is not a strong Taunt, and it isn't dependable for maintaining aggro in the long term (do damage quickly and start Taunting before the enemies realize that a Mage is going nuts with Arcane Explosion or their backside).



CLASS QUESTS

Warriors have many useful quests that are class-linked. Starting at Level 10, your trainers point you in the right direction to find extra weapons, your two special stances, and some additional armor. This is all quality equipment if you do the quests early on, so gather a group of fellow Warriors or a cluster of friends to help out with these chores.

LEARN DEFENSIVE STANCE

Level 10 is a major point for a budding Warrior. Your first Class Quest is to learn Defensive Stance. Talk to the Warrior Trainer in the secondary town of your starting region (e.g. the trainer in Brill, Goldshire, etc.). These folks send you up to the capital to find another NPC; get the main quest from these characters and fill the requirements to learn your new stance.



GET A LEVEL 10 WEAPON FOR YOUR CHARACTER

After mastering Defensive Stance, you are sent to other NPC to get a second quest. This Class Quest gets you a weapon that is quite reasonable for a Level 10 Warrior, and there are a number of options when it comes to your reward. Each of these quests is quite different, but they are short and easy to follow, fortunately.

A SHIELD FOR THE WARY SOLDIER

Another short Class Quest comes as you approach Level 20. If you are a defensive Warrior, return to your capital city and talk to the NPCs in your training area to find out where to go for this. Because the reward is a shield, and the quest is not required for future Class Quests, there is no driving need to complete this if you aren't interested in the reward.

However, the quest is short enough that the experience and sell value of the shield may be enough to warrant your time.



DRUID

HUNTER

MAGE

PALADIN

PRIEST

ROGUE

SHAMAN

WARLOCK

WARRIOR

LEVEL 20: TIME TO GET ARMOR

This is where Warrior Class Quests start to converge for all of the races. Your armor quests also mark the point where things start getting much longer and more challenging. If you want to get your armor pieces early, it's going to take some help from higher-level people.

For both the Horde and Alliance, Warriors need to collect items from the far continent (Alliance Warriors head to Stonetalon, in Kalimdor, for most of their pieces and Horde Warriors need to do some fighting in Hillsbrad). For both sides, the first quest culminates in a journey to The Barrens; an Instance in the southern part of the zone called Razorten Kraul has the enemy with the final piece. Bring a group in their higher 20s to defeat the elite enemies (Levels 25-28+) in that dungeon.

By completing the quest for the chest piece, the way is unlocked to go after several additional pieces. These quests involve a lot of traveling, but they are faster and much easier than the first stage. Taking groups of your level should be more than adequate for these.



BERSERK STANCE, HERE AT LAST

Talk to your trainers against at Level 30; they send you out to the water near Ratchet, in The Barrens. Walk south down the coast from Ratchet until the nearest island is almost directly east of your position. Swim out to the island and talk to the people there. This club for fighting against other Warriors offers a simple challenge to go against a series of foes around your level. Use bandages between fights to maintain health (and watch your back while playing on the PvP Servers), and the Blander teaches you Berserk Stance as your reward.



A LONG QUEST: YOUR LEVEL 30 WEAPON

An old weapon master in the Alterac Mountains is willing to aid both Alliance and Horde Warriors who help him summon and defeat a powerful spirit of war. There are many pieces needed to complete the ritual, and these are quite challenging to retrieve for a Level 30 Warrior. The reward at the end of the journey is a two-handed weapon for your level, so it's all worth the effort if you get it sooner rather than later.

Gather eight pieces of Liferoot (or buy them from an Herbalist) to get one of these three ingredients. Arathi is a good place to get Liferoot in small quantities, the northern section of Stranglethorn Vale is a great choice too. Fortunately, there are the areas for the other two ingredients.

Stranglethorn Vale (SV) has a tribe of Trolls known as the Bloodscalp; with these in the ruins in north-western SV. Fight until you have all 30 Tusk and Trolls, and continue a tad longer if you also have the Collection Quest from Bay and Grom'Gol to fight against these menaces.

The final stage, and by far the worst collection of the lot, is to get Essence of Exile from Arathi. This mixture is made from the Charms of the Cresting and the Thundering Exiles of the Arathi Highlands. These enemies are in their hundreds and they pack a pretty mean punch even for people around that level. It takes quite some time for the necessary Charms to drop, so look for a party that will help.

Bring said party when you go to turn in the quest items as well. The Cresting is a powerful monster (and is elite), and being able to face a Level 40+ creature something you are likely to survive yet.



It's said that clothing in Warcraft, it can make using the best of the class allow you to turn

Many items have a red glow in order to be used. You can best benefit yourself by using the class appear red. 0

DEQUE
It's important to understand how to use your class can

Strength It adds to your class's power, but rather than armor, it's in part by Strength

Agility Your class's Agility rating affects your Agility rating. Agility also affects Dodge bonus per the Armor statistic

Stamina Your class's Stamina rating affects the class you've chosen

Intellect It affects your Intellect in a Critical Hit with skills, though it doesn't

Spirit This increases

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Druids need to make main choices for character.

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THE FINEST TOOLS

It's said that clothes make the man (or woman); while not 100% true in *World of Warcraft*, it can make a difference in how your character performs. Finding and using the best equipment can give you the edge you've been looking for as well as allow you to further customize the kind of character you would like to play.

Many items have level requirements. It's essential to understand how the system works in order to know what equipment you can use, what its value is and how it can best benefit you. Items that are either too high in level or aren't usable by your class appear red. Once you meet their requirements, you'll be able to use them.

EQUIPMENT STATISTICS

It's important to understand what the stats on your equipment can do for you. Understanding how your equipment works and what stats best increase your abilities as your class can help you balance out ability with viability.

Strength Adds to your attack power and, correspondingly, your DPS. Strength does not affect Critical Hit chances at all. It won't improve your chance to block, but rather the amount that is blocked when you succeed. This amount is determined in part by Strength and in part by your shield.

Agility Your chance to land a Critical Hit with melee/ranged attacks is ruled by your Agility rating. The awarded bonus is higher for Rogues and Hunters than other classes. Agility also affects dodge. Once again, Rogues and Hunters receive a better Dodge bonus per point of Agility than other classes. Lastly, Agility adds directly to the Armor statistic.

Stamina Your health points are determined by your Stamina (in conjunction with your class you've chosen).

Intellect It affects three things. The obvious one is that your mana pool is increased as your Intellect increases. However, Intellect also determines your chance to inflict a Critical Hit with magic spells. Finally, it grants a higher chance to increase melee skills, though it does not affect your ability to rank up your chosen professions.

Light This increases health and mana regeneration in and out of combat.

Items have a color-coded system to identify those that are of more value or rarer in nature than others. (See *Understanding Equipment, Enemies, and Quests* in the *Introduction to Online Gaming* section.) In general, gray items are sold directly to merchants rather than attempting to sell them at auction. Those lucky enough to acquire a blue item or, even better yet, a purple item usually end up either using the item themselves or auctioning it off if it's not a BoA item.

Attack Rating This is based upon your weapon skill and your level. Your stats won't affect this.

Attack Power Attack Power is affected by Strength (for every one point it equals two points of Attack Power) for all classes. However, for Rogues and Hunters, Agility adds one point extra per point of Agility.

Damage Weapon damage is affected by the damage of the weapon and Strength for all classes except Rogues and Hunters. Their weapon damage is affected by the weapon and an even combination of Strength and Agility.

Defense Only equipment that has a bonus to Defense itself will modify this stat.

Armor Physical damage reduction is affected by the Armor Rating on each piece of armor and, if you carry one, a shield. It only affects physical damage reduction and not magic damage reduction.

Magic Resistances There are various items that give resistances to the five magic damage types: Arcane, Fire, Frost, Nature, and Shadow.

Other statistics on weapons and items are also worth noting such as the damage rate, speed and DPS. There are often other more specific modifiers on equipment (e.g. Block bonus for shield users).

CUSTOMIZING YOUR CHARACTER WITH EQUIPMENT

Once you understand how stats work with your equipment, you'll understand better what kind of equipment you need to enhance your character, provided you understand what your character needs to use most.

Rogues and Rogues both need Agility as their primary statistic. The secondary statistic can either be Stamina or Strength depending on whether you want to take or inflict damage.

Wages, Priests and Warlocks focus on items with boosts to their Intellect and Spirit. Increased mana pool and a chance to inflict a Critical Hit (Critical Heal in the Priest's case) usually outweighs the mana and health replenishment.

Warriors boost their Stamina and Strength. Durability and damage are the two defining characteristics of this class.

Druids need Intellect, but Strength and Stamina can't be overlooked. The trait choices for this class depend entirely on how the player plans to spec the character.

Paladins require almost everything. Agility is the only attribute that is generally overlooked, but can also be useful. Again, determining the play style of the character helps decide which attributes to apply.

Paladins are similar in nature to Warriors. They focus on Stamina and Strength. However, Paladins have a mana pool and will want to keep a bit of extra Intellect to push up their ability to Lay On Hands and heal when needed.

JUGGLING ARMOR

Your armor is your first defense against attacks. If your shield goes down or you can't dodge the next blow, it's going to fall on your armor. This is why AR is important to help defray the damage dealt out by melee weapons.

After you consider the Armor Rating on your pieces, look into the statistics that go with it. Tailor your armor to achieve your desired stat breakdown. Focus less on what each item gives you, unless it's undeniably beastly, and more on the overall stat table. If an item gives you a few extra Strength and a nice boost to your Armor Rating, it may outweigh the item that only gives a bit more Strength.

At times, keeping a second set of armor on hand to help in specific situations may be the smart move. Maybe you're going up against a certain set of mobs or a dungeon that is filled with casters. Agility, for an increased dodge rate, may be an option. If you are in a group that doesn't require you to deal out as much damage, you may want to swap a Strength item for some Stamina or Intellect. Some armor may have resists that apply directly to the task at hand.

Knowing when to use which armor pieces and when to apply the "juggling" method is something that comes with experience. Veteran guild members or friends may offer advice on the application of this theory; soak up all the information and begin to develop your own playstyle and armory.

ARMOR TYPES

There are many different armor types and pieces available. What kind of armor you can wear is dictated by your class. Wearing armor has a hierarchy: Cloth up to Plate. Availability of armor always includes any armor that is below your wearing level. For instance, Rogues can wear leather, but they can also wear cloth pieces if they choose. Warriors and Paladins can wear all armor types and have the most variety from which to choose.

Cloth Mages, Warlocks and Priests all wear cloth armor. It generally doesn't have a high Armor Rating, but usually has more statistical advantages for the caster.

Leather Druids, Shaman, Hunters and Rogues wear leather armor to start off.

Mail Warriors and Paladins can start off by wearing mail. Shaman and Hunters can train at later levels to wear mail.

Plate Plate is the heaviest of armors and can only be worn by Paladins and Warriors who have trained it up.

CHOOSE YOUR WEAPON

Choosing your weapons depends on a few factors: character type, play style and availability. For character type, take into account whether you'll find yourself in melee range often or if you'll remain farther from the action. (Of course, when soloing, the answer is almost always that you'll be in melee range.) Do you need a fast weapon that deals out less damage, but can hit more often or do you need a slower weapon that hits for a ton each time it connects? Shield? Two Daggers? One Dagger and one Sword?

One-handed weapons are faster weapons that deal less damage than two-handed weapons. Your style dictates which you'll want to use along with whether or not you're playing a class that can dual wield. Even classes that can't dual wield can still use an off-hand item to enhance their stats. Weapons that fall into this category are: daggers, maces, swords, axes and fist weapons. Warriors that are more focused on defense often use what is called the "Sword and Board" or sword and shield combination for runs in dungeons where they need to focus more on drawing aggro than being a damage dealing monolith.

Two-handed weapons are slower, higher damage dealing weapons. Staves are often the choice of casters; not so much because of their speed or damage, but because of the stats that many inherently have. There is much debate over whether or not it's better to use a one-handed weapon with an item in the off-hand or to use the staff instead. It's more a matter of preference and about the items available to you. Should a great combination of one hand and off-hand item be made available, take it up. Warriors like to use two-handed axes or swords for putting out heavy damage. Two-handed weapons include: swords, maces, axes, polearms and staves.

Ranged Weapons go in an alternate slot and have nothing to do with one- or two-handed capabilities. Ranged weapons include throwing weapons, crossbows, bows, wands and guns. The addition of a quiver or ammo pouch can offer bonuses as well. Ranged weapons are great for all classes. They offer options where none were previously available. A rooted warrior can now be a threat at distance and casters can limit their mana use by employing the use of a wand.

Off-hand items, while not actual weapons, fall within this category as well. The bonus stats can sometimes make it worth giving up a two-handed slow weapon. In this case, a shield can fall in the category by giving extra armor and blocking capabilities. Casters, in particular, find these off-hand items useful for their stat boosting abilities as well.

TESTER TIP

TESTER TIP

Rogue Weapon Tips

by Rayven

A Rogue is built around daggers. Two skills that need a one-hand dagger are Backstab and Ambush, not the ultimate Rogue skills, but something you'll miss if you use anything else in your main hand. But there are many viable tactics available to Rogues.

Dagger: Daggers with both speed and damage are the Rogue's best friend. The high speed on daggers lends itself perfectly to poison. Poisons are what sets us apart from other classes. They can DoT, nuke, snare, and even reduce a cast's casting time; combine those abilities with the fact that they stack on top of the damage itself and we've got a devastating ability set. Every time a weapon swings, there's a 5% chance to poison the enemy. So, a faster weapon translates into more chances to poison. By using all our abilities and the speed of the weapons, daggers are the main choice for Rogues.

Fist Weapons: These are the fastest weapons out there. They work even better with poison than daggers. I actually use a dagger in my main hand and a fist weapon in my off-hand. Granted, you do less damage in your off-hand, but poison is consistent.

Maces: Maces can be awesome in the hand of a Rogue. We have a skill that, when fully trained (3 talent points), gives us a 6% chance to stun the target. Stuns are awesome in any battle regardless of whether it's PvP or PvE. On top of this, maces have some of the highest damage outputs in the game. They're slow, but inflict great damage. Equipping this in your main hand makes Sinister Strike, a skill you use 90% of the time, much more deadly than a when using a dagger. You can do some nasty damage and stuns with a mace, but you do give up Backstab and Ambush in the trade off.

Swords: Swords typically do more damage than daggers, but are slower. They're also great for Sinister Strike. However, they have no other bonuses. You'll typically see Rogues using swords when they acquire a weapon that does a ton more damage than their current one. If you're using a 15 DPS dagger and you find a 25 DPS sword, well, it's a no-brainer. That's too much damage to pass up. Keep in mind that you'll lose the Backstab and Ambush abilities. However, there are some off-hand swords. Using them in your off-hand doesn't take anything away from using a dagger in your main hand. They're rare, but they exist. Swords are fantastic secondary weapons if you want to focus on physical damage over poison damage.

TESTER

Shaman

by Zavein

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TESTER TIP

Shaman Weapon Choices

by Zavin Stormrider

I've got a melee-based Shaman. Demios focuses on Strength and Stamina, and her DPS is great for her level. I've played with a 1H axe, 1H maces, a 2H axe (all comparable level) and none of them stack above my current dagger. They never have and I doubt they ever will in PvE.

As a Shaman oriented on melee, I inevitably miss a percentage of the time, some damage is mitigated by the armor or I proc a percentage of the time. People argue that the damage is the same no matter what since a percentage is a percentage. Yet time and time again I find that I can take monsters down faster with a dagger and a proc, than I could with the other weapons, and that's usually because of the speed of the attack.

More attacks offer a greater chance of crits; a higher chance of crits gives more opportunities to use Flurry (a Shaman talent which gives a 30% speed increase for 3 hits). All this assumes that you're fighting monsters around your level.

For monsters below your level, I highly favor a slower weapon since on lower level monsters you land crits more frequently and a large weapon inflicts the first hit at the same speed as a faster weapon; getting a critical hit on the first hit with a high DPS weapon is a huge crit. On a monster much lower than you, it can mean most - or all - of its life on that single strike. Playing with a 2H axe at 39, I can one-to-three-shot monsters up to about level 27.

In PvP I believe that I'll probably favor a 2H weapon since you end up dancing with the player more often than not and getting a nice, scary hit from time to time is better than nickel and diming them. I have yet to try it out to prove my theory.

As far as Shaman weapon procs go, I either go with Windfury or Firebrand. I use Windfury when I'm going against weaker armored monsters, since it increases the frequency of hits offering Flurry chances more often. Firebrand is best for high-armor monsters, since it adds flat damage above the melee damage. So, unless the monster is highly fire resistant, it's guaranteed damage.

Here are some other important things to understand about your equipment:

Items have blocking values. Blocked attacks avoid an amount of damage based on your shield and your character's Strength.

Wands can be interrupted when the user takes damage. All classes that possess the Wand Proficiency skill can use them; fire, frost and shadow skills are not necessary unless it's a requirement on the weapon itself. Resistance in the appropriate school reduces wand damage accordingly. One good thing for casters is that wand use is not prevented when silenced. However, they're prevented in all the same situations in which melee combat is prevented.

Items that increase the critical hit percentage do not stack.

Items with procs are using time-based procs. Their proc frequencies are entered as the number of desired procs per minute, and their actual per-swing proc chances are calculated from that using the weapon's speed.

All quested items are soulbound to your character and cannot be traded or sold to other players. Vendors are the only option if you no longer wish to keep the item.

It's important to pay attention to items that are Bind on Acquire (BoA) or Bind on Equip (BoE). BoE items can still be traded or sold to others, provided you didn't try to sell them to what it looked like.

When shopping at a vendor, mousing over an item shows both the stats for the item you're looking at and what you currently have equipped in the same slot. This allows you to compare what you have with what you're looking at.

TESTER TIP

Mage Choices

by Zaphar

As a Mage, I prefer a dagger and an off-hand item. There are a few reasons why.

There are daggers that have excellent bonuses for Mages (Intellect bonuses aren't uncommon) and off-hand items that increase spell damage or offer additional abilities like healing, increased damage, mana restoration, increased run speed, etc. I find the utility of these items is better than working with a staff.

Other Mages might prefer the staff because of the larger Intellect and Spirit bonuses, giving them a larger mana pool and faster regeneration. This is a strong argument and simply comes down to play style.

Other Mages might prefer using a sword if they like to get up in an enemy's face and do some melee damage. Obviously, swords have a high DPS and many swords have nice "on hit" or "chance to" effects like doing extra fire damage or something similar. These are especially nice for Mages who wear equipment that increase their fire or spell damage, since that bonus also applies to the effect on the sword.



FINDING THE BEST LOOT

Once you know what kind of equipment works for you, it's time to start looking for it. There are several different ways to get your new gear; you can buy it, have it created by someone in a Profession, loot it, quest for it, or, if you're lucky enough, get it from a friend or a guild who wants you to be all you can be. Here's more of a breakdown on getting the loot you need.

General Loot As you go through the world of Azeroth you will no doubt find a bit of blood on your weapons. Looting mobs often nets you some good weapons and gear. As you attain a higher level and begin battling more difficult mobs, it's more likely that you'll end up with some great drops. You may end up having to roll for them, however, so be sure to warm up those dice (or the /random command).

Questing Questing can be a great way to get that exact weapon, armor piece or hand held item for which you're looking—or at least to get you to the next level or two before looking for better. Most classes also have specific quests restricted to them that offer the right kind of items to help you advance.

Crafted Find someone working on a Profession that creates items you need. Often, they'll bargain with you for the needed materials and a reduced cost rather than having to pay a larger fee or having to outbid someone at auction for an item.

Vendors Vendors generally carry adequate equipment for purchase should you find you just need something to hold you over. Some vendors have rarer items, but are found in more remote locales than just a jump to your main city.

Auction If you can't find it some other way, try going to the auction houses. If you only have a certain amount of money to spend, try looking for buyout prices rather than trying to outbid someone. Just be careful not to pay too much for an item just because you feel you must have it now. Patience while watching the auctions may give you a better chance of getting what you want at a lower cost.

Friends/Guild Having friends or a guild that can help you get the gear you need or that can give you their hand-me-downs can make a big difference in your wallet. Being generous to others often comes back around to you.



THE FINEST TOOLS

RAID CONTENT UPDATE

Blizzard has plans (oh so many plans) for the high-end content for *World of Warcraft* and we picked the Jeffrey Kaplan's [JK] brain to help define for you what it works, and what's in store. Jeffrey is the lead raid content designer for the game. This interview often references his posting on the *World of Warcraft* website raids. (www.worldofwarcraft.com/pvp/raid-article.shtml)

BRADY: Can you briefly explain what a "raid" will consist of in its most basic form?

JK: I would define a raid, in its most basic form, as any encounter that requires more than one standard group to complete.

BRADY: You mentioned that there will be all sorts of raids including instanced raids and those in the general area, short excursions and more grueling trials. What prompted the decision to offer such a variety?

JK: Players spend a great deal of time at the highest levels. Since they are no longer gaining experience and leveling up to meet new encounters in new zones, it's important to give them variety in the encounters that they do have access to. The last thing we want to do is kick out a bunch of cookie-cutter encounters. What's fun and challenging is learning the strategy for each new raid. If every raid follows the same guidelines then there won't be much variety or challenge in conquering them.

BRADY: Will the raid content be storyline driven as much of the quests are?

JK: Yes. *World of Warcraft*'s lore, as dictated by our VP of Creative Development, Chris Metzen, is what drives *WoW*. All of the high-end raid encounters play directly into Chris' storyline.

BRADY: Is there any plan to include some lower-level raid content so that people can be "trained" to work in big groups, or will they first get to experience this level of interaction near the level cap?

JK: Our normal instanced group dungeons already serve this purpose. Oftentimes, lower level players will form raid groups to "conquer" a higher level dungeon.

BRADY: Let's take a step back for a minute. Could you please explain the mechanics behind managing a raid group? This isn't just something that anyone can jump into and expect everything to go smoothly, is it?

JK: Well, if you're talking strictly about the mechanics of managing a raid group, I think our interface makes it extremely easy to do. Classes are color-coded and players' names can be dragged-and-dropped into the proper slots. Gone are the days of scribbling groups down on paper or forcing group leaders to invite certain people. With *WoW*'s raid interface, the raid leader simply invites everyone and moves them to the proper spot.

BRADY: You mentioned the words "Onyxia" and "full-fledged dragon" in your journal. Come to offer any more nuggets of goodness to your fans reading this?

JK: Hopefully, Onyxia will prove to be a very fun encounter. By full-fledged dragon I meant that Onyxia would require a full raid force to conquer. Players in *WoW* get introduced to Dragonkin at a very young age. However, to kill an actual dragon is a different story. When people brag about killing Drakes and Whelps and Dragonspawns, they should take a step back and realize that killing an actual, full-fledged dragon is a much more challenging endeavor.

BRADY: Are there going to be any faction-specific raid zones that will be defended by one faction while the other faction attempts to gain access? In essence, is there any plan to combine PvP and raids?

JK: We've discussed this concept at great length. At this time, we're not prepared to reveal anything, however.

BRADY: You mentioned that there's a "top-heavy" plan being developed in your dev journal. The raids sound like a great way for hardcore fans to extend their gameplay. Is that level of playability going to be available to the casual gamer?

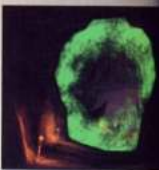
JK: By top-heavy, I was also referring to our outdoor 55+ zones as well. In *WoW*, the casual gamer has access to higher level content. A lot of "casual" gamers manage to hit the level cap in our game. I think that's something that really sets us apart. In game, as well as through live updates, there are going to be quite a number of high level zones that will appeal to both casual and hardcore gamers alike.

BRADY: So, you get to dig through Chris Metzen's lore to find the big beasts. How many are you holding in reserve just to blow fans away down the road?

JK: That's a secret :)

BRADY: I'm sure that the development of the high level gameplay will continue, but can you give us an idea about how much will be ready when the game launches? How about a few months down the road?

JK: There will be some singular raid encounters (such as Onyxia) available as well as full-fledged raid zone (The Molten Core). Also, many of our early live updates are scheduled to include raid zones.



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RAID CONTENT
UPDATE



TO THE BATTLE

PVP GENERAL INFORMATION

The land of Azeroth is a land in turmoil. Sides have been chosen and a tentative and uneasy peace between the Horde and Alliance is as fragile as newly blown glass. Each watches the other waiting to catch them in any wrong doing, all the while trying to avoid another war that might make them weak against the taint of the Scourge or another invasion by the Burning Legion.

World of Warcraft is divided into two factions, the Horde and the Alliance. The Horde consists of the Tauren, Forsaken Undead, Orcs and Trolls. The Alliance consists of the Night Elves, Humans, Gnomes and Dwarves.



There is no love lost between the two factions and as you travel the world, you'll find that the opposing faction's towns are not open and welcoming. They would slice you through rather than let you take a peek at their latest merchandise. Don't worry about that too much, however. It's possible to get a little revenge by sacking their town with a few dozen or more of your closest friends.

When a region is being attacked, a message can be seen either on the World Defense and Local Defense Channels. These channels can be a great way to choreograph the defense of your homeland.

After a PvP death you'll be forced to wait for a short period of time (2 mins) before resurrecting and jumping back into battle. A countdown timer appears letting you know just how long you have to wait. Generally, if you've had a relatively long run from the graveyard, you'll not have all that long left to wait.

Some spells have diminishing returns when used in PvP. These spells are Charm, Fear and Stun. All players are susceptible to all three of those spells save for Undead, though there are spells specifically for use against the Undead that have similar results. In the case of these spells, diminishing returns refers to casting the same spell type within 15 seconds of the first such spell wearing off. The second casting of the spell is reduced to 50% of the original duration. The third cast is reduced further to 75% and after the fourth cast of the same spell, the other player will be immune.

GENERAL STRATEGIES AND TIPS

There are some strategies that used in just about every type of PvP encounter within the game. It's important to keep them in mind whether you consider them honorable or dishonorable in nature. It's up to you what your own internal rules are, but knowing the available tactics can (and will) be used by other players is a key to victory.

Bait Bait is when a lone enemy lures you into a trap in which either a higher-level player is waiting nearby or a group of players is waiting nearby. Baiting someone can be an easy way of getting a kill or splitting up a disorganized group.

Jump Before Being Jumped It's always better to do the jumping than be the one getting jumped. In this case, you pick the method of approach and the terrain in which to fight in as well as the timing of the fight. While it's not impossible to recover from being jumped by any means, it does tend to put a crimp in your usual fighting plan.

Corpse Camping Corpse camping, while not generally perceived as an honorable strategy, may be a tool you end up having to use. It sends the message that it's time for your enemy to move on, provided you let them get back up at some point.

Jumping Often this occurs when a player is engaged in some other activity and has no real chance of making a response. Some players use this when an enemy is killing mobs and at a disadvantage already. While this may be viewed as dishonorable, it may also be seen as the only necessary means for clearing a zone of the opposing faction.

Besides, honor is defined differently by players and one may see it as an advantage.

Buddy System This simply can't be stressed enough. Having a buddy in your back may make an enemy think twice before attacking. Seeing no one player easily visible may make them think twice. However, there's no need to be played for traveling with a stealthed Rogue and letting people think that's the only one.

Use the Landscape When taking rests between PvE or PvP activity, don't be in the open. The tag over your head is a big enough indicator for you to not add to the advertisement by sitting in plain view. Dense foliage and trees can do a reasonably good job at obscuring your presence. For those with stealth, make use of it. Using the landscape also means, getting out of the line of sight and range combat classes. They can't hit what they can't see.

Use Buildings Use buildings both as line of sight obstructions and as places to hide. For two-story buildings, it's too easy to find you sitting on the first floor. If on the second story, it may be best to go there so that someone just skimming through easily identify that you're there.

Control and Escape There are times when you know you have little hope of winning through an encounter. These are the times you need to pull out the stops in a way of controlling the situation just enough to make your escape. If you're in a bad spot, control the root them, stun them, whatever it takes. Use a speed enchantment technique where natural Sprint, potions or engineered boots and run, don't stop to the closest place of safety.

Dying Well There is a right way and a wrong way to die. If you have to die, die in a place you can get to easily and resurrect in relative safety. Keep in mind the fact that you have to work with and find a spot that is obscured from sight of enemies. If you can't camp your corpse, it will give you a chance to utilize your surroundings to your advantage and get out. Being able to rez behind a tree is a beautiful thing.

Be Creative Expand the boundaries of your imagination and think outside the box (just don't exploit.) There are countless of different ways to approach a situation. Catching your enemy by surprise may be the best possible way of achieving victory. Even when being jumped, you may suddenly be hit with a little inspiration to get you out of a bind.

Be Prepared Be prepared with potions, first aid and engineering for the time you're encroaching on contested or opposite faction controlled areas. Having extra mana or health could mean victory when it comes down to the wire and nuking power or healing just enough to stay alive.

DOTs Damage over Time spells, poisons or abilities should always be left in use against an enemy and the last thing you put on them should be a bleed. Watching a severely weakened foe run away while still taking DOT damage is a feeling of pure joy.

Finish What You Start Unless you're the type to be merciful to your enemies, stop attacking until you have killed your opponent(s). That may sound harsh, but allowing them to escape, it gives them time to regroup and call in friends. It gives them a trip to the graveyard and a little bit of a "time out" rather than running rampantly back into battle.

Know When to Fight Don't get lured into a fight you aren't ready for. If you get caught up in the moment and try to bite off more than you can chew, you'll find your own limitations and know when it's best to fight or run the other way. Running isn't cowardly when it means you can come back more prepared and not fight on better footing. It's definitely not cowardly when faced with an overwhelming force.

Hearthstone It is a handy tool that can be used once an hour. If you're currently in a bad spot, it's one of the easiest ways to get out of there.

Ready your Mount Give yourself enough time to get your mount ready. You need it most, especially when you're sure to get far from home. One of the biggest bonuses for you is any other means of transport.

Hit and Run Be sure to keep them off balance. The battle typically favors your own survival over a bit. Rinse and repeat.

Use Short Guild Use your name/guild. If you're trying to hide, it's better to be hidden if that's your goal.

CLASS

Each class has its own set of abilities that are important to focus on. It's up to you to decide which abilities that you want to focus on.

Druid: Druids are the most versatile class. They can heal, they can fight, they're not the most powerful, but they can do a lot of things. Their ranged abilities are their strength.

Hunters: Hunters are the most powerful class. They can pet it possible in melee, they can have a few tricks. Mark which prey.

Mage: Mages are the most powerful class. They can control the environment, they can ruin foes from a distance, they can be an easy target like Rogues or Warriors.

Paladin: "Kill me, my own tricks." They gain; it can be a couple abilities, class and discipline. Paladins. Overlord.

Priest: Priests are the most powerful class. They can heal, they can control the environment, they can ruin foes from a distance, they can be an easy target like Rogues or Warriors.

Rogue: Rogues are the most powerful class. They have a few close quarters strikes. Rogues.

Horde It may not be the fastest way to get out of a bad area, but using a **mount** may be the only way to escape a sticky situation. These can only be used for an hour so be careful in your choice of timing. However, if a town that you're currently based at is overrun and the flight master has been taken down, one of the easiest ways out is to stone home.

Use your Mount/Sprint/Form If you have a faster means of travel than running, put yourself enough time to use it. Save your Sprint or other speedy means for when you need it most, either for chasing someone down for the final kill or for getting away when someone is about to get you. You can not mount while in active PvP so be sure to get far enough away to summon your mount and ride out—provided you have one. If you have a travel form, using it to get away from your enemy will be a big bonus for you. There are also Sprint potions available for those that do not have any other means of getting an immediate speed burst.

Hit and Run Be patient and use the Hit and Run method on opponents. This keeps them off balance and gives you a chance to recoup any lost health or mana. While the battle typically lasts longer, it will also be more enjoyable and the likelihood of your own survival goes up just a tad. Dash in, do some damage in range then back off a bit. Repeat as necessary.

Use Short Guild and Character Names While this may sound like an odd decision, your name/guild tag could easily be seen from both sides of a tree behind which you're trying to hide. Keeping your name and your guild tag short helps you remain hidden if that's your plan.

CLASS STRENGTHS IN PVP

Each class has their own strengths they need to utilize for direct one-on-one PvP. It's important to focus on these advantages. Here are some general ideas as to the kinds of abilities that the classes have available to them.

Druid Druids are a grab bag of ability, a virtual jack-of-all-trades, master of none. They can heal, put out melee damage and inflict considerable ranged damage. They're not the masters of any of the three, however, their combined abilities make them a difficult target. If they toss on a root spell, be prepared to counter it or change into a ranged combat style as well, because it buys Druids the time they need to use their ranged abilities or heal. Even once you free yourself, be ready for an in-your-face battle.

Hunter Hunters are distance fighters above all else. Between their long-range abilities and the addition of a pet, you'll need to get in close. Find a way to neutralize your pet if possible; two targets pose a much larger threat than the lone hunter. Even in melee, they aren't going to simply fall over because you want them to. Hunters have a few tricks that Rogues will particularly dislike such as traps and a Hunter's Mark which prevents you from going into stealth mode and getting away.

Mage Mages can Sheep anyone that's not one of the Forsaken, which lends them a crowd control ability vital in neutralizing enemies. Their high damage output can rain down from a distance, but once they lose the advantage of range, a Mage can be an easy target, even with their Mana Shield, when faced with a high DPS enemy like Rogues or Warriors.

Paladin "Kill me once, shame on you; kill me twice, shame on me." Paladins have their own tricks that make them very difficult to kill. Lay on Hands is just one edge they gain; it can be used once an hour and heals them to full health. They also have a couple abilities that focus on destroying Undead. Paladins are an Alliance-only class and despite what many think, they're a powerful force when joined by other Paladins. Overlapping abilities create an incredible fighting force.

Priest Priests aren't your usual healing-only character. They have the ability to call up their Holy Word: Shield, which absorbs all damage up to a certain hit point count. While shielded, their casting cannot be interrupted. Priests have some impressive damage spells including a quite painful DoT and an instant nuke. When battling Undead, they can use Chain Undead to neutralize the threat and then heal up. Their Debuff strips off buffs on enemies and enchantments, like Polymorph, off all allies. Add Mana Drain or Mind Control to the mix and they'll quickly change our thoughts on the "typical" Priest.

Rogue Rogues have a crowd control ability (Sap) that knocks opponents out of commission while they regenerate hit points. This isn't the biggest worry, however. They have a bag full of high DPS tricks that tear you up should you let them get in close quarters. Even a Priest or Mage shield can barely stand up to their torrential strikes. Rogues are deadliest when not seen. Should they get the first strikes, you'll

find yourself on the wrong side of the battle in a hurry. While it's possible to survive such an attack, it requires solid gameplay and all your tricks to do so.

Shaman Shaman are powder kegs. Their totems can be powerful instruments for healing and buffing, offensive attacks and ability prevention. They fall within the mid-range on hit points and armor and can put out a considerable amount of damage. Shaman are a Horde-only class. They get to wear mail at higher levels making them even more difficult to take down. Durability is a strength of theirs, you never know what you'll be up against when confronting a Shaman.

Warlock Warlocks need time to let their spells work. They are not fast and heavy damage dealers. They do, however, have some nice crowd control abilities and various pets to keep other players in check. Imps toss fireballs, Voidwalkers suck up damage and Succubi dish it out! Warlocks, with the aid of two other players, can summon in extra troops as well as provide Soulstones for other players that are one-use resurrection items.

Warrior Warriors may not be ranged damage dealers, but in close quarters they can take damage and deal it out in kind. Their Charge stuns casters quite well and disrupts any spells they were about to cast. Allowing a Warrior to get within striking distance spells serious trouble. They are a powerhouse and one of the more feared PvP foes. Even when locked down, they offer plink damage with their guns or bows.

NORMAL SERVERS

PvP is readily available on all the servers offered for the World of Warcraft, however, on a normal server there are no contested zones in which PvP can occur between the factions like on a PvP server. PvP must be triggered by one of four ways. In all of these cases, PvP is kept as a consensual act between players.

Dueling Players can type in the command /duel while targeting someone and fight another player.

Attacking Opposite faction NPCs By attacking an NPC from the opposite faction, you will be flagged for PvP and thus can be attacked by anyone wishing to defend.

Battlegrounds Battlegrounds are built for PvP. By walking into a battleground you are giving your consent to engage in PvP.

Arena In Stranglethorn Vale there is an Arena available for FFA (free for all) PvP.

FACTIONAL PVP SERVERS

PvP servers offer a more challenging atmosphere than the normal servers when it comes to getting around the world in any kind of relative safety.

Within the world there are areas broken down into three categories: Horde Controlled, Alliance Controlled and Contested. If you're a Horde player in the Alliance lands, you can be attacked at any time by anyone, but cannot be the first to attack (unless you're targeting someone who's flagged for PvP). The same is true for an Alliance member in Horde territory. In contested areas, all players are flagged for PvP and can be attacked by the opposite team.

Contested areas can make for a difficult time while questing if you go it alone, so be smart and use the buddy system. It may just save your life (over and over). Each of the three zone types has a color indicator on your mini-map and in the title of the name of a zone you have just entered.

Red indicates that you're in enemy territory and thus vulnerable to attack. However, you cannot attack another player character that hasn't been tagged for PvP. You can however attack NPCs. Once attacked, you may retaliate in kind.

Yellow indicates a contested zone. Players of either faction can attack the other at any time.

Green indicates that you're in a safe zone. You cannot be attacked unless you instigate the attack in some way either by attacking a player directly or aiding an NPC or PC engaged in PvP.



PVP

EASTERN KINGDOMS

REGION	LEVEL RANGE	PVP STATUS	NOTE
Ashvale Mountains	30-40	Contested	Heavily Contested
Aurath Highlands	30-40	Contested	Horde Favored
Badlands	35-45	Contested	Heavily Contested
Burning Shoppes	50-58	Contested	Heavily Contested
Dun Morogh	1-10	Alliance	Dwarf and Gnome Starting Region
Duskwood	18-30	Contested	Alliance Favored
Eastern Plaguelands	53-60	Contested	Heavily Contested
Elwynn Forest	1-10	Alliance	Human Starting Region
Hillbraid Foothills	20-30	Contested	Heavily Contested
Loch Modan	10-20	Alliance	Dwarf Favored Region
Ridgeline Mountains	15-25	Contested	Alliance Favored
Searing Gorge	43-50	Contested	Heavily Contested
Silverpine Forest	10-20	Horde	Unbond Favored Region
Stranglethorn Vale	30-45	Contested	Heavily Contested
Swamp of Sorrows	35-45	Contested	Horde Favored
The Blasted Lands	45-55	Contested	Horde Favored
The Hinterlands	40-50	Contested	Alliance Favored
Tirisfal Glades	1-10	Horde	Undead Starting Region
Western Plaguelands	51-58	Contested	Horde Favored
Wetlands	10-20	Alliance	Human Favored Region
Wetlands	20-30	Contested	Alliance Favored

KALIMDOR

REGION	LEVEL RANGE	PVP STATUS	NOTE
Achavale Forest	18-30	Contested	Alliance Favored
Achavale	45-55	Contested	Alliance Favored
Darksore	10-20	Alliance	Night Elf Favored
Desolace	30-40	Contested	Horde Favored
Durotar	1-10	Horde	Orc and Troll Starting Region
Duskwood Marsh	34-45	Contested	Alliance Favored
Felwood	48-55	Contested	Heavily Contested
Feralas	40-50	Contested	Horde Favored
Malgora	1-10	Horde	Tauren Starting Region
Shenstone Mountains	15-27	Contested	Horde Favored
Tessara Desert	40-50	Contested	Alliance Favored
Teldrassil	1-10	Alliance	Night Elf Starting Region
The Barrens	10-25	Horde	Horde Favored
Thousand Needles	25-35	Contested	Horde Favored
Uro Goro Crater	48-55	Contested	Heavily Contested
Winterpring	55-60	Contested	Alliance Favored

REWARDS, THE HONOR SYSTEM AND PVP GOALS

World of Warcraft is built for factional PvP; it's a world at war after all. By participating in PvP, players are able to earn points which help them gain favors in the game; some may earn special titles, some may earn a special tabard and it can even earn you a discount at some merchants—among other things.

The honor system works both in a positive and negative aspect. Those that kill NPCs or players that are much lower than their current level receive negative points. Over time, you may earn enough negative points to lose experience and even become KOS for your own faction (NPCs included). Those that attempt to gain honor by being involved in the defeat of players and NPCs of similar or higher levels gain rewards. With enough positive points, you may even earn the ability to gain access to special merchants and shops with items only available to a select few.

World of Warcraft is built on team play and team PvP; it's to be expected that there will be many team-oriented tasks within PvP to undertake. Achieving these goals will also net special rewards such as titles and even the possibility of a guild hall. The most nefarious of characters will attempt to go into the negative range to achieve infamy among all players. These will be the players to keep an eye out for since they will believe anyone is fair game thereafter.

PVP FLAGS AND TIMERS

It's important to take careful note of PvP flags and what they mean. Each symbol that appears next to their character portrait that indicates whether they are in PvP mode. In order to be flagged for PvP, a player must be in duel mode, have been in (or are in) a contested area (including battlezones), or have assisted another player or NPC engaged in PvP.

Once you have been flagged as being in PvP, you must wait an additional 5 minutes after leaving a PvP area or engaging in PvP in a non-contested region before your flag will clear.

GROUP PVP

A well-oiled group can be a dominant force in nearly any situation unless met by an evenly skilled and equipped force or outnumbered. Knowing and understanding your character as well as understanding the role of others around you can be the difference between victory and defeat.

Party members will appear light green when they engage or are engaged. The two most important words to remember when being engaged in PvP are "Panic." When you feel that adrenaline rush begin to work it's way up into your try to take a deep breath and remain calm no matter how your palms may sweat. Whether you have been jumped or are among the jumpers, remaining calm and you focused on the job at hand.



Despite how fast it can all begin, the first and most important thing you can focus your efforts as a group on controlling and neutralizing one member at a time. Having one person in charge of letting everyone know who your target is works best. It's also important to choose whom you need to take down some care. Each class has their own strengths and weaknesses and it's important to neutralize the stronger of the classes or members in a group first to ensure members of your own survive the encounter.

The most effective groups are the ones that have worked together before. A word needs to be said to convey what needs to be done. For those times something does need to be said, macros that have been built for use in PvP can be as easily used in PvP if well constructed. A /p attacking %t macro can be used to focus your party of who you're attacking at that moment and it can be used to focus their fire.

The best of groups are composed by at least one Priest, one Warrior, one Mage, and any other variety of damage dealer or support class. While the Priest is best to keep party members alive, it's important for the remaining party members to turn, protect the Priest. Once any healing classes in your party are taken out, it is left to rely on the potions. However, there are very ingenious group macros that can surprise others.

Seeing an odd group for the first time may catch you off guard. However, assess their strengths and begin focusing on their weaknesses. If there's no healer, the first target is obvious. If there is a Mage raining pain from outside range, either pull back out of their range or rush them. Seeing a group of healers sounds like an easy win, but the amount of damage and crowd control they can do would surprise many.

FOCUS

It's important to note the difference between wearing classes. A hard target is finally kill them, split second one or soft, thus su-

Caster classes are a priority. Given their ability to live to tell the tale is generally bad gain a bit of level control by sheer melee fall quick.

Soft Targets: Priests are a limited number.

Medium Targets: Hunters. Both sides of the Horde.

Hard Targets: Warriors. As well as they take time that takes.

Most important: Letting yourself be all possible, the others to sum up you may just miss.

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The area in which box will appear duel.

There is a rule issue the duel doesn't mean it accepted with Rogues know, the one issuing

FOCUSING YOUR EFFORTS

It is important to keep in mind the most important targets to neutralize first. Learn the difference between "Soft" and "Hard" targets. Soft targets are generally cloth-wearing classes that can only take a minimum amount of damage before they die. A soft target is one that has to take a pounding before you gain any leverage and truly kill them. There are a few more considerations that you will need to make in a successful attack on the arena. Medium targets, as you can guess, are neither hard nor soft, thus surprisingly medium. These tend to be multi-ability leather wearers.

Caster classes tend to be soft targets, but when faced with many casters, there needs to be a prioritization put in place. Most often, Priests will be the first to be targeted. Given their ability to heal and shield (as well as resurrect), you do not want them to live to tell the tale of the battle when it's all said and done. Any class that heals is generally bad; by taking down the class that has the best healing capabilities you gain a lot of leverage. Mages tend to be the second target given their ability to crowd control by sleeping. They're glass cannons, however, and when engaged in close combat fall quickly and easily.

Soft Targets: Priests, Mages and Warlocks. These classes wear cloth and only have a limited number of hit points.

Medium Targets: Any leather-wearing class such as Rogues, Shamans, Druids and Hunters. Both Shaman and Hunters can wear mail in being bumped them into the edge of the Hard Target category.

Hard Targets: Warriors and Paladins. These are the heavy hitters that can give as well as they take. They take some time to kill and can do a lot of damage in the time that takes.

Most important of all is to work as a team in hunting down strays that try to get away. Letting yourself be baited into another trap does you and your group no good. If at all possible, the group should hunt down any stragglers that may be able to get with others to summon or that may be able to resurrect. Leave no enemy at your back and you may just make it out of the battle the victor—and alive.

DUELING

In selecting another player and typing in the command `[/duel]`, players can fight each other one on one. A flag will drop between the duelers to indicate that a duel has begun. The fight ends not in a death, but in a near death. The defeated player takes on the prostrate stance of a supplicant and an announcement lets those in the area know who ended up the victor. Another way to instigate a duel is to right-click on a player's portrait and select the duel option.



The area in which players must fight is limited. Should you begin to stray, a warning box will appear. Should you not return to the dueling area, you will forfeit the duel.

There is a rule that most Rogues have that holds true for anyone. Being the first to issue the duel means you have no control over when the duel actually begins. That doesn't mean the other player can hold off for a long period of time; if the duel is not accepted within a reasonable amount of time, the duel option leaves. So, all good Rogues know, it's best to get the jump and control the timing of a fight than to be the one issuing the challenge.

THE ARENA

The arena is a free-for-all venue located in the heart of Stranglethorn Vale in the Eastern Kingdoms. By entering the area, all characters are able to kill any other character.



The arena is the same on any server and offers a venue in which many can come to compete in group or ladder competitions. As you enter, you'll notice that the location in your mini-map will have turned red indicating that you are vulnerable to attack. It's important that even as an observer, you keep on your toes. As in all arenas, fights may break out in the stands at any moment.

BATTELGROUNDS

Battlegrounds act as a contested zone like the contested zones on the PvP server. They have quests and even team-based goals that need to be met just like any other area. They are a hotspot for PvP.

In each battleground you'll find a Horde town an Alliance town and various quests and monsters the same as you would in say a regular zone such as in Hillsbrad. Rewards will be commensurate with the risks involved and the goals achieved by either side, but overall experience should be higher than in any normal non-Battleground region.

It's important to work well as a team and create Raid groups in some cases in order to defeat another city's city, should that be your goal. Once the other city is defeated it's said to be razed to the ground. Battlegrounds foster and promote consistent excellence in teamwork and PvP by placing challenging situations before groups of players and guilds.

OPEN GROUND

Open ground fighting can be some of the most fun and challenging. Terrain can play a large part in how well you use line of sight to aid you in avoiding spells or catching your opponent off guard. Use the buddy system when out questing at the least. Having one other person with you may deter someone from deciding you are easy prey. Working in groups is always the best.

Undead have an advantage when it comes to working around water. They have no need to breathe and thus can use watery terrain to their advantage. For those that do breathe, remembering to watch your breath meter can be the difference between life and death at the hands of your enemy. Having a party member or a potion of underwater breathing can make all the difference in a pinch if you should find yourself at the disadvantage. It's best to avoid fighting near the water altogether however.



Casters will want to use distance and levels to fight. By finding the higher ground that takes some climbing to get to, they can sit in relative safety while their opponent either attempts to flee or attempts to scramble to reach them. More often than not, the caster will be raining down strikes the entire time.

Use the general channels to keep track of enemies in the zone. By letting others know of the enemy's whereabouts, they can be more alert for hostilities. Groups may be formed just to hunt them down and keep them from causing mischief. When in real need and unable to handle someone too high of level, it's best to call in some backup to come and clean things out. Communication can mean everything when out in an open zone. Enemies can hide anywhere and will take the opportunity to take the advantage at every chance they can.



PVP

TESTER PVP TIPS

There are many different strategies that players can use with their individual classes based on the talents and abilities they use. We have included some tester written strategies that may help you find your own PvP style.

TESTER TIP

PvP Tips as a Mage

by Terror

Survival

PvP is player on player combat. However, much of your adventuring in *Worlds of Warcraft* will have nothing to do with PvP interaction. There are quests, item gathering, instance hunting and just plain old experience gaining. Every player must take on these tasks, but doing simple tasks on a PvP server can sometimes change the whole dynamic. The biggest concern to most gamers who like PvP, but maybe are not as hardcore into it as others, is rather not how well they do in PvP, but how well they survive and even thrive in the environment. So this section is more about how to make the most of your time in a hostile setting, avoiding things like griefing so you can do other things the game requires.

First, there are some basic survival techniques for those travelers that try the encounters alone. In all things, you won't always have a small army to follow you around and protect you. Even while with friends, there are still times that your group can become the victim of a PvP raid or hunt. The way to protect yourself while you go about your non-PvP activity is to be smart. Much of the same things you would do in your normal life to avoid someone hostile, apply to your gaming environment as well. Safety is more assured in numbers. If you can take the opportunity to group in those areas you're unsure about, there's an increase in your chance to not only survive, but even best those hunting for someone to kill. Though being alone is most likely avoidable.

Always be aware of your surroundings. When you hunt, travel or even sit to rest, be sure to scan the area visually. With the exception of the Rogue class, you can see just about anyone coming for you and sometimes being aware of the attack. Removing that surprise can allow you to protect yourself or flee the danger. When I hunt, I like to use the terrain to my advantage. Much like the gun fighter who never sits with his back to the door, I employ the same theory when I hunt alone. I rest in the foliage. I rest with my back against a tree or hill. I find nooks and crannies to rest between my fights. The idea is simple, if you sit in the open, casually doing your thing, chances are someone will take that opportunity to attack you. Sometimes it's just smart to avoid the high traffic areas. You have a quest to do, at a place near a road that is often traveled by players. Instead of fighting near the road, find a more remote area to do your questing. This world is large and there are many things to do, just simply avoiding the high traffic areas can be enough to stave off the worst moments.

When you die, and you will, don't be in such a hurry to resurrect yourself and continue your business. Be smart approaching your corpse, look around for anyone camping your body looking to get another kill on you. Scout behind trees, rocks, etc. to see if they're hiding and waiting for you to pop up. Find the best possible distance and plan out a way to get away before you resurrect. Sometimes just thinking about the situation can help you avoid multiple deaths at the hand of a griefer.

Finally, if an area is just too over-populated with enemies, find something else to do. Remember, Azeroth is a large world, with many options for everyone. You don't need to spend hours attempting to do one quest and continually die at the hands of enemy players. Instead, find something else to do to make your

gaming time more productive and fun. Dying a few times a row via enemy attacks can be frustrating. It's much better to enjoy your time instead of becoming angry.

PvP Tips for a Mage

Looking to make your mark on the scene of PvP combat with your Mage? I have played a Mage almost my entire time during beta and I have some suggestions and concepts that have served me well. I don't claim to be the expert, obviously there are many opinions and viewpoints, and hopefully this will help aspiring Mages become better PvPers.

Mages have three general types of spells, obviously you can fine tune this or call it something else, but this is my take on it. They are: Damage, Protection and Hampering spells. They make up the general basics of your spell pool in combat. It doesn't matter what line you might take, Arcane/Frost/Fire a combo of them, you'll basically have the same type of spell. Combat with other players is very fast paced, some would say he who can twitch faster usually would win, but it's more than just twitching. A Mage who can correctly cast the right combination of spells will beat the twitch guy any day. There's a method to the encounters, each class has its weaknesses and strengths and some classes will always have a leg up on a Mage, just as a Mage will have its leg up on certain classes. The key is to correctly use your spells against your foe. What's that best combo? I say there are no right or wrong answers in combat. One time you may fight a Warrior that would attempt to use debuffs, snares and power blocks, that same Warrior might try to just out-damage you the next time. How you approach that fight depends on the situation; hopefully these tips help you correctly assess that situation.

Distance is your friend. A Mage who cannot keep his distance usually ends up dead first. A Mage just doesn't have the ability to protect him/herself and no matter how fast you might gaze a healing potion, it won't heal you enough to make a real difference. The fact is, the Mage is not meant to withstand much punishment; the Mage is meant to deal it. Keep your distance so that you can chew up casting time without being hit.

Also, a Mage has the ability to hamper and protect, though not great like a healer's ability to heal or shield, or a Shaman's ability to snare and buff resists, the Mage's hampering and protection is meant to be short lived and allow you to buy time to quickly out-damage your foe. A Mage can withstand a flurry of blows by casting Mana Shield, which absorbs some damage and allows you to root and gain distance on your foe to inflict more damage.

When fighting a melee type class, I want to root, snare and shield, in-between using my heaviest and quickest casting spells to damage them. Long casting spells do nothing but get you killed while you wait for any kind of damage output. Instant cast damage spells are great for PvP, as most can quickly put down your foe.

Against another caster, never underestimate a well-timed counter spell to mess up their rhythm. Casting requires a series of spells that you plan to use against your foe. When fighting another caster, anything that causes them to interrupt or block, can mean the difference in a fight. Remember, a caster requires line of sight for most spells, this can be a great advantage to even other casters—especially a Mage who has the ability to Blink.

Also, don't underestimate your word spells. Having the ability to absorb fire or frost damage can come in handy when fighting casters that use those lines. (It also works for those

melee fighters. For example, hard time with spell casters, non-fire, their rhythm.

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...nive fighters with imbued elemental effects on their weapons.)
For example, a fire Mage that might attack you would have a
hard time finishing you off if you a) take away some of their
spell casts by casting fire ward, then b) Counterspell their next
nonfire spell when they try to adapt. This forces them out of
their rhythm and gives you the edge in the fight.

Don't forget other important spells like Dampen Magic against
another caster or your Polymorph spell to buy you some time,
regain your strategy and quickly unload your barrage.

There are some basic things I like to do. I prefer the fire
damage line, mainly because I can gain Blastwave, add a
stun to my fire spells, and decrease the duration of my instant
Fire Blast. When I enter a fight, I like to Mana Shield for any
pesky melee. I try to use distance against my opponents and
strike from far away. If I have the advantage of surprise, I lead
with Fireball, Fireblast and Scorch. If I think I can quickly kill
them, I rush in after my Fireball to add in my Cone of Cold and
Blastwave instant casts. Sometimes, I root at the end of that
duration for that extra 100hp hit; that allows me to get another
cast off.

When in a longer fight, I use the Scorch casts if I need to do
anything. Usually all these spells, as well as my wand, are in
my first bank so I can quickly cast them. I keep my secondary
damage line spells on my second quick bar as well as some of
my protection spells like Blink, Mana Shield, wards and heal
potions. If I see a caster of any type make a long cast, I usually
Counterspell it to mess up their timing. The best advice is don't
be the victim; a Mage has to be quick on their feet at all times.
Being cool in a fight and knowing what your basic plan of
attack or defense is can win most encounters. Being caught by
surprise is usually a sure way to end up dead. Enjoy!

TESTER TIP

PvP Tips for the Warlocks

by Ghoul

At this time, the Warlock is very strong in PvE but requires
much planning, skill and zero mistakes to be successful in PvP.
The Warlock thrives on use of their pet and DOTs, which takes
time to kill their target. In PvP, another player will ignore the
pet and go straight for the Warlock. The DOTs also make for
a slow kill, so many players have time to heal or just flee. That
is another issue I've found to be annoying playing this class in
PvP. I can get the upper hand on players in many cases, but
then they just run and I have no way to stop them. This has
made my decision to take up Engineering to supplement my
natural casting ability. The bombs stun and the Net-o-Matic
stops enemies from running away.

Fear is the Warlock's greatest asset in PvP. It can keep your
target off of you, allowing you to cast at will. The downside is
that the target is also generally moving away from you, so if
they're getting beat bad, they just keep on running. Also, you
need to chase them to cast when they're Feared. A tactic I use
is to try and Fear my target into an object like a wall or tree to
plant it in place. Then I need not chase and can cast whatever
I want.

Another trick up a Warlock's (spell) sleeve is the Curse of
Tongues. At higher levels, this increases the target's casting
time by 150%. This is very useful against casters and healers.
The Warlock can also make Healthstones for an instant heal.
A big problem in PvP is that a Warlock needs Soulshards to
create the stones and summon pets. Shards do not stack, so it's
hard to carry many and easy to use them up fast.

The last of the Warlock special spells is Banish. This takes a
target out of the fight for 30 seconds. If you're alone and get
attacked by multiple enemies make sure to Banish the healer.

The three combat-ready Warlock pets currently available have
a wide range of abilities.

The Imp is a basic pet and requires no Shard to summon. This
little guy gives a Weak Fire Shield to the summoner. It adds
some Stamina to the group and has a low-end fire nuke. It's not
a very impressive PvP pet.

The Voidwalker is the Warlock's main PvE soloing tank. It
taunts and, if Sacrificed, gives a 10 second invulnerability. This
pet does low melee damage and is virtually useless in PvP. It
requires a Shard to summon.

Now, the Succubus is the third pet in the line and, in my
opinion, is the most useful in PvP. They have an ability - Seduce
- which sleeps a target for 10 seconds or until damage is done
to it. This ability is very useful if a melee class or Rogue from
stealth stuns you. Succubi can also go stealth themselves, so
many times your opponent will think you're alone when you're
not—surprise!

When in PvP I always hope to have my Succubus with me. If
I'm attacked, I can Seduce my target right off then get in a free
cast. If the target is a caster I lead off with Curse of Tongues.
However, the rest of a standard battle spell set is as follows:

Immolate, Corruption, Curse of Agony (if it's a non-caster), Fear,
Shadow Bolt, Shadow Bolt, Shadow Bolt, Fear, Shadow Bolt,
Shadow Bolt. (Use bombs and Net-o-Matic as needed and if
available.)



PvP

TESTER TIP

Shaman in PvP

by Shrikull

Strengths

Mobility: You get a 40% speed buff at 20; it's great for travel and scouting. It can be reduced to a 1 sec cast time via Talents and it's great for evasion if jumped.

Group Buys via Totems: Shaman bring this to the group regardless of their level. A level 40 Shaman could easily offer many abilities to a group of level 60's (as an example).

Melee: Shaman can be formidable tanks with the Enhancement Talent spec.

Endurance: Shaman can simultaneously tank two or three mobs of equal level.

Limited CC: The AoE snare totem and insta DD snare can definitely be useful in a group situation.

PvP Tactics

Priest - Difficulty Rating: Easy

First, purge their shield and drop a snare totem. Then, feel free to tank a bit and use the insta DD snare or DD shock for spell interrupts.

Mage - Difficulty Rating: Medium (if they get the jump)

The best tactic is to drop a grounding totem and a fire or frost resist totem. Use DD shock for spell interrupts and purge any shield they bring up. Tank them, use the snare totem or DD snare to keep them from gaining distance.

Mages can be a pain, since they'll typically root you. At this point you have a few options: the grounding totem would be the best choice, followed by casting heal, a free action potion or chugging a heal potion as soon as you're damaged. If possible, Shock them to interrupt, but more than likely you won't have range for it. Once free from the root, close the distance and snare/interrupt or you're dead.

Paladin - Difficulty Rating: Easy to Medium

Use the snare totem coupled with DD snares. Kite them as long as you can while inflicting damage and then tank a bit when they're weak.

Paladins can offer a long fight. Try to get a snare on them, rush into melee and force them to use their shield. If they do, then back off and wait for it to expire and conserve mana. Kite them with snares until you're confident that you could handle a melee encounter and never count out their ability to Lay Hands when they're near death.

Druid - Difficulty Rating: Easy

Drop a snare totem, strip any buffs they may have, and then tank them. Follow this up with the insta DD snare and use the DD shock for interrupting their casts. The Druids offer a unique since they can root and heal. This can be problematic.

Rogue - Difficulty Rating: Medium to Hard

If they jump you, you're in deep trouble. Snare totem, chug a heal, shift into the ghost wolf and try to kite or just run outright. If you can jump them, Snare Totem, kite with DD snares, and melee once they're weak.

Warrior - Difficulty Rating: Hard

Even without constant stunning, Warriors are still our bane. Snare them, kite them with DDs and totems and only join into melee when you're feeling crazy. Run and come back with friends.

Warlock - Difficulty Rating: Easy

Snare them, ignore their pet, and jump into melee combat. They're currently on the low end of the totem pole when it comes to being dangerous.

Hunter - Difficulty Rating: ?

Unfortunately, I never fought one. I would close the distance as fast as possible, snare the pet in the process, and then jump into melee while using the DD snare on the Hunter.

General Tips

There are a few things to know when it comes to PvP. If you're going to melee, always have your Lightning Shield up. When it expires, recast it. Always drop a Stoneskin Totem for melee damage reduction and have a weapon proc up. I prefer Windfury, but Rockbiter is not bad either.

Depending on your Talent spec, you'll have more options. The spec gives you the ability to cast lesser heals for 1000hp with only a 25% chance of interrupt and insta cast 1 heal every 3 minutes for 1600hp at level 60. This may be able to allow us to beat down Warriors and any other classes will be cake.

I also recommend Alchemy/Herbalism. I use potions constantly and they are quite often the decision maker in many fights. Potions coupled with a decent Restoration spec make you very hard to kill.

TESTER TIP

A Warrior's Choices

by Indolamar

Forget all those bad memories of mindlessly beating on someone while the casters do all the work. This is *World of Warcraft* and here Warriors reign supreme. In the following write up, I'll explain how to play a Warrior against each of the classes. There are several fundamentals of a Warrior that do not change regardless of who you're fighting. Under ideal circumstances, you'll always be able to lead the fight with Charge, which gives you some Rage and allows you to close the distance to your target almost instantly. Secondly, always keep your target snared; fortunately, Warriors have the best snare in the game. Hamstring will quickly become your best friend; when upgraded, it can snare your opponent to 40% of his normal speed. Open every fight possible with the Charge + Hamstring combo. I will describe what to do in the event that you can't lead with this combo.

This write up is from the perspective of a level 60 Undead Warrior. My talent spec is as follows.

Arms

5 Deflection	1 Anger Management
5 Tactical Mastery	5 Two Hand Weapon Specialization
3 Improved Rend	1 Sweeping Strikes
3 Deep Wound	2 Improved Hamstring
2 Impale	1 Mortal Strike
1 Improved Charge	

Fury

5 Cruelty	5 Enrage
5 Improved Demoralizing Shout	4 Improved Inner Rage
	1 Piercing Howl

Vs. Dr

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Vs. Druid

Druids are relatively easy to take down. They're part healer and part nuker leaving them slightly lacking in both departments. The one thing you need to watch out for when fighting a Druid is their root spell. A Druid's main form of damage is an instant cast nuke with a DOT attached. All of the spells that you need to concern yourself with are from the Nature line. Their root and heals are both nature spells which are easy to pick out due to the glowing green hands the Druid has when using them. They'll try to root you and throw in an occasional nuke. If you get rooted, pull out your ranged weapon and start shooting. Make sure that you watch the root duration closely; the second it breaks, rush in with a Hamstring. As with any healing class, the key to victory is to wait until you have them around 25% health and Pummel their heal. This shuts out all of their healing and defensive spells long enough to finish them off.

Vs. Hunter

Hunters can hurt if they get the jump on you. They have a couple of snare abilities and a self run speed buff. If a good Hunter catches you off guard, you'll be in for a difficult fight. If the Hunter is trying to kite you, Hamstring the pet to take it out of the fight while you chase the Hunter. If the Hunter is using his run speed buff, pause for a moment. When he turns to run, hit him with a range attack. The Hunters' run buff dazes them any time they're hit; Daze is a 50% snare. After you get your ranged attack in, they'll be snared—same as you. Continue this process while keeping Hamstring applied to the pet and you should be able to close the gap eventually. Once you manage to get in close, the fight's over and you win.

Vs. Mage

Mages are one of the toughest opponents you'll face as a Warrior. Mages have the ability to keep you rooted or snared for a considerable amount of time. Their upfront Damage is considerable. The moment you close the gap on a good Mage, he'll root you and Blink out of melee range. Pull out your ranged weapon and start shooting. As with the Druid's root, make sure you watch the root timer closely and make a mad dash for them the second it breaks. The Mage will more than likely be using Arcane Missiles on you while you're rooted or when you begin to run at them. Hit them with a Pummel the moment you're in range. This locks out their Arcane line which, in turn, shuts down Arcane Explosion, Blink, and Polymorph. If you can survive through the initial barrage of instant nukes that they'll throw in your face, you should be able to take them down relatively easy. Surviving the initial barrage is the hardest part though and comes down to your hit point pool and resist rates.

Vs. Paladin

Paladins don't pose any real threat to Warriors, even the Undead kind. Paladin battles tend to follow this trend. Warrior Hamstrings Paladin. Paladin begins to beat on Warrior and realizes he's losing. Paladin uses Invulnerability and heals himself. The Invulnerability wears off and the Paladin fights some more. Paladin then realizes he is still losing and uses his second Invulnerability and heals again. Invulnerability wears off and Paladin realizes he is still losing. Paladin dies. The worst thing that can happen here is the Paladin stuns you, throws up his shield and runs away. As long as you Pummel the first spell you see him cast to shut out his Holy line, there won't be anything to worry about.

Vs. Priest

Priests pose almost no threat to a Warrior. When you engage in melee, they'll use their AE fear. Make sure you get Hamstring on them before that happens and it'll be almost impossible for you to lose. They have two lines of spells: Shadow and Holy. Shadow spells are their damage spells and

Holy are their healing. Don't Pummel their Shadow spells; wait until you see their hands glowing yellow and Pummel them. The yellow glowing means they're casting a holy spell. Regardless of which spell you stop, it shuts down their entire Holy line and prevents them from healing. As long as you keep them snared and in melee range, they won't put up any fight.

Vs. Rogue

The Rogues range from cakewalks to tough cookies. Rogues are very dependent on special attacks and, if they miss even one of their opening or finishing moves, they'll be relatively easy. As always, make sure you stick them with Hamstring immediately. Once they're snared, hit them with Rend so if they manage to slip into stealth or Vanish, it'll break when Rend does its DOT. Switch to Defensive stance, but just for long enough to disarm them and switch back to Battle Stance. Rogues can dish out the damage very fast, but they can't take a hit. There's a good chance that they'll have you snared with their poisons, so you have to make sure you don't let them get out of melee with you. If a Rogue gets away from you long enough to hide in stealth, and they'll hit you with Cheap Shot—then you're in trouble. Make sure to keep them engaged and snared at all times. As long as they don't get lucky with crits on their special attacks, you should be fine since their hps will give out before yours.

Vs. Shaman

Shaman can be a difficult fight because of their ability to snare you constantly. In addition, their grounding totem prevents some of your abilities from working on them. To make matters worse, most of their damage comes from instant nukes so they can continue to dish out the damage while running. This makes it very hard to get a Hamstring in. If you're unable to land Hamstring before they snare you, continue running towards them at all times, but quickly change your target to their Earthbind totem and crush it. With any luck, the Shaman will be too busy trying to stay away from you to realize that you aren't snared any more. Once you have the Shaman snared, he dies as fast as any other healer. Shaman only have one line of healing and it is Nature based. The moment you see their hands begin to glow green, hit them with a Pummel and that will seal their doom.

Vs. Warlock

Warlocks will, by far, be your hardest fight. Since Undead are immune to Fear, I have always made short work of Warlocks. However, for any other race there's almost nothing you can do to beat a good Warlock. You're only real hope is to engage them, use Inner Rage followed by Intimidating Shout and hope that the stun coupled with a Pummel will be enough to kill them. The most dangerous Warlock ability is their ability to keep you Feared until you die. Do not use Pummel until you see their hands glow black; this is their Darkness line that holds their Fear spell. If you can prevent them from getting off a Fear, you'll win.

Vs. Warrior

Their match up is simply about who has better gear and more skill. There are a few tips I can give when fighting other Warriors. First, make sure you keep them snared. If you get them snared before they snare you, run out of melee range and use your ranged weapon to try to get an hp advantage. Second, make sure you land Disarm as soon as possible. Third, try to get off your Intimidating Shout before they get theirs off.

I hope these basics help you in your adventures. The most important thing to remember, regardless of who you're fighting, is to always always always keep Hamstring applied to your target.



PVP

CRAFTING & PROFESSIONS

CHOOSING A PATH

Azeroth is full of many exciting discoveries and, for some, it comes in the form of its robust and interesting crafting system. Players can create various items and equipment as long as they have the right materials, tools and skill level.

You can pick two main Professions per character. Those choices are between: Alchemy, Blacksmithing, Enchanting, Engineering, Herbalism, Leatherworking, Mining, Skinning, and Tailoring. To complement these profession options, there are also secondary skills available to each character. There isn't a limit to the amount of these you may choose to incorporate into your character. They are: Cooking, First Aid, and Fishing.

Professions are a way to modify, or even improve, your character by offering more adventuring options beyond questing and grinding. The available products are wondrous: weapons and armor, potions and oils, bombs and shrinking devices, etc. True, you can't do all of them at once, so one of your first decisions is to decide which professions and secondary skills you'd like to have.

BASIC CONCEPTS

Every profession focused on manufacturing (or enchanting) uses resources found in the game to create another product or service. All professions rely on other professions or at least their products—some more heavily than others. The following table gives a brief description of each profession and trade skill while offering hints at what work well together.

PROFESSION QUICK LIST

PROFESSION	TYPICAL COMBO	PROFESSION TYPE	DESCRIPTION
Alchemist	Herbalism	Manufacturer	Makes potions and elixirs with various attributes. Transmutation of metals and elements is also available to those that reach higher levels of this profession.
Blacksmith	Mining	Gatherer	Makes mail and plate armor, as well as metal weapons of all types, with the exception of what many consider "wooden weapons" like bows, crossbows, staves, etc.
Enchanter	Any	Producer	Enchants weapons with permanent spell effects. Disenchants items to obtain resources, offering more options than simply selling items you may not use.
Engineer	Mining	Manufacturer	Engineers create gadgets, guns, bombs, etc. Many of the gadgets are usable only by other Engineers. They also create amazing mechanical pets and trinkets.
Herbalist	Alchemy	Gatherer	Tracking down herbs to be used in other professions is their specialty. Alchemists are always in need of herbs.
Leatherworker	Skining	Manufacturer	Leather armor can only be made by those working in this profession. Leatherworkers also produce armor kits that strengthen all types of armor by increasing the AC.
Miner	Blacksmithing or Engineering	Gatherer	Discovering and mining deposits of ore is restricted to the Miners. In addition to the raw ore, a lucky Miner may discover a gem hidden in a vein.
Skinner	Leatherworking	Gatherer	Harvests the leather and hides from beasts slain in combat. Skinners supplement many professions and are in demand from many classes.
Tailor	Any	Manufacturer	Crafters love tailors since they provide the cloth garments of the land. Tailors also create bags usable by each class for more storage (both in the bag and on one's person).

SECONDARY SKILL QUICK LIST

TRADE SKILL	DESCRIPTION
Cook	Gathers meats and parts of slain beasts and turn it all into tasty foods that replenish health. This often saves people from having to shop for food in towns.
First Aid	Heals adventurers with bandages made from cloth. At higher levels, those with this skill also learn how to cure poison which is often a life saver.
Fisher	Gathers fish and treasure from the bodies of water spread across Azerath. Some fish are used in Alchemy and many are edible; pearls are used in Tailoring and Blacksmithing. However, the true prize is reeling in a chest of unknown treasure!

All items necessary to excel in your chosen line of work can be purchased from others in the game if necessary. It's very possible to be an Engineer and a Blacksmith if you have the gold to buy the ore and stone that you need. Guilds and friends are often key (exploited) in providing materials for such pursuits. Teamwork can be a huge advantage. One person producing ore to barter for armor and weapons is the foundation of a budding economy.

Of course, there's no rule saying that you must "make" something. Some players focus on gathering resources in exchange for gold and nothing more. There's plenty of room for herbalists, miners, skinners and fishers who wish to sell their wares and be done. The truth is, those with an abundance of gold are often willing to pay a

CONSIDER THE OPTIONS

Each class may, at first glance, look to be geared toward a certain path. However, it would be a lie to say that Warriors never choose to be Tailors, to decide what's more important to you. Do you wish to have a profession to supplement your character class or one geared solely to the path of mercantile? You interested in supplementing your combat (PvE and PvP) with gadgets and/or does having the ability to enchant your weapons to suit the occasion seem interesting? You're not restricted to a specific profession based on your class; you can be Blacksmiths if they wish and Paladins can work with cloth; it's up to

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TRAINER LEVEL
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premium in lieu of gathering the materials for themselves. Gathering raw materials is free, so anything you make is a profit. There will inevitably be continued on get rich quick schemes, but there's no doubting that gathering resources in exchange for hard currency, is a viable option.

The obvious goal is to become the best crafter possible, regardless of which path you choose. Maximizing your gold to do so in the cheapest and most efficient way possible is key. Everything available to crafters has a color. For example, rare patterns and ore deposits each have a specific color depending on your level of appropriate profession. Here's a breakdown.

GRAY is indicative of an easy thing to do. Whether creating something or harvesting, you won't receive any skill points for this.

GREEN is trivial and there's only a slight chance to gain a skill point by making/harvesting the item.

YELLOW is average and there's a good chance to skill up. This is often the best method for power leveling a craft since it offers cheaper components and quick rewards, but there's always the chance that you won't get level.

ORANGE offers a challenge. You have a 100% chance to gain a skill point, but there's a higher chance of failure. You won't lose any components on a failed attempt, you just have to continue trying until you succeed. Time is the only cost.

RED indicates that your skill level is to low and that it's impossible to harvest or create the item at that time.

I don't mutter if you're Mining, Tailoring, Smithing, etc. Those colors always mean the same thing and represent the same chance of a skill up. The most assured way to level your skill is to make or harvest orange items. It could be more costly for working on yellows, but you'll definitely fly up the ranks.

Some items, with the same skill requirement, have better returns or use fewer materials. If you're trying to level up, focus on items that give a solid return while using as little of your resource pool as necessary. A good example of a trade off is when a yellow item uses two things and an orange one uses six. Sure, you'll get a point for the orange one, but by making the yellow, you have the potential for gaining three points with the same materials. However, there's also a slim risk that you'll make no progress.

Always watch for the change in color as you level. If you're just creating the same item over and over, it could very well change to green status and have no value beyond the item itself. It doesn't always happen on a set number, so pay attention. For this reason, it's not always smart to hit the "create all" button. Follow this rule: if you're interested in skilling up, pay close attention; if you want the items, create as many as you'd like.

If professions have specific trainers that teach their craft, The big six cities typically have them all, but there are trainers hidden in the wild, in smaller towns, and even in dungeons/instances that may offer different recipes/patterns/plans/etc. It's important to visit the main trainers once every 5-10 ranks or so while starting out. After you begin attaining higher levels, pay attention to your rank and only visit when you must. As you learn new skills, they're automatically added to your menu, so you need to advance in a profession to be able to learn better skills.

RANKS:

APPRENTICE: Requires Level 5 and allows you to gain skills up to 75.

JOURNEYMAN: Requires Apprentice and Level 10. Allows skills up to 150.

EXPERT: Requires Journeyman and Level 20. Allows skills up to 250.

ARTISAN: Requires Expert and Level 35. Allows skills up to 300.

SKILL LEVEL	SKILL TRAIN LEVEL
Apprentice	Apprentice
Expert	Journeyman and below
Artisan	Expert and below
Master	Artisan and below



Not all trainers can teach you something new. As you level up, it's inevitable that you'll begin to surpass the knowledge of some trainers. Here's a breakdown of trainers and which levels of knowledge they offer.

Plans, recipes, and schematics can be purchased at your trainer. However, there are some that are dropped, received from quests, or purchased from hidden trainers around Azeroth. Some drops are extremely rare. Getting your hands on a rare set of plans and being the first to make that item for the

market can make you rich quick. Dropped plans generally make an item much better than currently made items for that respective level. Rare plans, recipes, etc. are often some of the items that create the most voracious bidding. If you find a recipe or schematic as a drop, make sure to consult with someone before tossing it up at the auction house for a few silver.

EQUIPMENT AND TOOLS

Some professions require equipment and some don't. A Blacksmith needs a hammer (Blacksmith's Hammer) to make armor, but an Herbalist just needs their hands. There are three types of equipment geared toward the professions in the game.

STORE-BOUGHT

Items and components like Blacksmith's Hammers, Mining Picks, Skinning Knives, vials, thread, etc. are all purchasable from vendors. You can generally get most items at the general vendors and you only need to buy these once. In the case of equipment, they simply need to be in your packs (not your bank) and you'll draw the item once you initiate the action, whether it's mining ore or skinning a boar. However, for vials, thread, flux, etc., you'll need the item on you and you'll use the required amount depending on how many are required. That number will be drawn from your inventory.

PLAYER-MADE

Some skills, as you level, require the trader to use different, player-made items. This can be a potion for a Tailoring pattern or an Archlight Spanner for an Engineer, while Enchanters require Runed Rods. Keep the items in your packs when you wish to use them.

PERMANENT

Some items require you to travel to them. An Anvil isn't something that you can toss in your pack and carry around, nor is a forge. (However, if anyone will discover a way it's those crafty Gnomes.) When something like this is required, it will be noted in the recipe/pattern. You don't need to click the item, just get close enough to receive its effect.



GATHERER PROFESSIONS

The skills of Mining, Skinning and Herbalism are gathering skills. You won't be making anything, or need to make anything, to gather. These vocations supply other professions by providing resources necessary for them to ply their trades.

HERBALISM



Your first skill is Find Herbs. Drag this icon from your ability book (P) into your hotkey bar, then hit the corresponding number or click it to activate it. Once you activate it you'll only need to refresh it on death or after logging in.

HERB	SKILL LEVEL
Pearlbloom	1
Silverleaf	1
Earthroot	15
Mageroyal	50
Swiftthistle	50
Briarthorn	70
Stranglekelp	85
Bruteweed	100
Wild Stealbloom	115
Grave Moss	120
Kingblood	125
Liferoot	150
Fodderleaf	160
Goldthorn	170
Khadgar's Whisker	185
Winterbriar	195
Firebloom	205
Purple Lotus	210
Sungrow	230
Blindweed	235
Ghost Mushroom	245
Grassblood	250
Dreamfoil	270
Popplebloom	275

GATHERING

MANUFACTURING

SECONDARY SKILLS

While out adventuring, yellow dots may appear on your mini map when any herbs are nearby, indicating their location.

If you mouse over the yellow dot on the mini map, you can discover which type of herbs are nearby.

When you're next to the plant, mouse over it to check the required skill level



necessary to harvest it. Right-click on the plant to gather the herbs. It takes a few seconds and, if you're successful, a loot window opens with the herbs you found.

It's possible to get a few of the herbs from each plant and there are times when a bonus herb is included. (Swifthisle is found on Mageroyal, Bruiseweed, Briarthorn, etc.)



MINING

Mining ore is crucial to the economy and, possibly, to another of your chosen professions. Copper, tin, on up are available at the swing of a pick, but jewels await the lucky. Find Minerals is the first skill granted to miners. Use it to go out and about to find your Copper. Drag the icon from your ability book (P) into your hotkey bar. Once you activate it, only death, logging, or choosing to hunt herbs removes its effect. A yellow dot appears on your mini map while you're out adventuring to indicate that there's ore to be found!



Mouse over the yellow dot on the mini map to discover what type of ore is available.

Once you reach a vein, mouse over it to check the skill level required to mine it.

Right-click the node to begin mining. After a few swings, your character will kneel down and check what you've found. However, a failure leaves your character standing over the node in an upright position. Right-click on the ore, stone, and - if you're lucky - gem, to place it into your backpack.

Even if you don't want the items, you need to remove them all from the node, otherwise, you'll continue to receive the same item. Repeat the process until the node disappears. Although you can swing at a vein multiple times, you only

receive a point on the very first swing. Tapping a node multiple times will get you up more quickly and it's good to share with other miners in your group, so inclined.

Once you gather a load of ore, return to a forge and smelt it into bars. After the Smelting icon from your ability menu (P) and drag it to your hotkey bar. Near the forge, you'll be able to change one ore into one bar. You may do this all at once by selecting "create all," or one at a time if you want to keep your ore supply better.



MINING TABLE

PROCESS	SKILL LEVEL	SOURCE	COMPONENTS
Smelt Copper	1	Initial	1 Copper Ore
Smelt Bronze	65	Trained	1 Copper Bar, 1 Tin Ore
Smelt Tin	65	Trained	1 Tin Ore
Smelt Silver	75	Trained	1 Silver Ore
Smelt Iron	125	Trained	1 Iron Ore
Smelt Steel	155	Trained	1 Gold Ore
Smelt Mithril	165	Trained	1 Iron Bar, 1 Coal
Smelt Truesilver	175	Trained	1 Mithril Ore
Smelt Thorium	230	Trained	1 Truesilver Ore
Smelt Dark Iron	250	Trained	1 Thorium Ore
	???	Unknown	8 Dark Iron Ore

SKINNING

When beasts are killed, their leather must wait for the Skinning profession to be able to use the items are taken.

If you're successful, you'll be showing what you've got off the body. The hides depends on the animal combined with the animal's border. Animals bordering a random Mithril among the Light level border and hides.

MAKING

Making items is a profession that allows you to take raw materials and turn them into usable items. Pursuing, Sure, it's

All the skills ramp up to a more steady state. You'll continue to find a great way to which you can own, give your chosen field.

Along with the many of the high item may require to create it. It's a pattern. Pearls at the most sought.

It's fair to say that someone, in return, them. However, the most interesting when choosing a

There are times, double a caster's

Try not to be so Focused on Minerals that you lose sight of the larger picture.

Oh boy... Silver!



SKINNING

When beasts are killed in the wild, Skinners swoop in to take their hides and any other loot from their corpses. You'll need a Skinning Knife in your pack to do this. You just wait for the person who currently has looting rights to loot the animal. Once all the items are taken off the body, right-click it to begin skinning.

When you're successful, a loot window opens showing what you've managed to take off the body. The types of leather and skin depends on the level of the animal, combined with a bit of randomness. Items bordering the next tier may have a random Medium Leather hidden among the Light Leathers. Skinning higher level beasts offers better leather rewards.



LAMB'S WOOL

Skinner sheep earns you wool, not leather. Keep this in mind if you have any friends who've chosen the path of a Tailor.

One thing you'll notice while hunting is that groups without a Skinner among them tend to leave beast corpses all around. It's a great idea to snag their skins while hunting on your own. It wouldn't be out of the ordinary to see a lone skinner trailing behind a solid group scavenging their leftovers.

MANUFACTURING PROFESSIONS

Making items is one of the most rewarding aspects of choosing a profession. The ability to take raw resources and use what knowledge you've gained to create potions or armor, or to enchant a sword to give it that fiery glow is something worth pursuing. Sure, it's not a bad way to increase the influx of gold either.

At the skills ramp up quickly at first, but as you gain higher levels, your progress slows to a more steady pace. As long as you continue to make items of appropriate levels, you'll continue to level up. Having a guild to supply you with gold or resources is a great way to whip through the early levels, but don't think that it's necessary. Even on your own, given the right career choices, you'll be able to become an artisan in your chosen field.

Along with the decrease in the rate of rank accumulation, you'll also notice that many of the higher level items have more required items to make them. A high end item may require that you adventure for a week to accumulate enough materials to create it. It's common to see a rare item sell for great money if it's part of a recipe or pattern. Pearls and gems are great examples. Black Pearls and Star Rubies are some of the most sought after commodities.

It's fair to say that if you bought all of the resources to create a high level item that someone, in return, is going to have to pay a pretty penny to have you create it for them. However, some items will require you to pay more for the resources than even the most interested of clients is willing to pay for the completed item. Be careful when choosing what to make and how much to pay for the resources.

There are times, however, when money is no object. If you can make a robe that can double a caster's current stat boosts, they're going to pay for it.

ALCHEMY

Taking herbs, mixing them up in a vial, and creating a potion sounds exciting, not The low level potions are typically the least interesting, but that makes them no less useful. Low level adventurers would be glad to pay for Lesser, and even Minor, Healing and Mana Potions. However, it's the high end potions and elixirs that really get people to dig into their pockets.

Invisibility Potions, Strength Potions, Defense Potions, Agility Potions—all of these are within reach of the alchemist. The list is huge and everyone loves the alchemist. Well, one that shares, anyway. There are no tools required for this profession, but you have to purchase vials whereas other vocations get away with not having to purchase materials constantly.

To create a potion, open your ability menu (P) and drag the Alchemy icon into your hotbar. Activating the icon opens the Alchemy menu and immediately displays which potions you have available to you.

Click on the name of the recipe to discover which reagents you'll need. It shows how many of each item also. Make sure you have all the appropriate ingredients (including the vials) in your bags before trying to create potions. The menu indicates which potions you can make and how many of each (depending on your resources) can be made as well. Mouse over the icon to see what the effects of the potion are.

As soon as you create a potion, it appears in your packs. To use it, either right-click it or drag it to your hotbar for easy access.

GATHERING

MANUFACTURING

SECONDARY SKILLS

Alchemists have also learned how to transmute semi-rare ore and elements into rare types. Yes, you can transmute iron to gold, mithril to truesilver and more. You'll need to make your own Philosophers' Stone to do this and the ingredients are hard to find. However, this skill will be appreciated. You have to take 1-2 day breaks in-between doing these amazing feats.

It's really not too hard to level up this skill fast if you have Herbalism. The herbs you find are free and, as long you remember to have your Find Herbs skill up and running, you should have plenty of herbs. You'll use your potions constantly. Your gnomes, guldmales and strangers in the field will want them. They sell very well in the auction houses. It's not like you need to find someone who needs a potion; everyone wants them all the time.

This is a vocation that isn't tied down by having to return to town to work. If you keep a few empty vials on you, you can make potions while in the field.

ALCHEMY

PRODUCT	SKILL LEVEL	SOURCE	REAGENTS
Elkix of Lion's Strength	1	Initial	1 Earthroot, 1 Silverleaf, 1 Empty Vial
Elkix of Minor Defense	1	Initial	2 Silverleaf, 1 Empty Vial
Minor Healing Potion	1	Initial	1 Peacebloom, 1 Silverleaf, 1 Empty Vial
Weak Troll's Blood Potion	15	Trained	1 Peacebloom, 2 Earthroot, 1 Empty Vial
Minor Mana Potion	25	Trained	1 Mageroyal, 1 Silverleaf, 1 Empty Vial
Minor Rejuvenation Potion	40	Trained	2 Mageroyal, 1 Peacebloom, 1 Empty Vial
Discarded Healing Potion	50	Found	1 Discarded Warg Heart, 1 Peacebloom, 1 Empty Vial
Elkix of Minor Agility	50	Found	1 Swiftshille, 1 Silverleaf, 1 Empty Vial
Elkix of Minor Fortitude	50	Trained	2 Earthroot, 1 Peacebloom, 1 Empty Vial
Lesser Healing Potion	55	Trained	1 Minor Healing Potion, 1 Briarhorn
Rage Potion	60	Found	1 Sharp Claw, 1 Briarhorn, 1 Empty Vial
Swiftress Potion	60	Found	1 Swiftshille, 1 Briarhorn, 1 Empty Vial
Elkix of Tongues	70	Found	2 Earthroot, 2 Mageroyal, 1 Empty Vial
Blackmouth Oil	80	Trained	2 Oily Blackmouth, 1 Empty Vial
Elkix of Giant Growth	90	Found	1 Deviate Fish, 1 Earthroot, 1 Empty Vial
Elkix of Water Breathing	90	Trained	1 Stranglekelp, 2 Blackmouth Oil, 1 Empty Vial
Elkix of Wisdom	90	Trained	1 Mageroyal, 2 Briarhorn, 1 Empty Vial
Holy Protection Potion	100	Found	1 Bruisedew, 1 Swiftshille, 1 Empty Vial
Swim Speed Potion	100	Trained	1 Swiftshille, 1 Blackmouth Oil, 1 Empty Vial
Healing Potion	110	Trained	1 Bruisedew, 1 Briarhorn, 1 Leaded Vial
Minor Magic Resistance Potion	110	Found	3 Mageroyal, 1 Wild Steelbloom, 1 Empty Vial
Elkix of Poison Resistance	120	Found	1 Large Venom Sac, 1 Bruisedew, 1 Leaded Vial
Lesser Mana Potion	120	Trained	1 Mageroyal, 1 Stranglekelp, 1 Empty Vial
Cowardly Flight Potion	125	Found	1 Delicate Feather, 1 Kingblood, 1 Leaded Vial
Strong Troll's Blood Potion	125	Trained	2 Bruisedew, 2 Briarhorn, 1 Leaded Vial
Elkix of Defense	130	Trained	1 Wild Steelbloom, 1 Stranglekelp, 1 Leaded Vial
Fire Oil	130	Trained	2 Firefin Snapper, 1 Empty Vial
Shadow Protection Potion	135	Found	1 Grave Moss, 1 Kingblood, 1 Leaded Vial
Elkix of Firepower	140	Trained	2 Fire Oil, 1 Kingblood, 1 Leaded Vial
Elkix of Lesser Agility	140	Found	1 Wild Steelbloom, 1 Swiftshille, 1 Leaded Vial
Elkix of Ogre's Strength	150	Found	1 Earthroot, 1 Kingblood, 1 Leaded Vial
Free Action Potion	150	Found	2 Blackmouth Oil, 1 Stranglekelp, 1 Leaded Vial
Greater Healing Potion	155	Trained	1 Liferoot, 1 Kingblood, 1 Leaded Vial
Mana Potion	160	Trained	1 Stranglekelp, 1 Kingblood, 1 Leaded Vial
Fire Protection Potion	165	Found	1 Small Flame Sac, 1 Fire Oil, 1 Leaded Vial
Lesser Invincibility Potion	165	Trained	1 Fabledel, 1 Wild Steelbloom, 1 Leaded Vial
Shadow Oil	170	Trained	4 Fabledel, 4 Grave Moss, 1 Leaded Vial
Elkix of Earthrude	175	Trained	1 Wild Steelbloom, 1 Goldthorn, 1 Leaded Vial
Great Rage Potion	175	Found	1 Large Fang, 1 Kingblood, 1 Leaded Vial
Mighty Troll's Blood Potion	180	Found	1 Liferoot, 1 Bruisedew, 1 Leaded Vial
Elkix of Agility	185	Trained	1 Stranglekelp, 1 Goldthorn, 1 Leaded Vial
Frost Protection Potion	190	Found	1 Wintersbite, 1 Goldthorn, 1 Leaded Vial
Nature Protection Potion	190	Found	1 Liferoot, 1 Stranglekelp, 1 Leaded Vial
Elkix of Detect Lesser Invincibility	195	Found	1 Khadgar's Whisker, 1 Fabledel, 1 Leaded Vial
Elkix of Greater Defense	195	Trained	1 Wild Steelbloom, 1 Goldthorn, 1 Leaded Vial
Cataclye Elkix	200	Trained	1 Goldthorn, 1 Fabledel, 1 Leaded Vial
Frost Oil	200	Trained	4 Khadgar's Whisker, 2 Wintersbite, 1 Leaded Vial
Greater Mana Potion	205	Trained	1 Khadgar's Whisker, 1 Goldthorn, 1 Leaded Vial
Oil of Immolation	205	Trained	1 Firebloom, 1 Goldthorn, 1 Crystall Vial
Golden Rocket Fuel	210	Found	1 Firebloom, 1 Volatile Rum, 1 Leaded Vial
Magic Resistance Potion	210	Found	1 Khadgar's Whisker, 1 Purple Lotus, 1 Crystall Vial
Lesser Stonefield Potion	215	Found	1 Mithril Ore, 1 Goldthorn, 1 Leaded Vial
Superior Healing Potion	215	Trained	1 Sungrass, 1 Khadgar's Whisker, 1 Crystall Vial
Philosophers' Stone	225	Found	4 Iron Bar, 1 Black Vitrol, 4 Purple Lotus, 4 Firebloom
Transmute: Iron to Gold	225	Found	1 Iron Bar
Transmute: Mithril to Truesilver	225	Found	1 Mithril Bar

Potions are generally used in combat and often have a 2 minute time; Elixers can often be used as often and as quickly as you'd like.

NO ROOM

If you're trying to create potions when your bags are full, you won't be able to add the potion to your inventory. This may become a problem at the lower levels when you've only got your backpack and a satchel or two. Storing all your resources in the bank is a good way to alleviate this problem. Continue piling up resources until you decide to create a bank of potions. Then, transfer any stacks to your bank and continue creating this

BLACK

Smiths are so plate armor, but Blacksmith for and then. Even the best Black

A Blacksmith's pack. Though it's often forgotten, it's often forgo anxious moments pattern. You'll which to ban Blacksmithing menu (P) into it. This brings menu and shows currently have

Click on the na components y how many o have in your b of that plan y you the optio in a row. Mo desired item to

Once you've m your packs att it's difficult t (dropped patter Some quests o and, in return, leads you to th ability to craft

Once you've a whether you w an Armorsmith choose one pa you, you may you to choose exclusive items to artisan in the a

Blacksmithing Engineers and in the auction l stages, you n the prices and

It's not a get ric they're very de players can exp a couple weeks

The good new certain level. R find through o a good weapo gaps and this g what you make the rare droppe

PRODUCT	SKILL LEVEL	SOURCE	REAGENTS
Wildvine Potion	225	Found	1 Wildvine, 1 Purple Lotus, 1 Crystall Vial
Dreamless Sleep Potion	230	Trained	3 Purple Lotus, 1 Crystall Vial
Elkix of Detect Undead	230	Trained	1 Arthas' Tears, 1 Crystall Vial
Aracane Elkix	235	Trained	1 Blindweed, 1 Goldthorn, 1 Crystall Vial
Elkix of Greater Intellect	235	Trained	1 Blindweed, 1 Khadgar's Whisker, 1 Crystall Vial
Invincibility Potion	235	Found	1 Ghost Mushroom, 1 Sungrass, 1 Crystall Vial
Elkix of Dream Vision	240	Found	3 Purple Lotus, 1 Crystall Vial
Elkix of Greater Agility	240	Trained	1 Sungrass, 1 Goldthorn, 1 Crystall Vial
Gift of Arthas	240	Found	1 Arthas' Tears, 1 Blindweed, 1 Crystall Vial
Elkix of Giants	245	Found	1 Sungrass, 1 Greenblood, 1 Crystall Vial
Ghost Dye	245	Found	2 Ghost Mushroom, 1 Purple Dye, 1 Crystall Vial
Elkix of Demonslaying	250	Found	1 Greenblood, 1 Ghost Mushroom, 1 Crystall Vial
Elkix of Detect Demons	250	Trained	2 Greenblood, 1 Crystall Vial
Elkix of Shadow Power	250	Found	3 Ghost Mushroom, 1 Crystall Vial
Limited Invulnerability Potion	250	Found	2 Blindweed, 1 Ghost Mushroom, 1 Crystall Vial
Stonescale Oil	250	Trained	1 Stonescale Tail, 1 Leaded Vial
Mighty Rage Potion	255	Found	3 Greenblood, 1 Crystall Vial
Superior Mana Potion	260	Found	2 Sungrass, 2 Blindweed, 1 Crystall Vial
Elkix of Superior Defense	265	Found	2 Stonescale Oil, 1 Sungrass, 1 Crystall Vial
Elkix of the Sages	270	Found	1 Dreamleaf, 2 Plaguesbloom, 1 Crystall Vial
Elkix of Brute Force	275	Found	2 Greenblood, 2 Plaguesbloom, 1 Crystall Vial
Major Healing Potion	275	Found	2 Golden Sanson, 1 Mountain Silverage, 1 Crystall Vial
Transmute: Air to Fire	275	Found	1 Essence of Air
Transmute: Arcanite	275	Found	1 Thorium Bar, 1 Arcane Crystal
Transmute: Earth to Water	275	Found	1 Essence of Earth
Transmute: Fire to Earth	275	Found	1 Essence of Fire
Transmute: Water to Air	275	Found	1 Essence of Water
Elkix of the Mangrove	280	Found	2 Mountain Silverage, 2 Plaguesbloom, 1 Crystall Vial
Greater Stonefield Potion	280	Found	3 Stonescale Oil, 1 Thorium Ore, 1 Crystall Vial
Greater Arcane Elkix	285	Found	3 Dreamleaf, 1 Mountain Silverage, 1 Crystall Vial
Purification Potion	285	Found	2 Icecap, 2 Plaguesbloom, 1 Crystall Vial
Greater Arcane Protection Potion	290	Found	1 Dream Dust, 1 Dreamleaf, 1 Crystall Vial
Greater Fire Protection Potion	290	Found	1 Elemental Fire, 1 Dreamleaf, 1 Crystall Vial
Greater Frost Protection Potion	290	Found	1 Elemental Water, 1 Dreamleaf, 1 Crystall Vial
Greater Holy Protection Potion	290	Found	1 Elemental Air, 1 Dreamleaf, 1 Crystall Vial
Greater Nature Protection Potion	290	Found	1 Elemental Earth, 1 Dreamleaf, 1 Crystall Vial
Greater Shadow Protection Potion	290	Found	1 Shadow Oil, 1 Dreamleaf, 1 Crystall Vial
Major Mana Potion	295	Found	3 Dreamleaf, 2 Icecap, 1 Crystall Vial
Alchemist's Stone	300	Found	8 Essence of Fire, 8 Essence of Earth, 8 Essence of Water, 8 Living Essence, 8 Black Oil, 4 Black Lotus
Restorative Elkix	???	Quest	1 Elemental Earth, 1 Goldthorn, 1 Crystall Vial

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creating them.

Crystal Vial

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BLACKSMITHING

Items are some of the most popular crafters. Not only do you create mail and armor, but weapons too! True, only four of the nine classes will ever require a blacksmith for armoring needs, but each class could benefit from a new weapon now and then. Even Priests choose to learn how to use daggers now and then. However, to be blacksmiths use leather, cloth, and even jewels, in their creations.

Blacksmith's Hammer must be in your pack. Though that may sound obvious, it is also forgotten in the bank by an anxious smith wanting to try out a new item. You'll also need an anvil upon which to bang that hammer. Pull the blacksmithing icon from your abilities menu into your hotbar and activate it. The brings up your Blacksmithing menu and shows you all the plans you currently have available.

Click on the name of a plan to see what components you need. It shows you how many of each component you have in your bags and how many items in that plan you can make. It also gives you the option to make one or many at a time. Mouse over the icon of the item to find out the stats on it.

Once you've made an item, it drops into your packs automatically. At level 250, it's difficult to find a trainer in a main city that can train you. However, by finding dropped patterns and hidden trainers, you can continue your knowledge gathering. Some quests offer rewards for you as well. These require you to craft certain items and, in return, teach you new patterns as a quest reward. One of the quest lines leads you to the Mithril Order. It's not an easy quest chain, but the reward is the ability to craft a full set of mithril plate armor!

Once you've attained a high enough level, you must choose a new path. Decide whether you wish to focus on weapons and carry the title Weaponsmith, or become an armorsmith. Both paths require quests and both are mutually exclusive. If you choose one path, the other is closed to you. If becoming a Weaponsmith interests you, you may be interested to discover that an even more specialized line allows you to choose between Hammersmith, Swordsmith, or Axesmith (again, mutually exclusive lines that require quests). Many high end patterns require the ability of an artisan in the appropriate line.

Blacksmithing is not a very fast skill to level up. You're often sharing ore available to engineers and they're not scarce. Other Blacksmiths also compete for available ore in the auction houses. It's expensive to buy since the demand is so high. In the early days, you may think that it's not too bad. However, as the resources become rarer, the price and lessor that the items demand becomes even worse.

It's a get rich quick profession, but some of the high end items sell for a ton and they're very desirable. Of course, it's because they're so difficult to make. Casual players can expect to either drop a good chunk of money on the resources or spend a couple weeks gathering all the materials required.

The good news is you can make some money. Every class needs something at a certain level. Rogues need daggers that you make that are hard to impossible to find through quests or drops at certain levels. Different classes will be desperate for a good weapon or piece of armor. The market demands that Blacksmiths fill these gaps and this gives you that extra surge of cash you'll need. You won't sell most of what you make early on, but you'll sell lots of certain pieces, especially if you find the rare dropped plans.



BLACKSMITHING

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Copper Bracers	1	Initial	2 Copper Bar
Copper Chain Pants	1	Trained	4 Copper Bar
Rough Copper Vest	1	Initial	4 Copper Bar
Rough Sharpening Stone	1	Initial	1 Rough Stone
Rough Weightstone	1	Initial	1 Rough Stone, 1 Linen Cloth
Copper Mace	15	Trained	6 Copper Bar, 1 Weak Flux, 2 Linen Cloth
Copper Axe	20	Trained	6 Copper Bar, 1 Weak Flux, 2 Linen Cloth
Copper Chain Boots	20	Trained	8 Copper Bar
Copper Shortsword	25	Trained	6 Copper Bar, 1 Weak Flux, 2 Linen Cloth
Rough Grinding Stone	25	Trained	2 Rough Stone
Copper Claymore	30	Trained	10 Copper Bar, 2 Weak Flux, 1 Rough Grinding Stone, 1 Light Leather
Copper Dagger	30	Trained	6 Copper Bar, 1 Weak Flux, 1 Rough Grinding Stone, 1 Light Leather
Copper Battle Axe	35	Trained	12 Copper Bar, 2 Weak Flux, 2 Malachite, 2 Rough Grinding Stone, 2 Light Leather
Copper Chain Belt	35	Trained	6 Copper Bar
Copper Chain Vest	35	Found	8 Copper Bar, 1 Malachite, 2 Rough Grinding Stone
Runed Copper Gauntlets	40	Trained	8 Copper Bar, 2 Rough Grinding Stone
Runed Copper Pants	45	Trained	8 Copper Bar, 2 Fine Thread, 3 Rough Grinding Stone
Gemmed Copper Gauntlets	60	Found	8 Copper Bar, 1 Tigerseye, 1 Malachite
Coarse Sharpening Stone	65	Trained	1 Coarse Stone
Coarse Weightstone	65	Trained	1 Coarse Stone, 1 Wool Cloth
Heavy Copper Maul	65	Trained	12 Copper Bar, 2 Weak Flux, 2 Light Leather
Ironforge Chain	70	Trained	12 Copper Bar, 2 Malachite, 2 Rough Grinding Stone
Runed Copper Belt	70	Trained	10 Copper Bar
Thick War Axe	70	Trained	10 Copper Bar, 2 Weak Flux, 2 Silver Bar, 2 Rough Grinding Stone, 2 Light Leather
Coarse Grinding Stone	75	Trained	2 Coarse Stone
Runed Copper Breastplate	80	Found	12 Copper Bar, 1 Shadowgem, 2 Rough Grinding Stone
Runed Copper Bracers	90	Trained	10 Copper Bar, 3 Rough Grinding Stone
Heavy Copper Broadsword	95	Trained	14 Copper Bar, 2 Weak Flux, 2 Tigerseye, 2 Medium Leather
Rough Bronze Boots	95	Trained	6 Bronze Bar, 6 Rough Grinding Stone
Big Bronze Knife	100	Trained	6 Bronze Bar, 1 Weak Flux, 1 Rough Grinding Stone, 1 Tigerseye, 1 Medium Leather
Ironforge Breastplate	100	Found	16 Copper Bar, 2 Tigerseye, 3 Rough Grinding Stone
Rough Bronze Bracers	100	Found	4 Bronze Bar
Silver Rod	100	Trained	1 Silver Bar, 2 Rough Grinding Stone
Silver Skeleton Key	100	Trained	1 Silver Bar, 1 Rough Grinding Stone
Rough Bronze Goggles	105	Trained	7 Bronze Bar
Rough Bronze Leggings	105	Trained	6 Bronze Bar
Bronze Mace	110	Trained	6 Bronze Bar, 4 Weak Flux, 1 Medium Leather
Pearl-handled Dagger	110	Trained	6 Bronze Bar, 1 Strong Flux, 2 Small Lustrous Pearl, 2 Coarse Grinding Stone
Rough Bronze Shoulders	110	Trained	5 Bronze Bar, 1 Shadowgem, 1 Coarse Grinding Stone
Bronze Axe	115	Trained	7 Bronze Bar, 4 Weak Flux, 1 Medium Leather
Bronze Shortsword	120	Trained	5 Bronze Bar, 1 Weak Flux, 2 Medium Leather
Patterned Bronze Bracers	120	Trained	5 Bronze Bar, 2 Coarse Grinding Stone
Bronze Warhammer	125	Trained	8 Bronze Bar, 1 Strong Flux, 1 Medium Leather
Deadly Bronze Pistol	125	Found	4 Bronze Bar, 1 Strong Flux, 1 Swiftness Potion, 2 Shadowgem, 2 Coarse Grinding Stone, 2 Medium Leather
Heavy Grinding Stone	125	Trained	3 Heavy Stone
Heavy Sharpening Stone	125	Trained	1 Heavy Stone
Heavy Weightstone	125	Trained	1 Heavy Stone, 1 Wool Cloth
Silvered Bronze Shoulders	125	Found	8 Bronze Bar, 2 Silver Bar, 2 Coarse Grinding Stone
Bronze Greatsword	130	Trained	12 Bronze Bar, 2 Strong Flux, 1 Medium Leather
Heavy Bronze Mace	130	Trained	8 Bronze Bar, 1 Strong Flux, 1 Moss Agate, 1 Shadowgem, 2 Coarse Grinding Stone, 2 Medium Leather
Silvered Bronze Boots	130	Trained	6 Bronze Bar, 1 Silver Bar, 2 Coarse Grinding Stone
Silvered Bronze Breastplate	130	Found	10 Bronze Bar, 2 Silver Bar, 2 Coarse Grinding Stone, 1 Lesser Moonstone
Bronze Battle Axe	135	Trained	14 Bronze Bar, 1 Strong Flux, 1 Medium Leather
Silvered Bronze Gauntlets	135	Trained	8 Bronze Bar, 1 Silver Bar, 2 Coarse Grinding Stone
Iridescent Hammer	140	Found	10 Bronze Bar, 1 Strong Flux, 1 Iridescent Pearl, 2 Coarse Grinding Stone, 2 Medium Leather
Ironforge Gauntlets	140	Found	8 Bronze Bar, 3 Shadowgem, 4 Coarse Grinding Stone
Green Iron Boots	145	Found	4 Iron Bar, 2 Lesser Moonstone, 2 Coarse Grinding Stone, 1 Green Dye

GATHERING

MANUFACTURING

SECONDARY SKILLS

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Nightly Iron Hammer	145	Found	6 Iron Bar, 2 Strong Flux, 1 Elcor of Ogre's Strength, 2 Lesser Moonstone, 2 Coarse Grinding Stone, 2 Medium Leather
Shining Silver Breastplate	145	Trained	20 Bronze Bar, 2 Moss Agate, 2 Lesser Moonstone, 2 Iridescent Pearl, 4 Silver Bar
Golden Rod	150	Trained	1 Gold Bar, 2 Coarse Grinding Stone
Green Skeleton Key	150	Trained	1 Gold Bar, 1 Heavy Grinding Stone
Green Iron Gauntlets	150	Found	4 Iron Bar, 2 Small Lustrous Pearl, 2 Coarse Grinding Stone, 1 Green Dye
Iron Buckle	150	Trained	1 Iron Bar
Iron Shield Spike	150	Found	6 Iron Bar, 4 Coarse Grinding Stone
Green Iron Leggings	155	Trained	8 Iron Bar, 4 Heavy Grinding Stone, 1 Green Dye
Shimmering Bronze Leggings	155	Found	12 Bronze Bar, 2 Strong Flux, 2 Coarse Grinding Stone, 4 Silver Bar, 2 Heavy Leather
Solid Iron Moul	155	Trained	8 Iron Bar, 2 Strong Flux, 1 Heavy Grinding Stone, 4 Silver Bar, 2 Heavy Leather
Barbaric Iron Breastplate	160	Found	20 Iron Bar, 4 Heavy Grinding Stone
Barbaric Iron Shoulders	160	Found	8 Iron Bar, 4 Sharp Claw, 2 Shadowgem, 2 Heavy Grinding Stone
Green Iron Shoulders	160	Found	7 Iron Bar, 1 Heavy Grinding Stone, 1 Green Dye
Hardened Iron Shortward	160	Trained	6 Iron Bar, 2 Strong Flux, 1 Heavy Grinding Stone, 2 Lesser Moonstone, 3 Heavy Leather
Green Iron Bracers	165	Trained	6 Iron Bar, 1 Green Dye
Iron Counterweight	165	Found	4 Iron Bar, 2 Coarse Grinding Stone, 1 Lesser Moonstone
Golden Iron Destroyer	170	Found	10 Iron Bar, 4 Gold Bar, 2 Lesser Moonstone, 2 Strong Flux, 2 Heavy Leather, 2 Heavy Grinding Stone
Golden Scale Leggings	170	Found	10 Iron Bar, 2 Gold Bar, 1 Heavy Grinding Stone
Green Iron Helm	170	Trained	12 Iron Bar, 2 Chrome, 1 Green Dye
Barbaric Iron Helm	175	Found	10 Iron Bar, 2 Large Fang, 2 Sharp Claw
Golden Scale Shoulders	175	Found	6 Steel Bar, 2 Gold Bar, 1 Heavy Grinding Stone
Jade Serpentineblade	175	Found	8 Iron Bar, 2 Strong Flux, 2 Heavy Grinding Stone, 2 Jade, 3 Heavy Leather
Barbaric Iron Boots	180	Found	12 Iron Bar, 4 Large Fang, 4 Tigerseye, 2 Heavy Grinding Stone
Gleaming Steel Dagger	180	Trained	10 Steel Bar, 2 Strong Flux, 1 Moss Agate, 1 Elemental Earth, 1 Heavy Leather
Green Iron Hauler	180	Trained	20 Iron Bar, 4 Heavy Grinding Stone, 2 Jade, 2 Moss Agate, 1 Green Leather Armor
Moonsteel Broadsword	180	Trained	8 Steel Bar, 2 Strong Flux, 2 Heavy Grinding Stone, 2 Lesser Moonstone, 3 Heavy Leather
Barbaric Iron Gloves	185	Found	4 Iron Bar, 3 Heavy Grinding Stone, 2 Large Fang
Golden Scale Bracers	185	Trained	5 Steel Bar, 2 Heavy Grinding Stone
Massive Iron Axe	185	Trained	14 Iron Bar, 2 Strong Flux, 2 Heavy Grinding Stone, 4 Gold Bar, 2 Heavy Leather
Polished Steel Boots	185	Found	8 Steel Bar, 1 Chrome, 1 Lesser Moonstone, 2 Heavy Grinding Stone
Golden Scale Calf	190	Found	8 Steel Bar, 2 Gold Bar, 2 Heavy Grinding Stone
Scaring Golden Blade	190	Found	10 Steel Bar, 4 Gold Bar, 2 Elemental Fire, 2 Heavy Leather
Steel Weapon Chain	190	Found	8 Steel Bar, 2 Heavy Grinding Stone, 4 Heavy Leather
Golden Scale Cuirass	195	Found	12 Steel Bar, 2 Gold Bar, 4 Heavy Grinding Stone, 2 Jade
Frost Tiger Blade	200	Found	8 Steel Bar, 2 Strong Flux, 2 Heavy Grinding Stone, 2 Jade, 1 Frost Oil, 4 Heavy Leather
Golden Scale Boots	200	Found	10 Steel Bar, 4 Gold Bar, 4 Heavy Grinding Stone, 1 Chrome
Inlaid Mithril Cylinder	200	Found	5 Mithril Bar, 1 Gold Bar, 1 Truesilver Bar
Shadow Crescent Axe	200	Found	10 Steel Bar, 2 Strong Flux, 3 Heavy Grinding Stone, 2 Chrome, 1 Shadow Oil, 3 Heavy Leather
Solid Grinding Stone	200	Trained	4 Solid Stone
Solid Sharpening Stone	200	Trained	1 Solid Stone
Solid Weightstone	200	Trained	1 Solid Stone, 1 Silk Cloth
Steel Breastplate	200	Trained	16 Steel Bar, 3 Heavy Grinding Stone
Truesilver Bar	200	Trained	1 Truesilver Bar, 1 Heavy Grinding Stone
Truesilver Skeleton Key	200	Trained	1 Truesilver Bar, 1 Solid Grinding Stone
Golden Scale Gauntlets	205	Found	10 Steel Bar, 4 Gold Bar, 4 Heavy Grinding Stone, 1 Chrome
Heavy Mithril Gauntlet	205	Trained	6 Mithril Bar, 4 Megaweave Cloth
Heavy Mithril Shoulder	205	Trained	8 Mithril Bar, 4 Heavy Leather
Heavy Mithril Axe	210	Trained	12 Mithril Bar, 2 Chrome, 1 Solid Grinding Stone, 4 Heavy Leather
Heavy Mithril Pants	210	Found	10 Mithril Bar, 2 Lesser Moonstone

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS	PRODUCT
Mithril Scale Pants	210	Trained	12 Mithril Bar	Down's Edge
Mithril Scale Bracers	215	Found	8 Mithril Bar, 2 Chrome	Ornate Thorium Handaxe
Mithril Shield Spike	215	Found	4 Mithril Bar, 2 Truesilver Bar, 4 Solid Stone	Thorium Shield Spike
Steel Plate Helm	215	Trained	14 Steel Bar, 1 Solid Grinding Stone	Mizing Rapier
Blue Glittering Axe	220	Found	16 Mithril Bar, 2 Aquamarine, 1 Solid Stone, 4 Thick Leather	Dark Iron Shoulders
Mithril Scale Gloves	220	Found	8 Mithril Bar, 6 Heavy Leather, 4 Megaweave Cloth	Enchanted Battlehammer
Ornate Mithril Gloves	220	Found	10 Mithril Bar, 6 Megaweave Cloth, 1 Solid Stone, 1 Solid Grinding Stone	Huge Thorium Battleaxe
Ornate Mithril Pants	220	Found	12 Mithril Bar, 1 Truesilver Bar, 1 Solid Stone, 1 Aquamarine	Thorium Boots
Ornate Mithril Shoulders	225	Found	12 Mithril Bar, 1 Truesilver Bar, 6 Thick Leather	Thorium Helm
Truesilver Gauntlets	225	Trained	10 Mithril Bar, 8 Truesilver Bar, 3 Aquamarine, 1 Guardian Gloves, 2 Solid Grinding Stone	Dark Iron Breastplate
Wicked Mithril Blade	225	Found	14 Mithril Bar, 4 Truesilver Bar, 1 Solid Stone, 2 Thick Leather	Demon Forged Breastplate
Big Black Mace	230	Trained	16 Mithril Bar, 1 Black Pearl, 4 Shadowgem, 1 Solid Grinding Stone, 2 Thick Leather	Radiant Gloves
Heavy Mithril Breastplate	230	Trained	16 Mithril Bar	Bone Edge
Mithril Calf	230	Trained	10 Mithril Bar, 4 Megaweave Cloth	Seracity
Orisk War Leggings	230	Found	12 Mithril Bar, 1 Elemental Earth	Corruption
Heavy Mithril Boots	235	Trained	14 Mithril Bar, 4 Thick Leather	Downbringer Shoulders
Mithril Scale Shoulders	235	Found	14 Mithril Bar, 4 Thick Leather, 4 Chrome	Fiery Plate Gauntlets
Mithril Spurs	235	Found	4 Mithril Bar, 3 Solid Grinding Stone	Radiant Boots
The Shatterer	235	Trained	24 Mithril Bar, 4 Core of Earth, 6 Truesilver Bar, 5 Jade, 4 Solid Grinding Stone, 4 Thick Leather	Volcanic Hammer
Dazzling Mithril Rapier	240	Found	14 Mithril Bar, 1 Aquamarine, 2 Lesser Moonstone, 1 Solid Grinding Stone, 2 Heavy Leather	Imperial Plate Boots
Ornate Mithril Breastplate	240	Found	16 Mithril Bar, 6 Truesilver Bar, 1 Heart of Fire, 1 Solid Grinding Stone	Imperial Plate Helm
Heavy Mithril Helm	245	Found	14 Mithril Bar, 1 Aquamarine	Radiant Cuirlet
Ornate Mithril Boots	245	Found	14 Mithril Bar, 2 Truesilver Bar, 4 Thick Leather, 1 Solid Grinding Stone, 1 Aquamarine	Storm Gauntlets
Ornate Mithril Helm	245	Found	16 Mithril Bar, 2 Truesilver Bar, 1 Black Pearl, 1 Solid Grinding Stone	Assaultator
Phantom Blade	245	Trained	28 Mithril Bar, 6 Breath of Wind, 8 Truesilver Bar, 2 Lesser Invisibility Potion, 4 Aquamarine, 4 Solid Grinding Stone, 2 Thick Leather	Arctian Champion
Rusted Mithril Hammer	245	Found	18 Mithril Bar, 2 Core of Earth, 1 Solid Grinding Stone, 4 Thick Leather	Arctian Reoper
Truesilver Breastplate	245	Trained	12 Mithril Bar, 24 Truesilver Bar, 4 Star Ruby, 4 Black Pearl, 2 Solid Grinding Stone	Blood Isdn
Blight	250	Trained	28 Mithril Bar, 10 Inch of Unleash, 10 Iron Bar, 6 Solid Grinding Stone, 6 Thick Leather	Enchanted Thorium Br
Dense Grinding Stone	250	Trained	4 Dense Stone	Enchanted Thorium Hel
Dense Sharpening Stone	250	Trained	1 Dense Stone	Enchanted Thorium Leg
Dense Weightstone	250	Trained	1 Dense Stone, 1 Runecloth	Enchanted Thorium Leg
Thorium Armor	250	Found	16 Thorium Bar, 1 Blue Sapphire, 4 Yellow Power Crystal	Frstguard
Thorium Belt	250	Found	12 Thorium Bar, 4 Red Power Crystal	Hammer of the Titans
Elon Shiv	255	Found	12 Mithril Bar, 6 Truesilver Bar, 5 Star Ruby, 1 Solid Grinding Stone, 2 Thick Leather	Hearthkeeper
Thorium Bracers	255	Found	12 Thorium Bar, 4 Blue Power Crystal	Helm of the Great One
Radiant Bar	260	Found	10 Thorium Bar, 2 Heart of Fire	Imperial Plate Chest
Thorium Greatsword	260	Found	16 Thorium Bar, 2 Dense Grinding Stone, 4 Rugged Leather	Imperial Plate Legging
Truesilver Champion	260	Trained	30, Mithril Bar, 16 Truesilver Bar, 6 Star Ruby, 4 Breath of Wind, 8 Solid Grinding Stone, 4 Thick Leather	Masterwork Stormhammer
Dark Iron Pulverizer	265	Found	18 Dark Iron Bar, 4 Heart of Fire	
Imperial Plate Belt	265	Found	12 Thorium Bar, 1 Blue Sapphire	
Imperial Plate Shoulders	265	Found	14 Thorium Bar, 4 Rugged Leather, 1 Blue Sapphire	
Blackwood Hew	270	Found	30, Thorium Bar, 4 Living Essence, 4 Wildvine, 6 Large Opal, 2 Dense Grinding Stone, 4 Rugged Leather	
Dark Iron Mail	270	Found	10 Dark Iron Bar, 2 Heart of Fire	
Imperial Plate Bracers	270	Found	16 Thorium Bar, 2 Aquamarine	
Inlaid Thorium Hammer	270	Found	30, Thorium Bar, 4 Gold Bar, 2 Truesilver Bar, 2 Blue Sapphire, 4 Rugged Leather	
Radiant Breastplate	270	Found	18 Thorium Bar, 2 Heart of Fire, 1 Star Ruby	
Wildthorn Mail	270	Found	40 Thorium Bar, 2 Enchanted Thorium Bar, 4 Living Essence, 4 Wildvine, 1 Huge Emerald	
Arctian Rod	275	Trained	3 Arctian Bar, 1 Dense Grinding Stone	
Arctian Skeleton Key	275	Trained	1 Arctian Bar, 1 Dense Grinding Stone	
Dark Iron Sunderer	275	Found	26 Dark Iron Bar, 4 Heart of Fire	

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Ruby, 1 Solid
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Rugged Leather
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ITEM	SKILL LEVEL	SOURCE	COMPONENTS
Iron Ring	275	Found	30, Thorium Bar, 4 Enchanted Thorium Bar, 4 Star Ruby, 4 Blue Sapphire, 2 Dense Grinding Stone, 4 Rugged Leather
Iron Thorium Handaxe	275	Found	20 Thorium Bar, 4 Large Opal, 2 Dense Grinding Stone, 4 Rugged Leather
Iron Steel Spike	275	Found	4 Thorium Bar, 4 Dense Grinding Stone, 2 Essence of Earth
Iron Hammer	280	Found	10 Enchanted Thorium Bar, 4 Essence of Fire, 4 Heart of Fire, 2 Azserothian Diamond, 2 Dense Grinding Stone
Iron Iron Shoulder	280	Found	6 Dark Iron Bar, 1 Heart of Fire
Enchanted Leatherhammer	280	Found	20 Thorium Bar, 6 Enchanted Thorium Bar, 2 Huge Emerald, 4 Powerful Mojo, 4 Rugged Leather
Iron Thorium Breastplate	280	Found	40 Thorium Bar, 6 Dense Grinding Stone, 4 Rugged Leather
Iron Bar	280	Found	20 Thorium Bar, 8 Rugged Leather, 4 Green Power Crystal
Iron Hammer	280	Found	24 Thorium Bar, 1 Star Ruby, 4 Yellow Power Crystal
Iron Iron Breastplate	285	Found	20 Dark Iron Bar, 8 Heart of Fire
Iron Rugged Breastplate	285	Found	40 Thorium Bar, 10 Demonic Rune, 4 Blue Sapphire, 4 Star Ruby
Enchanted Gloves	285	Found	18 Thorium Bar, 4 Heart of Fire
Iron Ring	285	Found	30, Thorium Bar, 2 Large Opal, 2 Dense Grinding Stone, 4 Rugged Leather
Iron	285	Found	6 Enchanted Thorium Bar, 2 Arcanite Bar, 4 Powerful Mojo, 2 Large Opal, 2 Blue Sapphire, 1 Huge Emerald
Enchanted	290	Found	40 Thorium Bar, 8 Arcanite Bar, 16 Demonic Rune, 8 Essence of Undeath, 2 Blue Sapphire, 2 Dense Grinding Stone, 4 Rugged Leather
Enchanted Shoulder	290	Found	20 Thorium Bar, 4 Arcanite Bar, 2 Huge Emerald, 2 Essence of Water
Iron Plate Gauntlets	290	Found	20 Thorium Bar, 6 Enchanted Thorium Bar, 2 Essence of Fire, 4 Star Ruby
Enchanted	290	Found	14 Thorium Bar, 4 Heart of Fire
Enchanted Hammer	290	Found	30, Thorium Bar, 4 Heart of Fire, 4 Star Ruby, 4 Rugged Leather
Enchanted Plate Boots	295	Found	30, Thorium Bar, 2 Blue Sapphire
Enchanted Plate Helm	295	Found	30, Thorium Bar, 1 Huge Emerald, 2 Aquamarine
Enchanted Leather	295	Found	18 Thorium Bar, 4 Heart of Fire
Iron Gauntlets	295	Found	20 Thorium Bar, 4 Enchanted Thorium Bar, 4 Essence of Water, 4 Blue Sapphire
Enchanted	300	Found	40 Thorium Bar, 12 Arcanite Bar, 10 Essence of Undeath, 8 Huge Emerald, 2 Dense Grinding Stone, 4 Enchanted Leather
Enchanted Champion	300	Found	15 Arcanite Bar, 8 Azserothian Diamond, 1 Righteous Orb, 4 Large Opal, 8 Enchanted Leather, 2 Dense Grinding Stone
Enchanted Ring	300	Found	20 Arcanite Bar, 6 Enchanted Leather, 2 Dense Grinding Stone
Enchanted Skin	300	Found	10 Enchanted Thorium Bar, 10 Arcanite Bar, 8 Demonic Rune, 10 Star Ruby, 2 Dense Grinding Stone
Enchanted Thorium Breastplate	300	Found	18 Enchanted Thorium Bar, 1 Essence of Earth
Enchanted Thorium Helm	300	Found	12 Enchanted Thorium Bar, 1 Essence of Earth
Enchanted Thorium Leggings	300	Found	12 Enchanted Thorium Bar, 1 Essence of Fire
Enchanted	300	Found	18 Arcanite Bar, 8 Blue Sapphire, 8 Azserothian Diamond, 4 Essence of Water, 2 Dense Grinding Stone, 4 Enchanted Leather
Enchanted of the Titans	300	Found	50, Thorium Bar, 15 Arcanite Bar, 4 Guardian Stone, 6 Enchanted Leather, 10 Essence of Earth
Enchanted	300	Found	10 Arcanite Bar, 10 Enchanted Thorium Bar, 2 Enchanted Leather, 6 Star Ruby, 6 Azserothian Diamond, 4 Large Opal, 4 Dense Grinding Stone
Enchanted of the Great Chief	300	Found	40 Thorium Bar, 4 Enchanted Thorium Bar, 40, Jet Black Feather, 4 Large Opal, 2 Huge Emerald
Enchanted Plate Chest	300	Found	30, Thorium Bar, 1 Huge Emerald, 1 Blue Sapphire
Enchanted Plate Leggings	300	Found	40 Thorium Bar, 2 Huge Emerald
Enchanted Iron Hammer	300	Found	20 Enchanted Thorium Bar, 8 Huge Emerald, 8 Large Opal, 6 Essence of Earth, 4 Enchanted Leather

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Radiant Leggings	300	Found	20 Thorium Bar, 4 Heart of Fire
Runic Breastplate	300	Found	40 Thorium Bar, 2 Arcanite Bar, 1 Star Ruby
Runic Plate Boots	300	Found	20 Thorium Bar, 2 Arcanite Bar, 10 Silver Bar
Runic Plate Helm	300	Found	30, Thorium Bar, 2 Arcanite Bar, 2 Truesilver Bar, 1 Huge Emerald
Runic Plate Leggings	300	Found	40 Thorium Bar, 2 Arcanite Bar, 1 Star Ruby
Runic Plate Shoulders	300	Found	20 Thorium Bar, 2 Arcanite Bar, 6 Gold Bar
Thorium Leggings	300	Found	26 Thorium Bar, 4 Red Power Crystal
Whitesoul Helm	300	Found	20 Thorium Bar, 4 Enchanted Thorium Bar, 6 Truesilver Bar, 6 Gold Bar, 2 Azserothian Diamond

ENCHANTING

This is probably the simplest skill, and yet, it's extremely costly to learn and master. Components are not gathered from the field or from dead beasts; instead, you must disenchant items of worth. This, of course, implies that you must find or purchase them. This process destroys the original item and leaves you with components necessary to play your trade. It goes without saying that better items disenchant into better materials.

ONLY THE GOOD STUFF, UNFORTUNATELY

Only items with a quality of Good or above (Superior, Epic, Legendary, etc.) can be disenchanted for resources. You're not going to be able to get anything worthwhile from standard or inferior items.

Every magical item can be disenchanted. The difficult part about this method of resource gathering is that you really need to think twice about destroying some items. If an item was given to you from a quest and it's soulbound, but you can't use it, it's still not an easy choice. Those items typically sell for good money. However, it's safe to say that your enchantments will earn quite a return as well.

If you are with a party while hunting that doesn't need a certain item that can be disenchanted, ask for it and you'll often discover that you can grab some solid items that way. It's a standard to see a guild Enchanter snagging anything that someone doesn't immediately need. The Enchanter needs to keep everyone's weapon glowing, but that's a fair trade for resources that are typically hard to come by.

To disenchant an item open your skill book using "P" and find the disenchant skill.

Once you've dragged the icon into your hotbar, activate it to open the menu. Look in your packs to find an item that you wish to disenchant. Use the Disenchant skill and then click on the item. Remove the contents from the loot menu.

Once you've obtained a steady amount of resources, bring the Enchant icon down into your hotbar and select the enchantment you wish to apply.



GATHERING

MANUFACTURING

SECONDARY SKILLS

Click on any recipe to see the components required. To enchant a weapon, either place it in your inventory or have someone place it in the bottom slot in the trade menu. Activate the appropriate enchantment and voila! Enchantments are permanent until replaced. If you wish to replace an enchantment, it will erase the one currently on in favor of the one newest one.

SOULBOUND ITEMS

The only way to enchant another player's soulbound equipment is through the trade window.

The quickest way to master this profession is to have friends willing to offer items that they don't need. Whether this is through a guild or just a group of players you've begun to hang out with, it's nice to be up front and explain to them that you've chosen the path of the Enchanter. Be generous with your services and you're certain to receive goodwill in kind.

Low-level Enchanters underbid one another to level up quickly. However, by the time they reach a level with solid enchantments that people crave, the prices skyrocket. The resources aren't cheap and the enchantments are permanent. Imagine two Warriors. Each has attained Level 50 and they're wearing the same equipment; they've chosen the same talents and use their abilities the same. However, one has every possible item enchanted and the other is in their normal equipment. Who's going to win?

People are constantly trying to get an edge over their competition and enchantments are sure ways to do that. If you're planning on holding onto an item for a while, get it enchanted early on and really take advantage of it.

ENCHANTING

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Rumored Copper Rod	1	Initial	1 Copper Rod, 1 Strange Dust, 1 Lesser Magic Essence
Lesser Magic Wand	10	Trained	1 Simple Wood, 1 Lesser Magic Essence
Greater Magic Wand	70	Trained	1 Simple Wood, 1 Greater Magic Essence
Rumored Silver Rod	100	Trained	1 Silver Rod, 6 Strange Dust, 3 Greater Magic Essence, 1 Shadowgem
Rumored Golden Rod	150	Trained	1 Golden Rod, 1 Iridescent Pearl, 2 Greater Astral Essence, 2 Soul Dust
Lesser Mystic Wand	155	Trained	1 Star Wood, 1 Lesser Mystic Essence, 1 Soul Dust
Greater Mystic Wand	175	Trained	1 Star Wood, 1 Greater Mystic Essence, 1 Vision Dust
Rumored Traveller Rod	200	Trained	1 Traveller Rod, 1 Black Pearl, 2 Greater Mystic Essence, 2 Vision Dust
Enchanted Leather	250	Trained	1 Rugged Leather, 1 Lesser Eternel Essence
Enchanted Thorium	250	Trained	1 Thorium Bar, 3 Dream Dust
Smoking Heart of the Mountain	265	Found	1 Blood of the Mountain, 1 Essence of Fire, 3 Small Brilliant Shard
Rumored Arcane Rod	290	Found	1 Arcane Rod, 1 Golden Pearl, 10 Illusion Dust, 4 Greater Eternel Essence, 4 Small Brilliant Shard, 2 Large Brilliant Shard

ENCHANTMENTS

ENCHANTMENT	SKILL LEVEL	REAGENTS
Enchant Bracer - Minor Health	7	1 Strange Dust
Enchant Bracer - Minor Deflect	7	1 Lesser Magic Essence, 1 Strange Dust
Lesser Magic Wand	10	1 Simple Wood, 1 Lesser Magic Essence
Enchant Chest - Minor Health	15	1 Strange Dust
Enchant Bracer - Minor Deflection	20	
Enchant Chest - Minor Mana	20	1 Lesser Magic Essence
Enchant Chest - Minor Absorption	40	2 Strange Dust, 1 Lesser Magic Essence
Enchant Cloak - Minor Resistance	45	1 Strange Dust
Enchant Bracer - Minor Stamina	50	2 Lesser Magic Essence, 3 Strange Dust
Journeyman Enchanting	50	
Imbue Chest - Spirit	60	
Enchant Chest - Lesser Health	60	2 Strange Dust, 2 Lesser Magic Essence
Enchant Bracer - Minor Spirit	60	2 Lesser Magic Essence
Imbue Chest - Minor Spirit	60	
Enchant Bracer - Minor Strength	80	5 Strange Dust
Enchant Bracer - Minor Agility	80	2 Strange Dust, 1 Greater Magic Essence
Enchant Chest - Lesser Mana	80	1 Greater Magic Essence, 1 Lesser Magic Essence

ENCHANTMENT	SKILL LEVEL	REAGENTS
Enchant Weapon - Minor Beast Slayer	90	
Imbue Cloak - Protection	90	
Enchant Weapon - Minor Striking	90	2 Strange Dust, 1 Greater Magic Essence, 1 Small Glimmering Shard
Enchant Weapon - Minor Beastslayer	90	4 Strange Dust, 2 Greater Magic Essence
Greater Magic Wand	91	1 Simple Wood, 1 Greater Magic Essence
Enchant Cloak - Minor Protection	91	3 Strange Dust, 1 Greater Magic Essence
Enchant 2H Weapon - Intellect	100	
Enchant 2H Weapon - Lesser Intellect	100	3 Greater Magic Essence
Enchant 2H Weapon - Minor Impact	100	4 Strange Dust, 1 Small Glimmering Shard
Rumored Silver Rod	100	1 Silver Rod, 6 Strange Dust, 3 Greater Magic Essence, 1 Shadowgem
Enchant Shield - Minor Stamina	105	1 Lesser Astral Essence, 2 Strange Dust
Enchant 2H Weapon - Lesser Spirit	110	1 Lesser Astral Essence, 6 Strange Dust
Enchant Cloak - Minor Agility	110	1 Lesser Astral Essence
Enchant Cloak - Lesser Protection	115	6 Strange Dust, 1 Small Glimmering Shard
Enchant Shield - Lesser Protection	115	1 Lesser Astral Essence, 1 Strange Dust, 1 Small Glimmering Shard
Enchant Bracer - Lesser Spirit	120	2 Lesser Astral Essence
Enchant Chest - Health	120	4 Strange Dust, 1 Lesser Astral Essence
Enchant Boots - Minor Agility	125	6 Strange Dust, 2 Lesser Astral Essence
Expert Enchanting	125	
Enchant Boots - Minor Stamina	125	8 Strange Dust
Enchant Cloak - Lesser Fire Resistance	125	
Enchant Shield - Lesser Spirit	130	2 Lesser Astral Essence, 4 Strange Dust
Enchant Bracer - Lesser Stamina	130	2 Soul Dust
Enchant Cloak - Lesser Shadow Resist	135	1 Greater Astral Essence, 1 Shadow Protection Potion
Enchant Cloak - Resist Lesser Shadow	135	
Enchant Weapon - Lesser Striking	140	2 Soul Dust, 1 Large Glimmering Shard
Enchant Chest - Lesser Absorption	140	2 Strange Dust, 1 Greater Astral Essence, 1 Large Glimmering Shard
Enchant Gloves - Herb Gathering	145	
Enchant Gloves - Fishing	145	1 Soul Dust
Enchant Gloves - Mining	145	3 Blackmouth Oil
Enchant 2H Weapon - Lesser Impact	145	1 Soul Dust, 3 Iron Ore
Enchant Chest - Mana	145	3 Soul Dust, 1 Large Glimmering Shard
Rumored Golden Rod	150	1 Greater Astral Essence, 2 Lesser Astral Essence
Enchant Chest - Minor Stats	150	1 Golden Rod, 1 Iridescent Pearl, 2 Greater Astral Essence, 2 Soul Dust
Enchant Bracer - Lesser Intellect	150	1 Greater Astral Essence, 1 Soul Dust, 1 Large Glimmering Shard
Enchant Shield - Lesser Stamina	155	2 Greater Astral Essence
Lesser Mystic Wand	155	1 Lesser Mystic Essence, 1 Soul Dust
Enchant Cloak - Defense	155	1 Star Wood, 1 Lesser Mystic Essence, 1 Soul Dust
Enchant Boots - Lesser Agility	160	1 Small Glowing Shard, 3 Soul Dust
Enchant Chest - Greater Health	160	1 Soul Dust, 1 Lesser Mystic Essence
Enchant Bracer - Spirit	165	3 Soul Dust
Enchant Boots - Lesser Stamina	170	1 Lesser Mystic Essence
Enchant Bracer - Stamina	170	4 Soul Dust
Greater Mystic Wand	175	6 Soul Dust
Enchant Weapon - Lesser Beast Slayer	175	1 Star Wood, 1 Greater Mystic Essence, 1 Vision Dust
Enchant Weapon - Lesser Elemental Slayer	175	1 Lesser Mystic Essence, 1 Elemental Earth, 1 Small Glowing Shard
Enchant Weapon - Lesser Beastslayer	175	1 Lesser Mystic Essence, 2 Large Fungus, 1 Small Glowing Shard
Enchant Cloak - Fire Resistance	175	1 Lesser Mystic Essence, 1 Elemental Fire
Enchant Shield - Spirit	180	1 Greater Mystic Essence, 1 Vision Dust
Enchant Bracer - Strength	180	1 Vision Dust
Enchant Chest - Greater Mana	185	1 Greater Mystic Essence
Enchant Boots - Lesser Spirit	190	1 Greater Mystic Essence, 2 Lesser Mystic Essence
Enchant Shield - Lesser Block	195	2 Greater Mystic Essence, 2 Vision Dust, 1 Large Glowing Shard
Enchant Weapon - Striking	195	2 Greater Mystic Essence, 1 Large Glowing Shard
Artisan Enchanting	200	
Enchant 2H Weapon - Impact	200	4 Vision Dust, 1 Large Glowing Shard
Enchant Gloves - Skinning	200	1 Vision Dust, 3 Green Whisker Scale
Enchant Chest - Lesser Stats	200	2 Greater Mystic Essence, 2 Vision Dust, 1 Large Glowing Shard
Rumored Traveller Rod	200	1 Traveller Rod, 1 Black Pearl, 2 Greater Mystic Essence, 2 Vision Dust
Enchant Cloak - Greater Defense	205	3 Vision Dust
Enchant Cloak - Resistance	205	1 Lesser Nether Essence
Enchant Shield - Stamina	210	5 Vision Dust
Enchant Boots - Agility	210	1 Lesser Nether Essence, 1 Vision Dust
Enchant Bracer - Intellect	210	1 Lesser Nether Essence
Enchant Gloves - Advanced Mining	215	3 Vision Dust, 3 Traveller Bar
Enchant Boots - Stamina	215	4 Vision Dust
Enchant Bracer - Greater Spirit	220	3 Lesser Nether Essence, 1 Vision Dust
Enchant Chest - Superior Health	220	6 Vision Dust
Enchant Cloak - Lesser Agility	225	2 Lesser Nether Essence

ENCHANTMENT	SKILL LEVEL	REAGENTS
Enchant Gloves - Adv		
Enchant Gloves - Str		
Enchant Boots - Min		
Enchant Shield - Gro		
Enchant Chest - Sup		
Enchant Weapon - D		
Enchant Boots - Agil		
Enchant Shield - Fre		
Enchant Bracer - Gre		
Enchant 2H Weap		
Enchant Bracer - Gre		
Enchant Chest - Stat		
Enchant Weapon - G		
Enchanted Thorium		
Enchant Gloves - Mi		
Enchant Gloves - Ri		
Enchanted Leather		
Enchant Weapon - F		
Smoking Heart of M		
Enchant Gloves - He		
Enchant Cloak - Les		
Enchant Chest - Ab		
Enchant Cloak - Mi		
Enchant Cloak - Les		

ENGINE

If you like toys that match if you're ore. Also, gorm with ready acca are pets and definitely not

Snag the abilities men bothar. Activ learned and collected.

Click on the to see what You can choe bunch of ther

Once an item your backpack

Bombs and icons if it's bothar for e green circle activated it, and left-click the enemy. A stuns an eni it's only for a

Pets: Pets w Dragonlings, dummies wo in that spot.

Trinkets: Ma spooks on you can click the have a timer switch them bag. However they all have to have more

ITEM	Skill Level	Reagents
Adrenal Herb	225	3 Vision Dust, 3 Sungrass
Adrenal Strength	225	1 Lesser Nether Essence, 2 Vision Dust
Adrenal Speed	225	1 Small Radiant Shard, 1 Aquamarine, 1 Lesser Nether Essence
Adrenal Shield	230	1 Greater Nether Essence, 1 Dream Dust
Adrenal Superior Mana	230	1 Greater Nether Essence
Adrenal Regeneration	230	1 Small Radiant Shard, 2 Dream Dust, 1 Elixir of Demanding
Adrenal Agility	235	2 Greater Nether Essence
Adrenal Frost Reflection	235	
Adrenal Greater Strength	240	2 Dream Dust
Adrenal Greater Impact	240	1 Large Radiant Shard, 2 Dream Dust
Adrenal Greater Stamina	245	3 Dream Dust
Adrenal Great Stead	245	1 Large Radiant Shard, 1 Dream Dust, 1 Greater Nether Essence
Adrenal Greater Striking	245	2 Large Radiant Shard, 1 Greater Nether Essence
Adrenal Titanium	250	1 Thorium Bar, 2 Dream Dust
Adrenal Minor Health	250	2 Large Radiant Shard, 1 Wildvine
Adrenal Great Agility	250	
Adrenal Leather	250	1 Rugged Leather, 1 Lesser Nether Essence
Adrenal Heavy Fire	265	3 Large Radiant Shard, 1 Essence of Fire
Adrenal Heart of the Mountain	265	1 Blood of the Mountain, 1 Heart of Fire, 1 Large Radiant Shard
Adrenal Poison	?	1 Soul Dust, 2 Kingsblood
Adrenal Cook - Lesser Fire Resistor	?	1 Fire Oil, 1 Lesser Astral Essence
Adrenal Cook - Absorption	?	2 Strange Dust, 1 Greater Astral Essence, 1 Large Glimmering Shard
Adrenal Cook - Minor Resist	?	1 Strange Dust, 2 Lesser Magic Essence
Adrenal Cook - Lesser Shadow Resistance	?	1 Greater Astral Essence, 1 Shadow Protection Potion

ENGINEERING

You like toys, gadgets and things that go BOOM! become an Engineer. It's a great reach if you've already chosen to be a miner since you'll use a ton of stone and ore. Also, gems are used constantly in Engineering and miners are the only players with many gems (as rare as it may be). Engineers create bombs, guns, animals that are pets and those that explode, special goggles and all sorts of other goodies. It's definitely not a boring profession.

Bring the Engineering icon from your action menu (P) and place it in your hotbar. Activate it to see what you've learned and which schematics you're collected.

Click on the name of the schematic to see what components are needed. You can choose to make one item or a batch of them. Yep! Tons of bombs!

Once an item is constructed it goes into your backpack.

Bombs and Dynamites: Right-click the icon if it's in your packs or use your hotbar for easy and quick access. A green circle will appear once you've created it. Choose the area of effect and left-click to toss your creation at the enemy. As a side note, anything that kills an enemy is a good thing—even if it kills for a few seconds.

Mobs: Pets work from your pack or hotkey bars too. Battle chickens, Mithril Duplicants, Explosive Sheep and the like appear when you click on them. Target animals work like bombs in that you click where you want them and they activate at that spot.

Trinkets: Many items constructed at higher levels are trinkets. There are two trinkets on your character. They must be equipped on your character to be used. You can click them on your character screen or put them in a hotkey bar. All trinkets have a timer ranging from 5 minutes to 1 hour. If you have a lot of trinkets, it's best to switch them out as you use them. The timer works whether it's equipped or in your bag. However, even if you carried five of the same item, say five Battle Chickens, they all have the same timer. So, using one activates all the timers. There's no need to have more than any of one trinket equipped at the same time.

At skill level 150, you get to pick either Goblin Engineering or Gnome Engineering. Goblins are more of the blow 'em up type and Gnomes love to make gadgets and trinkets. Either takes a quest to get and once you learn one, you can't learn the other. Blood oaths and everything!

Engineering is the anti-wealth skill. Just about everything you make can only be used by other Engineers and there's a good chance that they can make their own. Rare schematics are the only things that give you a bit of an edge over other Engineers. Hold onto those and try to get as much as you can from this career. This path is all about improving your character. You'll be making bombs, pets, goggles, parachutes, lasers, and all kinds of things that blow up and burn. It's what the killers and the hard-core people like to use. You'll be broke, but you'll be a walking time bomb with a bag full of tricks to pull out for a multitude of different reasons.

ENGINEERING

GADGET	Skill Level	Source	Components
Crafted Light Shot	1	Initial	1 Rough Blasting Powder, 1 Copper Bar
Rough Blasting Powder	1	Initial	1 Rough Stone
Rough Dynamite	1	Initial	2 Rough Blasting Powder, 1 Linen Cloth
Handful of Copper Bolts	30	Trained	1 Copper Bar
Rough Copper Bomb	30	Trained	1 Copper Bar, 1 Handful of Copper Bolts, 2 Rough Blasting Powder, 1 Linen Cloth
Arclight Spanner	50	Trained	6 Copper Bar
Copper Tube	50	Trained	2 Copper Bar, 1 Weak Flux
Rough Boomstick	50	Trained	1 Copper Tube, 1 Handful of Copper Bolts, 1 Wooden Stock
Crude Scope	60	Trained	1 Copper Tube, 1 Malachite, 1 Handful of Copper Bolts
Copper Modulator	65	Trained	2 Handful of Copper Bolts, 1 Copper Bar, 2 Linen Cloth
Coarse Blasting Powder	75	Trained	1 Coarse Stone
Coarse Dynamite	75	Trained	3 Coarse Blasting Powder, 1 Linen Cloth
Crafted Heavy Shot	75	Trained	1 Coarse Blasting Powder, 1 Copper Bar
Mechanical Squiggle	75	Found	1 Copper Modulator, 1 Handful of Copper Bolts, 1 Copper Bar, 2 Malachite
Target Dummy	85	Trained	1 Copper Modulator, 2 Handful of Copper Bolts, 1 Bronze Bar, 1 Wool Cloth
Silver Contact	90	Trained	1 Silver Bar
EZ-Thro Dynamite	100	Found	4 Coarse Blasting Powder, 1 Wool Cloth
Flying Tiger Goggles	100	Trained	6 Light Leather, 2 Tigerseye
Practice Lock	100	Trained	1 Bronze Bar, 2 Handful of Copper Bolts, 1 Weak Flux
Small Saurfang Charge	100	Found	2 Coarse Blasting Powder, 1 Copper Modulator, 1 Light Leather, 1 Refreshing Spring Water
Bronze Tube	105	Trained	2 Bronze Bar, 1 Weak Flux
Deadly Blunderbuss	105	Trained	2 Copper Tube, 4 Handful of Copper Bolts, 1 Wooden Stock, 2 Medium Leather
Large Copper Bomb	105	Trained	3 Copper Bar, 4 Coarse Blasting Powder, 1 Silver Contact
Standard Scope	110	Trained	1 Bronze Tube, 1 Moss Agate
Lovely Crafted Boomstick	120	Trained	2 Bronze Tube, 2 Handful of Copper Bolts, 1 Heavy Stock, 3 Moss Agate
Shadow Goggles	120	Found	4 Medium Leather, 2 Shadowgem
Small Bronze Bomb	120	Trained	4 Coarse Blasting Powder, 1 Bronze Bar, 1 Silver Contact, 1 Wool Cloth
Crafted Solid Shot	125	Trained	1 Heavy Blasting Powder, 1 Bronze Bar
Flame Deflector	125	Found	1 Whirling Bronze Gizmo, 1 Small Flame Sac
Gnomish Universal Remote	125	Found	6 Bronze Bar, 2 Whirling Bronze Gizmo, 2 Flank of Oil, 1 Tigerseye, 1 Malachite
Heavy Blasting Powder	125	Trained	1 Heavy Stone
Heavy Dynamite	125	Trained	2 Heavy Blasting Powder, 1 Wool Cloth
Whirling Bronze Gizmo	125	Trained	2 Bronze Bar, 1 Wool Cloth
Silver-plated Shotgun	130	Trained	2 Bronze Tube, 2 Whirling Bronze Gizmo, 1 Heavy Stock, 3 Silver Bar
Ornate Spyglass	135	Trained	2 Bronze Tube, 2 Whirling Bronze Gizmo, 1 Copper Modulator, 1 Moss Agate
Big Bronze Bomb	140	Trained	2 Heavy Blasting Powder, 3 Bronze Bar, 1 Silver Contact
Minor Recombobulator	140	Trained	2 Bronze Tube, 2 Whirling Bronze Gizmo, 2 Medium Leather, 1 Moss Agate
Bronze Framework	145	Trained	2 Bronze Bar, 1 Medium Leather, 1 Wool Cloth
Moonlight Rifle	145	Found	3 Bronze Tube, 3 Whirling Bronze Gizmo, 1 Heavy Stock, 2 Lesser Moonstone
Aquasdynamic Fish Attractor	150	Trained	2 Bronze Bar, 1 Nightcrawler, 1 Coarse Blasting Powder
Explosive Sheep	150	Trained	1 Bronze Framework, 1 Whirling Bronze Gizmo, 2 Heavy Blasting Powder, 2 Wool Cloth
Gold Power Core	150	Trained	1 Gold Bar
Green Tinted Goggles	150	Trained	4 Medium Leather, 2 Moss Agate, 1 Flying Tiger Goggles
Ice Deflector	155	Trained	1 Whirling Bronze Gizmo, 1 Frost Oil

GATHERING

MANUFACTURING

SECONDARY SKILLS

GADGET	SKILL LEVEL	SOURCE	COMPONENTS
Disemboweling Ray	160	Found	3 Whirling Bronze Gizmo, 2 Silk Cloth, 1 Jade, 1 Bronze Tube
Iron Strut	160	Trained	2 Iron Bar
Goblin Jumper Cables	165	Found	6 Iron Bar, 2 Whirling Bronze Gizmo, 2 Flask of Oil, 2 Silk Cloth, 2 Shadowgem, 1 Fused Wiring
Portable Bronze Mortar	165	Found	4 Bronze Tube, 1 Iron Strut, 4 Heavy Blasting Powder, 4 Medium Leather
Gyrochronaton	170	Trained	1 Iron Bar, 1 Gold Power Core
Bright Eye Goggles	175	Found	6 Heavy Leather, 2 Chime
Compact Harvest Reaper Kit	175	Trained	2 Iron Strut, 1 Bronze Framework, 2 Gyrochronaton, 4 Heavy Leather
Iron Grenade	175	Trained	1 Iron Bar, 1 Heavy Blasting Powder, 1 Silk Cloth
Semaphorize Micro-adjuster	175	Trained	4 Steel Bar
Solid Blasting Powder	175	Trained	2 Solid Stone
Solid Dynamite	175	Trained	1 Solid Blasting Powder, 1 Silk Cloth
Accurate Scope	180	Trained	1 Bronze Tube, 1 Jade, 1 Chime
Advanced Target Dummy	185	Trained	1 Iron Strut, 1 Bronze Framework, 1 Gyrochronaton, 4 Heavy Leather
Craftsman's Maroude	185	Found	6 Heavy Leather, 2 Chime
Flesh Bomb	185	Found	1 Blue Pearl, 1 Heavy Blasting Powder, 1 Silk Cloth
Big Iron Bomb	190	Trained	3 Iron Bar, 3 Heavy Blasting Powder, 1 Silver Contact
Goblin Land Mine	195	Found	3 Heavy Blasting Powder, 2 Iron Bar, 1 Gyrochronaton
Mithril Tube	195	Trained	3 Mithril Bar
Gnomish Cloaking Device	200	Trained	4 Gyrochronaton, 2 Jade, 2 Lesser Moonstone, 2 Chime, 1 Fused Wiring
Large Seaforium Charge	200	Found	2 Solid Blasting Powder, 2 Heavy Leather, 1 Refreshing Spring Water
Mechanical Dragonling	200	Trained	1 Bronze Framework, 4 Iron Strut, 4 Gyrochronaton, 2 Chime, 1 Fused Wiring
Mechanical Repair Kit	200	Trained	1 Mithril Bar, 1 Mageweave Cloth, 1 Solid Blasting Powder
Unstable Trigger	200	Trained	1 Mithril Bar, 1 Mageweave Cloth, 1 Solid Blasting Powder
Fire Goggles	205	Trained	1 Green Tinted Goggles, 2 Chime, 2 Elemental Fire, 4 Heavy Leather
Gnomish Shrink Ray	205	Trained	1 Mithril Tube, 1 Unstable Trigger, 4 Mithril Bar, 4 Flask of Mojo, 2 Jade
Goblin Construction Hat	205	Trained	8 Mithril Bar, 1 Chime, 4 Elemental Fire
Goblin Mining Helmet	205	Trained	8 Mithril Bar, 1 Chime, 4 Elemental Earth
Goblin Mortar	205	Trained	2 Mithril Tube, 4 Mithril Bar, 5 Solid Blasting Powder, 1 Gold Power Core, 1 Elemental Fire
Goblin Rocket Fuel Recipe	205	Trained	1 Blank Parchment, 1 Engineer's Ink
Goblin Sapper Charge	205	Trained	1 Mageweave Cloth, 3 Solid Blasting Powder, 1 Unstable Trigger
Infant Mithril Cylinder Plans	205	Trained	1 Blank Parchment, 1 Engineer's Ink
LP Smoky	205	Found	1 Core of Earth, 2 Gyrochronaton, 1 Fused Wiring, 2 Mithril Bar, 1 Transceiver Bar
Mithril Blunderbuss	205	Trained	1 Mithril Tube, 1 Unstable Trigger, 1 Heavy Stock, 4 Mithril Bar, 2 Elemental Fire
Pet Bumbling	205	Found	1 Big Iron Bomb, 1 Heart of Fire, 1 Fused Wiring, 6 Mithril Bar
Deadly Scope	210	Found	1 Mithril Tube, 2 Aquamarine, 2 Thick Leather
Gnomish Goggles	210	Trained	1 Fire Goggles, 1 Mithril Tube, 2 Gold Power Core, 2 Flask of Mojo, 2 Heavy Leather
Gnomish Net-o-Matic	210	Trained	1 Mithril Tube, 2 Shadow Silk, 4 Thick Spider's Silk, 2 Solid Blasting Powder, 4 Mithril Bar
Hi-Impact Mithril Slugs	210	Trained	1 Mithril Bar, 1 Solid Blasting Powder
Gnomish Harm Prevention Belt	215	Trained	1 Dusky Belt, 4 Mithril Bar, 2 Transceiver Bar, 1 Unstable Trigger, 2 Aquamarine
Mithril Casing	215	Trained	3 Mithril Bar
Mithril Frog Bomb	215	Trained	1 Mithril Casing, 1 Unstable Trigger, 1 Solid Blasting Powder
Catseye Oval Goggles	220	Found	4 Thick Leather, 2 Aquamarine, 1 Catseye Elair
Mithril Heavy-bore Rifle	220	Found	2 Mithril Tube, 1 Unstable Trigger, 1 Heavy Stock, 6 Mithril Bar, 2 Chime
Gnomish Rocket Boots	225	Trained	1 Black Mageweave Boots, 2 Mithril Tube, 4 Heavy Leather, 8 Solid Blasting Powder, 4 Gyrochronaton
Goblin Rocket Boots	225	Trained	1 Black Mageweave Boots, 2 Mithril Tube, 4 Heavy Leather, 2 Goblin Rocket Fuel, 1 Unstable Trigger
Parachute Cloak	225	Found	4 Bolt of Mageweave, 2 Shadow Silk, 1 Unstable Trigger, 4 Solid Blasting Powder
Spellpower Goggles Xtrema	225	Found	4 Thick Leather, 2 Star Ruby
Deepdive Helmet	230	Found	8 Mithril Bar, 1 Mithril Casing, 1 Transceiver Bar, 4 Tigerseye, 4 Malachite
Gnomish Battle Chicken	230	Trained	1 Mithril Casing, 6 Transceiver Bar, 6 Mithril Bar, 2 Inland Mithril Cylinder, 1 Gold Power Core, 2 Jade
Goblin Bomb Dispenser	230	Trained	2 Mithril Casing, 4 Solid Blasting Powder, 6 Transceiver Bar, 1 Unstable Trigger, 2 Accurate Scope

GADGET	SKILL LEVEL	SOURCE	COMPONENTS
Rose Colored Goggles	230	Trained	6 Thick Leather, 2 Star Ruby
Gnomish Mind Control Cap 235	235	Trained	10 Mithril Bar, 4 Transceiver Bar, 1 Gold Power Core, 2 Star Ruby, 4 Mageweave Cloth
Hi-Explosive Bomb	235	Trained	2 Mithril Casing, 1 Unstable Trigger, 2 Solid Blasting Powder
The Big One	235	Trained	1 Mithril Casing, 1 Goblin Rocket Fuel, 6 Solid Stone, 1 Unstable Trigger
Gnomish Death Ray	240	Trained	2 Mithril Tube, 1 Unstable Trigger, 1 Soulstone, 4 Lich of Undeath, 1 Inland Mithril Cylinder
Goblin Dragon Gun	240	Trained	2 Mithril Tube, 4 Goblin Rocket Fuel, 6 Mithril Bar, 6 Transceiver Bar, 1 Unstable Trigger
Sniper Scope	240	Found	1 Mithril Tube, 1 Star Ruby, 2 Transceiver Bar
Goblin Rocket Helmet	245	Trained	1 Goblin Construction Helmet, 4 Goblin Rocket Fuel, 4 Mithril Bar, 1 Unstable Trigger
Green Lens	245	Trained	8 Thick Leather, 2 Jade, 2 Heart of the Wild, 2 Wisp
Mithril Gyro-Shot	245	Trained	2 Mithril Tube, 4 Solid Blasting Powder
Dense Blasting Powder	250	Trained	2 Dense Stone
Mechanical	250	Found	14 Mithril Bar, 4 Heart of Fire, 4 Transceiver Bar, 2 Mithril Cylinder, 2 Goblin Rocket Fuel, 2 Star Ruby
Salt Shaker	250	Trained	1 Mithril Casing, 4 Thorium Bar, 1 Gold Power Core, 4 Unstable Trigger
Thorium Grenade	260	Found	1 Thorium Widget, 3 Thorium Bar, 3 Dense Blasting Powder, 3 Runeclash
Thorium Rifle	260	Found	2 Mithril Tube, 2 Mithril Casing, 2 Thorium Widget, 4 Thorium Bar, 1 Densefly Scope
Thorium Widget	260	Found	3 Thorium Bar, 1 Runeclash
Lifelike Mechanical Iond	265	Found	1 Living Essence, 4 Thorium Widget, 1 Gold Power Core, 1 Ragged Leather
Spellpower Goggles	270	Found	1 Spellpower Goggles Xtrema, 4 Star Ruby
Xtrema Plus	270	Found	2 Enchanted Leather, 8 Runeclash
Dark Iron Rifle	275	Found	2 Thorium Tube, 6 Dark Iron Bar, 2 Deadly Scope, 2 Blue Sapphire, 2 Large Opal, 4 Ragged Leather
Masterwork Target Dummy	275	Found	1 Mithril Casing, 1 Thorium Tube, 2 Thorium Widget, 1 Transceiver Bar, 2 Ragged Leather, 4 Runeclash
Thorium Tube	275	Found	6 Thorium Bar
Dark Iron Bomb	285	Found	2 Thorium Widget, 1 Dark Iron Bar, 3 Dense Blasting Powder, 3 Runeclash
Delicate Arcanite Converter	285	Found	1 Arcanite Bar, 1 Ironweb Spider Silk
Thorium Shards	285	Found	2 Thorium Bar, 1 Dense Blasting Powder
Master Engineer's Goggles	290	Found	1 Fire Goggles, 2 Huge Emerald, 4 Enchanted Leather
Voice Amplification	290	Found	2 Delicate Arcanite Converter, 1 Gold Power Core, 1 Thorium Widget, 1 Large Opal
Arcanite Dragonling	300	Found	1 Mithril Mechanical Dragonling, 8 Delicate Arcanite Converter, 10 Enchanted Thorium Bar, 6 Thorium Widget, 4 Gold Power Core, 6 Enchanted Leather
Flawless Arcanite Rifle	300	Found	10 Arcanite Bar, 2 Thorium Tube, 2 Essence of Fire, 2 Essence of Earth, 2 Azurothian Diamond, 2 Enchanted Leather

LEATHERWORKING

Leather armor is something that almost half of the classes long for and desperately (at least early on while Shaman and Hunters haven't gained access to their mail armor). Skinning, obviously, is a fantastic second profession to. Controlling your own resources is a great way to gain an edge over those who rely on to buy from other players.

Open your abilities menu up (P) and pull the Leatherworking icon into your hot bar. At first, you won't know much, but that changes quickly. Once you begin to use the simplest of armor pieces, you'll need to visit the trainer constantly. In while, you'll be able to take a breath as your skill leveling slows a bit. Once you created an item, it's dropped into your packs.

At rank 225, you can create leather: the Shaman, Elementalist, and Mage for Rogues level Shaman.

Leatherworking is a great way to hunt for the best quests, etc. If you're a Blacksmith, however, the leather you love those.

There's also a lot of when you're making it for always looking for the armor you're very hard to find. And, with a solid end, you're doing peak.

LEATHER

PRODUCT

Handstitched Leather
Handstitched Leather
Handstitched Leather
Handstitched Leather
Light Armor Kit
Light Leather
Handstitched Leather
Handstitched Leather
Small Leather
Cured Light Hide
Rugged Leather
Embossed Leather
Kada Hide Bag
Embossed Leather
Embossed Leather
White Leather
Light Leather
Embossed Leather
Fine Leather
Fine Leather
Fine Leather
Fine Leather
Deviate Scale
Fine Leather
Mongoose Vest

Marble Scale
Light Leather
Marble Scale

Black Whelp
Cured Medium
Dark Leather
Dark Leather
Hillman's Leather
Medium Armor
Deviate Scale
Fine Leather
Dark Leather
Dark Leather
Scale Belt
Dark Leather

Hillman's Belt

rank 225, you have three classes of Leatherworking to pursue: Tribal, Elemental or Dragonscale. Each one requires a quest and you can only learn one. Tribal is all about the Spirit and Intellect buffs in this line make it nicely suited for Druids and Shamans. Elemental Leatherworking, with the Agility and Stamina increases, seems best for Rogues and Hunters. Dragonscale is all mail and lends itself to the higher level Shamans and Hunters.

Leatherworking combined with Skinning is a very easy skill to level up. There's no hunting for herbs or ore; you're killing what you'd kill anyway to get the items, finish your quest. If you take Skinning and Leatherworking at Level 5, the minimum level necessary, the skill levels up without much effort. Leatherworkers are not as popular as Blacksmiths. Smiths make armor and weapons while you're focused on armor. However, there is one advantage. Leatherworkers make armor kits and everyone uses those. A boost to your AC is a nice thing to have.

There's also another bonus to being a less-flashy professional. Chances are that when you're in a group, you'll be the only person collecting skins. The armor you make is for very popular classes (Rogues, Shamans, Hunters, & Druids) who are always looking for good gear. So your items will sell. Plus, if you actually wear the armor you make, you're always wearing the latest and greatest. End game gear is very hard to make, asking for some of the toughest items to find and in high quantities. But the end results are very worth it. It's so hard to make that very few are sold. And, when something is put up in the auction house or over the trade channel using peak hours, bidding wars are sure to happen.

LEATHERWORKING

ITEM	Skill Level	Source	Component(s)
Leatherworking Boots	1	Initial	2 Light Leather, 1 Coarse Thread
Leatherworking Bracers	1	Initial	2 Light Leather, 3 Coarse Thread
Leatherworking Cloak	1	Initial	2 Light Leather, 1 Coarse Thread
Leatherworking Vest	1	Initial	3 Light Leather, 1 Coarse Thread
Leatherworking Kit	1	Initial	1 Light Leather
Leatherworking	1	Initial	3 Rusted Leather Straps
Leatherworking Pants	15	Trained	4 Light Leather, 1 Coarse Thread
Leatherworking Belt	25	Trained	6 Light Leather, 1 Coarse Thread
Leatherworking Quiver	30	Trained	4 Light Leather, 2 Coarse Thread
Leatherworking Arrows Pouch	30	Trained	3 Light Leather, 4 Coarse Thread
Leatherworking Hide	35	Trained	1 Light Hide, 1 Soft
Leatherworking Pants	35	Found	5 Light Leather, 5 Coarse Thread
Leatherworking Vest	40	Trained	8 Light Leather, 4 Coarse Thread
Leatherworking Boots	40	Found	3 Thick Kodo Leather, 4 Light Leather, 1 Coarse Thread
Leatherworking Bracers	55	Trained	8 Light Leather, 5 Coarse Thread
Leatherworking Gloves	55	Trained	3 Light Leather, 2 Coarse Thread
Leatherworking Cloak	60	Trained	5 Light Leather, 2 Coarse Thread
Leatherworking Jacket	60	Found	8 Light Leather, 2 Coarse Thread, 1 Bleach
Leatherworking Bracers	70	Trained	6 Light Leather, 4 Coarse Thread
Leatherworking Pants	75	Trained	1 Cured Light Hide, 6 Light Leather, 2 Coarse Thread
Leatherworking Gloves	75	Found	1 Cured Light Hide, 4 Light Leather, 2 Coarse Thread
Leatherworking Belt	80	Trained	6 Light Leather, 2 Coarse Thread
Leatherworking Cloak	85	Trained	10 Light Leather, 2 Fine Thread
Leatherworking Tunic	85	Trained	3 Cured Light Hide, 6 Light Leather, 4 Coarse Thread
Leatherworking Boots	90	Found	8 Deviate Scale, 1 Cured Light Hide, 1 Fine Thread
Leatherworking Bracers	90	Found	7 Light Leather, 2 Coarse Thread
Leatherworking Vest	90	Found	6 Light Leather, 1 Cured Light Hide, 4 Coarse Thread, 1 Small Lustrous Pearl
Leatherworking Boots	90	Found	8 Slimy Murloc Scale, 6 Light Leather, 1 Fine Thread
Leatherworking Pants	95	Trained	10 Light Leather, 1 Cured Light Hide, 1 Fine Thread
Leatherworking Bracers	95	Found	12 Slimy Murloc Scale, 1 Cured Light Hide, 8 Light Leather, 1 Fine Thread
Leatherworking Cloak	100	Found	12 Black Whelp Scale, 4 Medium Leather, 1 Fine Thread
Leatherworking Hide	100	Trained	1 Medium Hide, 1 Soft
Leatherworking Boots	100	Trained	4 Medium Leather, 2 Fine Thread, 1 Gray Dye
Leatherworking Tunic	100	Found	6 Medium Leather, 1 Fine Thread, 1 Gray Dye
Leatherworking Vest	100	Found	1 Fine Leather Tunic, 2 Cured Light Hide, 2 Coarse Thread
Leatherworking Kit	100	Trained	4 Medium Leather, 2 Coarse Thread
Leatherworking Gloves	105	Found	2 Perfect Deviate Scale, 2 Deviate Scale, 2 Fine Thread
Leatherworking Pants	105	Found	8 Medium Leather, 1 Belt of Wooden Cloth, 1 Fine Thread
Leatherworking Cloak	110	Trained	8 Medium Leather, 1 Fine Thread, 1 Gray Dye
Leatherworking Boots	115	Trained	12 Medium Leather, 1 Gray Dye, 1 Fine Thread/Deviate Scale
Leatherworking Tunic	115	Found	10 Perfect Deviate Scale, 10 Deviate Scale, 2 Fine Thread
Leatherworking Gloves	120	Found	1 Fine Leather Gloves, 1 Cured Medium Hide, 1 Fine Thread, 1 Gray Dye
Leatherworking Belt	120	Found	8 Medium Leather, 1 Elvish of Wisdom, 2 Fine Thread

PRODUCT	Skill Level	Source	Component(s)
Nimble Leather Gloves	120	Trained	1 Elvish of Minor Agility, 6 Medium Leather, 1 Fine Thread
Red Whelp Gloves	120	Found	6 Red Whelp Scale, 4 Medium Leather, 1 Fine Thread
Toughened Leather Armor	120	Trained	1 Fine Leather, 2 Cured Light Hide, 2 Fine Thread
Dark Leather Belt	125	Trained	1 Fine Leather Belt, 1 Cured Medium Hide, 2 Fine Thread, 1 Gray Dye
Fletcher's Gloves	125	Trained	8 Medium Leather, 4 Long Tail Feather, 2 Fine Thread
Guardian Cloak	125	Found	14 Heavy Leather, 2 Belt of Silk Cloth, 2 Silken Thread
Hillman's Shoulders	130	Trained	1 Cured Medium Hide, 4 Medium Leather, 1 Fine Thread
Earthen Leather Shoulders	135	Found	6 Medium Leather, 1 Elemental Earth, 2 Fine Thread
Herbalist's Gloves	135	Found	8 Medium Leather, 4 Kingblood, 2 Fine Thread
Toughened Leather Gloves	135	Trained	4 Medium Leather, 2 Cured Medium Hide, 2 Elvish of Defense, 2 Spider's Silk, 2 Fine Thread
Dark Leather Shoulders	140	Found	12 Medium Leather, 1 Elvish of Lesser Agility, 1 Gray Dye, 2 Fine Thread
Pilferer's Gloves	140	Found	10 Medium Leather, 2 Lucky Charm, 2 Fine Thread
Heavy Earthen Gloves	145	Found	12 Medium Leather, 2 Elemental Earth, 2 Belt of Wooden Cloth, 2 Fine Thread
Hillman's Leather Gloves	145	Trained	14 Medium Leather, 4 Fine Thread
Barbaric Gloves	150	Found	1 Heavy Leather, 2 Large Fang, 1 Fine Thread
Cured Heavy Hide	150	Trained	1 Heavy Hide, 3 Soft
Heavy Armor Kit	150	Trained	5 Heavy Leather, 1 Fine Thread
Heavy Leather Arrows Pouch	150	Trained	8 Heavy Leather, 2 Fine Thread
Heavy Quiver	150	Trained	8 Heavy Leather, 2 Fine Thread
Hillman's Cloak	150	Trained	5 Heavy Leather, 2 Fine Thread
Green Leather Armor	155	Trained	9 Heavy Leather, 2 Green Dye, 4 Fine Thread
Green Leather Belt	160	Trained	1 Cured Heavy Hide, 5 Heavy Leather, 1 Fine Thread, 1 Green Dye, 1 Iron Buckle
Guardian Pants	160	Trained	12 Heavy Leather, 2 Belt of Silk Cloth, 2 Fine Thread
Dusky Leather Leggings	165	Found	10 Heavy Leather, 1 Black Dye, 2 Fine Thread
Raptor Hide Belt	165	Trained	4 Raptor Hide, 4 Heavy Leather, 2 Fine Thread
Raptor Hide Harness	165	Trained	6 Raptor Hide, 4 Heavy Leather, 2 Fine Thread
Barbaric Leggings	170	Found	10 Heavy Leather, 2 Fine Thread, 1 Mossy Apple
Guardian Belt	170	Found	2 Cured Heavy Hide, 4 Heavy Leather, 1 Fine Thread, 1 Iron Buckle
Thick Marloc Armor	170	Found	12 Thick Marloc Scale, 1 Cured Heavy Hide, 10 Heavy Leather, 3 Fine Thread
Barbaric Shoulders	175	Trained	8 Heavy Leather, 1 Cured Heavy Hide, 2 Fine Thread
Dusky Leather Armor	175	Trained	10 Heavy Leather, 1 Shadow Oil, 2 Fine Thread
Green Whelp Armor	175	Found	4 Green Whelp Scale, 10 Heavy Leather, 2 Fine Thread
Guardian Armor	175	Found	2 Cured Heavy Hide, 12 Heavy Leather, 1 Shadow Oil, 2 Fine Thread
Frost Leather Cloak	180	Trained	6 Heavy Leather, 2 Elemental Earth, 2 Elemental Water, 2 Fine Thread
Green Leather Bracers	180	Trained	2 Cured Heavy Hide, 6 Heavy Leather, 1 Green Dye, 1 Fine Thread
Dusky Bracers	185	Trained	16 Heavy Leather, 1 Black Dye, 2 Silken Thread
Gem-studded Leather Belt	185	Found	4 Cured Heavy Hide, 2 Indescent Pearl, 2 Jade, 1 Citrine, 1 Fine Thread
Barbaric Harness	190	Trained	14 Heavy Leather, 2 Fine Thread, 1 Iron Buckle
Green Whelp Bracers	190	Found	6 Green Whelp Scale, 8 Heavy Leather, 2 Silken Thread
Guardian Gloves	190	Trained	4 Heavy Leather, 1 Cured Heavy Hide, 1 Silken Thread
Marloc Scale Bracers	190	Found	16 Thick Marloc Scale, 1 Cured Heavy Hide, 14 Heavy Leather, 1 Silken Thread
Dusky Belt	195	Trained	10 Heavy Leather, 1 Belt of Silk Cloth, 2 Black Dye, 1 Iron Buckle
Guardian Leather Bracers	195	Found	6 Heavy Leather, 2 Cured Heavy Hide, 1 Silken Thread
Barbaric Belt	200	Found	6 Heavy Leather, 2 Cured Heavy Hide, 2 Coarse Gorilla Hair, 1 Great Rage Potion, 1 Silken Thread, 1 Iron Buckle
Comfortable Leather Hat	200	Found	12 Heavy Leather, 2 Cured Heavy Hide, 2 Silken Thread
Cured Thick Hide	200	Trained	1 Thick Hide, 1 Deersong Salt
Dusky Boots	200	Found	8 Heavy Leather, 2 Shadowoil Hide, 1 Shadow Oil, 2 Silken Thread
Swift Boots	200	Found	10 Heavy Leather, 2 Swiftess Potion, 2 Thick Spider's Silk, 1 Silken Thread
Thick Armor Kit	200	Trained	5 Thick Leather, 1 Silken Thread
Nightscapes Headband	205	Trained	5 Thick Leather, 2 Silken Thread
Nightscapes Tunic	205	Trained	2 Thick Leather, 2 Silken Thread
Turtle Scale Gloves	205	Found	6 Thick Leather, 2 Turtle Scale, 1 Heavy Silken Thread
Nightscapes Shoulders	210	Found	8 Thick Leather, 4 Mongoose Hide, 3 Silken Thread
Turtle Scale Boots	210	Found	8 Thick Leather, 12 Turtle Scale, 1 Heavy Silken Thread
Turtle Scale Breechings	210	Trained	6 Thick Leather, 12 Turtle Scale, 1 Heavy Silken Thread
Big Yoodoo Robe	215	Found	10 Thick Leather, 4 Flask of Mojo, 1 Heavy Silken Thread
Big Yoodoo Mask	220	Found	8 Thick Leather, 4 Flask of Mojo, 1 Heavy Silken Thread
Tough Scorpion Bracers	220	Found	10 Thick Leather, 4 Scorpion Scale, 2 Silken Thread

GATHERING

MANUFACTURING

SECONDARY SKILLS

PRODUCT	Skill Level	Source	Components
Tough Scorpion Breastplate	220	Found	12 Thick Leather, 12 Scorpion Scale, 4 Silken Thread
Wild Leather Shoulders	220	Found	10 Thick Leather, 1 Wildvine, 1 Cured Thick Hide
Dragonscale Gauntlets	225	Trained	24 Thick Leather, 12 Worn Dragonscale, 4 Heavy Silken Thread, 2 Cured Thick Hide
Quickdraw Quiver	225	Trained	12 Thick Leather, 1 Thick Hide, 1 Elxir of Agility, 4 Silken Thread
Thick Leather Amore Pouch	225	Trained	10 Thick Leather, 1 Cured Thick Hide, 1 Elxir of Greater Defense, 6 Silken Thread
Tough Scorpion Gloves	225	Found	6 Thick Leather, 6 Scorpion Scale, 2 Silken Thread
Wild Leather Helmet	225	Found	10 Thick Leather, 2 Wildvine, 1 Cured Thick Hide
Wild Leather Vest	225	Found	12 Thick Leather, 2 Wildvine, 1 Cured Thick Hide
Wolfhead Helm	225	Trained	18 Thick Leather, 2 Thick Wolfhide, 8 Wicked Claw, 4 Heavy Silken Thread, 2 Cured Thick Hide
Gauntlets of the Sea	230	Trained	20 Thick Leather, 8 Globe of Water, 2 Core of Earth, 1 Cured Thick Hide, 4 Heavy Silken Thread
Nightshade Cloak	230	Found	12 Thick Leather, 4 Silken Thread
Nightshade Pants	230	Trained	14 Thick Leather, 4 Silken Thread
Turtle Scale Helm	230	Trained	14 Thick Leather, 24 Turtle Scale, 1 Heavy Silken Thread
Nightshade Boots	235	Trained	16 Thick Leather, 2 Heavy Silken Thread
Tough Scorpion Boots	235	Found	12 Thick Leather, 12 Scorpion Scale, 6 Silken Thread
Turtle Scale Leggings	235	Trained	14 Thick Leather, 28 Turtle Scale, 1 Heavy Silken Thread
Big Yoodoo Cloak	240	Found	14 Thick Leather, 4 Flank of Big Mojo, 2 Heavy Silken Thread
Big Yoodoo Pants	240	Found	10 Thick Leather, 6 Flank of Big Mojo, 2 Heavy Silken Thread
Tough Scorpion Shoulders	240	Found	12 Thick Leather, 16 Scorpion Scale, 2 Heavy Silken Thread
Tough Scorpion Leggings	245	Found	14 Thick Leather, 6 Scorpion Scale, 2 Heavy Silken Thread
Wild Leather Boots	245	Found	14 Thick Leather, 4 Wildvine, 2 Cured Thick Hide
Cared Rugged Hide	250	Trained	1 Rugged Hide, 1 Refined Deerhide, 1 Refined Deerhide
Feathered Breastplate	250	Trained	40 Thick Leather, 40 Jet Black Feather, 2 Black Pearl, 4 Cured Thick Hide, 4 Heavy Silken Thread
Helm of Fire	250	Trained	40 Thick Leather, 12 Heart of Fire, 4 Core of Earth, 2 Cured Thick Hide, 4 Heavy Silken Thread
Rugged Armor Kit	250	Trained	5 Rugged Leather
Tough Scorpion Helm	250	Found	10 Thick Leather, 20 Scorpion Scale, 2 Heavy Silken Thread
Wild Leather Cloak	250	Found	16 Thick Leather, 4 Wildvine, 2 Cured Thick Hide
Wild Leather Leggings	250	Found	16 Thick Leather, 4 Wildvine, 2 Cured Thick Hide
Dragonscale Breastplate	255	Trained	40 Thick Leather, 30 Worn Dragonscale, 4 Heavy Silken Thread, 4 Cured Thick Hide
Heavy Scorpion Bracers	255	Found	4 Rugged Leather, 4 Heavy Scorpion Scale, 1 Rune Thread
Green Dragonscale Breastplate	260	Found	20 Rugged Leather, 25 Green Dragonscale, 2 Rune Thread
Wicked Leather Gauntlets	260	Found	8 Rugged Leather, 1 Black Dye, 1 Rune Thread
Chimeric Gloves	265	Found	6 Rugged Leather, 6 Chimeric Leather, 1 Rune Thread
Heavy Scorpion Vest	265	Found	6 Rugged Leather, 6 Heavy Scorpion Scale, 1 Rune Thread
Wicked Leather Bracers	265	Found	8 Rugged Leather, 1 Black Dye, 1 Rune Thread
Green Dragonscale Leggings	270	Found	20 Rugged Leather, 25 Green Dragonscale, 1 Rune Thread
Ironleather Shoulders	270	Found	24 Rugged Leather, 80 Ironleather, 2 Jade, 1 Rune Thread
Living Shoulders	270	Found	12 Rugged Leather, 4 Living Essence, 1 Rune Thread
Runic Leather Gauntlets	270	Found	10 Rugged Leather, 6 Runic Cloth, 1 Rune Thread
Volcanic Leggings	270	Found	6 Rugged Leather, 1 Essence of Fire, 1 Core of Earth, 1 Rune Thread
Chimeric Boots	275	Found	4 Rugged Leather, 6 Chimeric Leather, 1 Rune Thread
Frashaber Boots	275	Found	4 Rugged Leather, 6 Frashaber Leather, 1 Rune Thread
Heavy Scorpion Gauntlets	275	Found	6 Rugged Leather, 6 Heavy Scorpion Scale, 1 Rune Thread
Runic Leather Bracers	275	Found	6 Rugged Leather, 1 Black Pearl, 6 Runic Cloth, 1 Rune Thread
Stormbrood Pants	275	Found	16 Rugged Leather, 2 Essence of Water, 2 Essence of Air, 1 Rune Thread
Warbeast Harness	275	Found	28 Rugged Leather, 12 Warbeast Leather, 1 Rune Thread
Chimeric Leggings	280	Found	8 Rugged Leather, 8 Chimeric Leather, 1 Rune Thread
Heavy Scorpion Belt	280	Found	6 Rugged Leather, 8 Heavy Scorpion Scale, 1 Rune Thread
Runic Leather Belt	280	Found	12 Rugged Leather, 10 Runic Cloth, 1 Rune Thread
Wicked Leather Headband	280	Found	12 Rugged Leather, 1 Black Dye, 1 Rune Thread
Blue Dragonscale Breastplate	285	Found	28 Rugged Leather, 30 Blue Dragonscale, 1 Cured Rugged Hide, 1 Rune Thread
Frashaber Leggings	285	Found	6 Rugged Leather, 6 Frashaber Leather, 1 Rune Thread
Runic Leather Leggings	285	Found	8 Rugged Leather, 12 Heavy Scorpion Scale, 1 Rune Thread
Living Leggings	285	Found	16 Rugged Leather, 4 Living Essence, 1 Cured Rugged Hide, 1 Rune Thread

PRODUCT	Skill Level	Source	Components
Stormbrood Armor	285	Found	16 Rugged Leather, 3 Essence of Water, 1 Cured Rugged Hide, 1 Rune Thread
Volcanic Breastplate	285	Found	8 Rugged Leather, 1 Essence of Fire, 1 Rune Thread
Warbeast Woolies	285	Found	24 Rugged Leather, 14 Warbeast Leather, 1 Rune Thread
Black Dragonscale Breastplate	290	Found	40 Rugged Leather, 60 Black Dragonscale, 1 Cured Rugged Hide, 2 Rune Thread
Chimeric Vest	290	Found	10 Rugged Leather, 10 Chimeric Leather, 1 Rune Thread
Devilour Gauntlets	290	Found	30 Rugged Leather, 8 Devilour Leather, 1 Rune Thread
Ironleather Breastplate	290	Found	40 Rugged Leather, 120 Ironleather, 1 Rune Thread
Runic Leather Headband	290	Found	1 Cured Rugged Hide, 1 Runic Cloth, 1 Rune Thread
Wicked Leather Pants	290	Found	16 Rugged Leather, 1 Cured Rugged Hide, 1 Rune Thread
Blue Dragonscale Shoulders	295	Found	28 Rugged Leather, 30 Blue Dragonscale, 1 Cured Rugged Hide, 1 Rune Thread
Frashaber Gloves	295	Found	6 Rugged Leather, 10 Frashaber Leather, 1 Rune Thread
Heavy Scorpion Helm	295	Found	8 Rugged Leather, 12 Heavy Scorpion Scale, 1 Cured Rugged Hide, 1 Rune Thread
Stormbrood Shoulders	295	Found	12 Rugged Leather, 3 Essence of Water, 1 Essence of Earth, 2 Enchanted Leather, 1 Rune Thread
Black Dragonscale Leggings	300	Found	40 Rugged Leather, 60 Black Dragonscale, 1 Cured Rugged Hide, 2 Rune Thread
Black Dragonscale Shoulders	300	Found	44 Rugged Leather, 45 Black Dragonscale, 1 Cured Rugged Hide, 1 Rune Thread
Devilour Leggings	300	Found	30 Rugged Leather, 14 Devilour Leather, 1 Rugged Hide, 1 Rune Thread
Frashaber Tunic	300	Found	12 Rugged Leather, 12 Frashaber Leather, 1 Rugged Hide, 2 Rune Thread
Heavy Scorpion Shoulders	300	Found	14 Rugged Leather, 14 Heavy Scorpion Scale, 1 Rugged Hide, 2 Rune Thread
Living Breastplate	300	Found	16 Rugged Leather, 8 Living Essence, 2 Runic Cloth, 1 Cured Rugged Hide, 2 Rune Thread
Red Dragonscale Breastplate	300	Found	40 Rugged Leather, 30 Red Dragonscale, 1 Cured Rugged Hide, 2 Rune Thread
Runic Leather Armor	300	Found	22 Rugged Leather, 4 Enchanted Leather, 1 Cured Rugged Hide, 2 Rune Thread
Runic Leather Pants	300	Found	18 Rugged Leather, 12 Runic Cloth, 2 Essence of Earth, 1 Rune Thread
Runic Leather Shoulders	300	Found	16 Rugged Leather, 4 Enchanted Leather, 1 Rugged Hide, 1 Cured Rugged Hide, 2 Rune Thread
Volcanic Shoulders	300	Found	10 Rugged Leather, 1 Essence of Fire, 1 Essence of Earth, 2 Rune Thread
Wicked Leather Armor	300	Found	20 Rugged Leather, 2 Cured Rugged Hide, 1 Black Dye, 2 Rune Thread
Wicked Leather Belt	300	Found	14 Rugged Leather, 2 Black Dye, 2 Rune Thread

TAILORING

When people think of Tailors they immediately think of cloth armor, but when a non-caster thinks of Tailors, they think of bags! Sure, Tailors make armor and casters chase after them in droves trying to pick up some of the equipment, but bags and cloaks are used by every class. Nice, huh?

Open your abilities menu (P) and bring the Tailoring icon into your hotbar. Open the menu to see what you've got available.

Click on the name of a plan to see what components you need. It will show you how many of each component you have in your bags and how many items of that pattern you can make. It gives you the option to make 1 or many in a row.

To see what the plan makes mouse over the picture, it'll give you the description of the item you're making. Once an item is made it goes into your backpack.



here really is no cloth which is which is inevitable bread and dye it you might expect make the Tailor gathering skill to

taking Mining of that whatever you matter what it you need to be so resources are especially since for yourself to w

TAILORING

PRODUCTS

Ball of Linen Cloth
Brown Linen Shirt
Linen Cloak
Simple Linen Pants
White Linen Shirt
Brown Linen Vest
Linen Belt
Simple Linen Boots
Brown Linen Pants
Brown Linen Robe
White Linen Robe
Heavy Linen Glove
Blue Linen Shirt
Red Linen Robe
Red Linen Shirt
Simple Dress

Linen Bag
Blue Linen Vest
Red Linen Vest
Green Linen Bag
Reinforced Linen
Linen Boots
Barbaric Linen V
Blue Linen Robe
Green Linen Sh
Handstitched Li
Red Linen Bag
Ball of Woolen

Using Mining or Herbalism as a resource skill can make you a ton of money, just whatever you gather on the auctioneer and set a low minimum bid. It doesn't matter what it sells for, as it was free anyways and will offset all the dye and thread you have to buy. In most circumstances, it'll do a lot more then offset your costs, resources are always in demand. Many casters take this skill to outfit themselves, especially since the components are so easy to find. This is one of the skills you do need to wear the items you make.

SECONDARY SKILLS



ItemID	Skill	Level	Source	Component(s)
Simple Kilt	75	Trained	4 Bolt of Linen Cloth, 1 Fine Thread	
Woollen Cape	75	Trained	1 Bolt of Woollen Cloth, 1 Fine Thread	
Soft-scaled Linen Boots	80	Trained	5 Bolt of Linen Cloth, 2 Light Leather, 1 Fine Thread	
Woollen Bag	80	Trained	3 Bolt of Woollen Cloth, 1 Fine Thread	
Green Woollen Vest	85	Trained	2 Bolt of Woollen Cloth, 2 Fine Thread, 1 Green Dye	
Heavy Woollen Gloves	85	Trained	3 Bolt of Woollen Cloth, 1 Fine Thread	
Green Woollen Robe	90	Found	3 Bolt of Woollen Cloth, 2 Fine Thread, 1 Green Dye	
Pearl-clasped Cloak	90	Trained	3 Bolt of Woollen Cloth, 2 Fine Thread, 1 Small Lustrous Pearl	
Green Woollen Bag	95	Found	4 Bolt of Woollen Cloth, 1 Green Dye, 1 Fine Thread	
Red Woollen Boots	95	Found	4 Bolt of Woollen Cloth, 1 Light Leather, 1 Fine Thread, 2 Red Dye	
Woollen Boots	95	Trained	4 Bolt of Woollen Cloth, 2 Fine Thread, 2 Light Leather	
Blue Overalls	100	Found	4 Bolt of Woollen Cloth, 2 Fine Thread, 2 Blue Dye	
Grey Woollen Shirt	100	Trained	2 Bolt of Woollen Cloth, 1 Fine Thread, 1 Grey Dye	
Heavy Woollen Cloak	100	Found	3 Bolt of Woollen Cloth, 2 Fine Thread, 2 Small Lustrous Pearl	
Grey Woollen Robe	105	Found	4 Bolt of Woollen Cloth, 3 Fine Thread, 1 Grey Dye	
Double-stitched Woollen Shoulders	110	Trained	3 Bolt of Woollen Cloth, 2 Fine Thread	
Heavy Woollen Pants	110	Trained	5 Bolt of Woollen Cloth, 4 Fine Thread	
Stylish Red Shirt	110	Trained	3 Bolt of Woollen Cloth, 2 Red Dye, 1 Fine Thread	
White Woollen Dress	110	Trained	3 Bolt of Woollen Cloth, 4 Bleach, 1 Fine Thread	
Greater Adapt's Robe	115	Found	5 Bolt of Woollen Cloth, 3 Red Dye, 3 Red Dye	
Red Woollen Bag	115	Found	4 Bolt of Woollen Cloth, 1 Red Dye, 1 Fine Thread	
Coloured Kilt	120	Found	5 Bolt of Woollen Cloth, 3 Red Dye, 1 Fine Thread	
Reinforced Woollen Shoulders	120	Found	6 Bolt of Woollen Cloth, 2 Medium Leather, 2 Fine Thread	
Stylish Blue Shirt	120	Found	4 Bolt of Woollen Cloth, 2 Blue Dye, 1 Grey Dye, 1 Fine Thread	
Stylish Green Shirt	120	Found	4 Bolt of Woollen Cloth, 2 Green Dye, 1 Grey Dye, 1 Fine Thread	

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Belt of Silk Cloth	125	Trained	4 Silk Cloth
Phoenix Gloves	125	Found	4 Bolt of Woolen Cloth, 1 Iridescent Pearl, 4 Fine Thread, 2 Black
Phoenix Pants	125	Found	6 Bolt of Woolen Cloth, 1 Iridescent Pearl, 2 Fine Thread
Spiderweb Boots	125	Trained	2 Bolt of Silk Cloth, 4 Medium Leather, 4 Spider's Silk, 2 Iridescent Pearl
Gloves of Meditation	130	Trained	4 Bolt of Woolen Cloth, 3 Fine Thread, 1 Elixir of Wisdom
Brighter Wizard's Shirt	135	Trained	1 Bolt of Silk Cloth, 1 Yellow Dye, 1 Fine Thread
Resist Wizard's Robe	135	Trained	2 Bolt of Silk Cloth, 2 Fine Thread, 2 Spider's Silk
Azure Silk Pants	140	Trained	4 Bolt of Silk Cloth, 2 Blue Dye, 3 Fine Thread
Boots of Darkness	140	Found	3 Bolt of Silk Cloth, 2 Medium Leather, 1 Shadow Protection Potion, 2 Fine Thread
Spider Silk Slippers	140	Found	3 Bolt of Silk Cloth, 1 Spider's Silk, 2 Fine Thread
Azure Silk Gloves	145	Found	3 Bolt of Silk Cloth, 2 Heavy Leather, 2 Blue Dye, 2 Fine Thread
Azure Silk Hood	145	Trained	2 Bolt of Silk Cloth, 2 Blue Dye, 1 Fine Thread
Hands of Darkness	145	Found	3 Bolt of Silk Cloth, 2 Heavy Leather, 2 Shadow Protection Potion, 2 Fine Thread
Azure Silk Vest	150	Trained	5 Bolt of Silk Cloth, 4 Blue Dye
Gloves of the Deaf	150	Found	3 Bolt of Silk Cloth, 2 Heavy Leather, 4 Healing Potion, 1 Fine Thread
Robes of Arcana	150	Found	4 Bolt of Silk Cloth, 2 Fine Thread, 2 Spider's Silk
Small Silk Pant	150	Trained	3 Bolt of Silk Cloth, 2 Heavy Leather, 3 Fine Thread
Dark Silk Shirt	155	Trained	2 Bolt of Silk Cloth, 2 Gray Dye, 1 Fine Thread
Silk Headband	160	Trained	3 Bolt of Silk Cloth, 2 Fine Thread
White Swashbuckler's Shirt	160	Trained	3 Bolt of Silk Cloth, 2 Black, 1 Silken Thread
Enchanter's Cowl	165	Trained	3 Bolt of Silk Cloth, 2 Fine Thread, 2 Thick Spider's Silk
Green Silk Armor	165	Found	5 Bolt of Silk Cloth, 2 Green Dye, 1 Silken Thread
Earthen Vest	170	Trained	3 Bolt of Silk Cloth, 1 Elemental Earth, 2 Fine Thread
Farmal White Shirt	170	Trained	3 Bolt of Silk Cloth, 2 Black, 1 Fine Thread
Shadow Hood	170	Found	4 Bolt of Silk Cloth, 1 Silken Thread, 1 Shadow Oil
Azure Silk Belt	175	Trained	4 Bolt of Silk Cloth, 1 Elemental Water, 2 Blue Dye, 2 Fine Thread, 1 Iron Buckle
Azure Silk Cloak	175	Found	3 Bolt of Silk Cloth, 2 Blue Dye, 2 Fine Thread
Bolt of Mageweave	175	Found	5 Mageweave Cloth
Boots of the Enchanter	175	Trained	4 Bolt of Silk Cloth, 1 Silken Thread, 2 Thick Spider's Silk
Crimson Silk Belt	175	Trained	4 Bolt of Silk Cloth, 1 Iron Buckle, 2 Red Dye, 1 Silken Thread
Green Silk Pack	175	Found	4 Bolt of Silk Cloth, 3 Heavy Leather, 3 Fine Thread, 1 Green Dye
Red Swashbuckler's Shirt	175	Trained	3 Bolt of Silk Cloth, 2 Red Dye, 1 Silken Thread
Crimson Silk Cloak	180	Found	5 Bolt of Silk Cloth, 2 Red Dye, 2 Fine Oil, 1 Silken Thread
Green Silken Shoulders	180	Trained	5 Bolt of Silk Cloth, 2 Silken Thread
Spider Belt	180	Found	4 Bolt of Silk Cloth, 2 Thick Spider's Silk, 1 Iron Buckle
Black Silk Pack	185	Found	5 Bolt of Silk Cloth, 1 Black Dye, 4 Fine Thread
Crimson Silk Vest	185	Trained	4 Bolt of Silk Cloth, 2 Red Dye, 2 Fine Thread
Long Silken Cloak	185	Trained	4 Bolt of Silk Cloth, 2 Mono Potion, 1 Silken Thread
Rich Purple Silk Shirt	185	Found	4 Bolt of Silk Cloth, 1 Purple Dye, 1 Silken Thread
Azure Shoulders	190	Found	6 Bolt of Silk Cloth, 2 Naga Scale, 2 Blue Dye, 2 Silken Thread
Crimson Silk Shoulders	190	Found	5 Bolt of Silk Cloth, 2 Fine Oil, 2 Red Dye, 2 Silken Thread
Robe of Power	190	Trained	2 Bolt of Mageweave, 2 Elemental Earth, 2 Elemental Water, 2 Elemental Fire, 2 Elemental Air, 2 Silken Thread
Crimson Silk Pantaloons	195	Trained	4 Bolt of Silk Cloth, 2 Red Dye, 2 Silken Thread
Earthen Silk Belt	195	Found	5 Bolt of Silk Cloth, 4 Elemental Earth, 4 Heavy Leather, 1 Iron Buckle, 2 Silken Thread
Black Swashbuckler's Shirt	200	Trained	5 Bolt of Silk Cloth, 1 Black Dye, 1 Silken Thread
Icy Cloak	200	Found	3 Bolt of Mageweave, 2 Silken Thread, 1 Frost Oil, 2 Thick Spider's Silk
Star Belt	200	Found	4 Bolt of Mageweave, 4 Heavy Leather, 1 Citrine, 1 Iron Buckle, 1 Silken Thread
Black Mageweave Leggings	205	Trained	2 Bolt of Mageweave, 3 Silken Thread
Black Mageweave Vest	205	Trained	2 Bolt of Mageweave, 3 Silken Thread
Crimson Silk Robe	205	Found	8 Bolt of Silk Cloth, 4 Elemental Fire, 2 Mono Potion, 4 Red Dye, 1 Silken Thread
Black Mageweave Robe	210	Trained	3 Bolt of Mageweave, 1 Heavy Silken Thread
Crimson Silk Gloves	210	Trained	6 Bolt of Silk Cloth, 1 Elemental Fire, 2 Fine Oil, 2 Thick Leather, 4 Red Dye, 2 Silken Thread
Shadowweave Pants	210	Trained	3 Bolt of Mageweave, 2 Shadow Silk, 1 Heavy Silken Thread
Black Mageweave Gloves	215	Trained	2 Bolt of Mageweave, 2 Heavy Silken Thread
Orange Mageweave Shirt	215	Trained	1 Bolt of Mageweave, 1 Orange Dye, 1 Heavy Silken Thread
Red Mageweave Pants	215	Found	3 Bolt of Mageweave, 2 Red Dye, 1 Heavy Silken Thread

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Red Mageweave Vest	215	Found	3 Bolt of Mageweave, 2 Red Dye, 1 Heavy Silken Thread
Shadowweave Robe	215	Trained	3 Bolt of Mageweave, 2 Shadow Silk, 1 Heavy Silken Thread
White Bandit Mask	215	Found	1 Bolt of Mageweave, 1 Black, 1 Heavy Silken Thread
Orange Martial Shirt	220	Found	2 Bolt of Mageweave, 2 Orange Dye, 1 Heavy Silken Thread
Cinderclutch Robe	225	Trained	5 Bolt of Mageweave, 2 Heart of Fire, 1 Heavy Silken Thread
Dreamweave Gloves	225	Trained	4 Bolt of Mageweave, 4 Wildvine, 2 Heart of Fire, 2 Heavy Silken Thread
Dreamweave Vest	225	Trained	6 Bolt of Mageweave, 6 Wildvine, 2 Heart of Fire, 2 Heavy Silken Thread
Mageweave Bag	225	Trained	4 Bolt of Mageweave, 2 Silken Thread
Red Mageweave Gloves	225	Found	3 Bolt of Mageweave, 2 Red Dye, 2 Heavy Silken Thread
Shadowweave Gloves	225	Trained	5 Bolt of Mageweave, 5 Shadow Silk, 1 Heavy Silken Thread
Black Mageweave Boots	230	Trained	3 Bolt of Mageweave, 2 Heavy Silken Thread, 2 Thick Leather
Black Mageweave Headband	230	Trained	3 Bolt of Mageweave, 2 Heavy Silken Thread
Black Mageweave Shoulders	230	Trained	3 Bolt of Mageweave, 2 Heavy Silken Thread
Levender Mageweave Shirt	230	Found	2 Bolt of Mageweave, 2 Purple Dye, 2 Heavy Silken Thread
Pink Mageweave Shirt	235	Found	3 Bolt of Mageweave, 1 Pink Dye, 1 Heavy Silken Thread
Red Mageweave Bag	235	Found	4 Bolt of Mageweave, 2 Red Dye, 2 Heavy Silken Thread
Red Mageweave Shoulders	235	Trained	4 Bolt of Mageweave, 2 Red Dye, 2 Heavy Silken Thread
Shadowweave Shoulders	235	Trained	5 Bolt of Mageweave, 4 Shadow Silk, 2 Heavy Silken Thread
Simple Black Dress	235	Trained	3 Bolt of Mageweave, 1 Black Dye, 1 Heavy Silken Thread, 1 Black
Admiral's Hat	240	Found	3 Bolt of Mageweave, 4 Long Elegant Feather, 2 Heavy Silken Thread
Red Mageweave Headband	240	Found	4 Bolt of Mageweave, 2 Red Dye, 2 Heavy Silken Thread
Shadowweave Boots	240	Trained	6 Bolt of Mageweave, 6 Shadow Silk, 3 Heavy Silken Thread, 2 Thick Leather
Tuxedo Shirt	240	Found	4 Bolt of Mageweave, 2 Heavy Silken Thread
Cinderclutch Boots	245	Trained	5 Bolt of Mageweave, 1 Heart of Fire, 3 Heavy Silken Thread, 2 Thick Leather
Shadowweave Mask	245	Found	2 Bolt of Mageweave, 6 Shadow Silk, 2 Heavy Silken Thread
Tuxedo Pants	245	Found	4 Bolt of Mageweave, 3 Heavy Silken Thread
Belt of Runecloth	250	Trained	5 Runecloth
Dreamweave Corder	250	Trained	8 Bolt of Mageweave, 4 Wildvine, 2 Heart of Fire, 3 Heavy Silken Thread, 1 Translucent Lark Lin
Monocloth	250	Found	2 Felcloth
Tuxedo Jacket	250	Found	5 Bolt of Mageweave, 3 Heavy Silken Thread
White Wedding Dress	250	Found	5 Bolt of Mageweave, 3 Heavy Silken Thread, 1 Heavy Silken Thread
Frostweave Robe	255	Found	5 Bolt of Runecloth, 2 Globe of Water, 1 Runecloth
Frostweave Tunic	255	Found	5 Bolt of Runecloth, 2 Globe of Water, 1 Runecloth
Runecloth Belt	255	Trained	3 Bolt of Runecloth, 1 Rune Thread
Cinderclutch Vest	260	Found	5 Bolt of Runecloth, 3 Heart of Fire, 1 Rune Thread
Runecloth Bag	260	Found	5 Bolt of Runecloth, 2 Rugged Leather, 1 Rune Thread
Runecloth Robe	260	Found	5 Bolt of Runecloth, 1 Ironweb Spider Silk, 1 Rune Thread
Runecloth Tunic	260	Found	5 Bolt of Runecloth, 1 Ironweb Spider Silk, 1 Rune Thread
Frostweave Gloves	265	Found	3 Bolt of Runecloth, 1 Essence of Water, 1 Rune Thread
Ghostweave Belt	265	Found	3 Bolt of Runecloth, 2 Ghost Dye, 1 Ironweb Spider Silk, 1 Rune Thread
Runecloth Cloak	265	Found	4 Bolt of Runecloth, 1 Ironweb Spider Silk, 1 Rune Thread
Brightcloth Gloves	270	Found	4 Bolt of Runecloth, 2 Gold Bolt, 1 Rune Thread
Brightcloth Robe	270	Found	5 Bolt of Runecloth, 2 Gold Bolt, 1 Rune Thread
Cinderclutch Gloves	270	Found	4 Bolt of Runecloth, 3 Heart of Fire, 1 Rune Thread
Ghostweave Gloves	270	Found	4 Bolt of Runecloth, 2 Ghost Dye, 1 Ironweb Spider Silk, 1 Rune Thread
Brightcloth Cloak	275	Found	4 Bolt of Runecloth, 2 Gold Bolt, 1 Rune Thread
Cinderclutch Cloak	275	Found	5 Bolt of Runecloth, 1 Essence of Fire, 1 Rune Thread
Cloak of Fire	275	Found	6 Bolt of Runecloth, 4 Essence of Fire, 4 Heart of Fire, 1 Elemental Fire, 1 Rune Thread
Felcloth Pants	275	Found	5 Bolt of Runecloth, 4 Felcloth, 1 Rune Thread
Ghostweave Vest	275	Found	6 Bolt of Runecloth, 4 Ghost Dye, 1 Ironweb Spider Silk, 1 Rune Thread
Runecloth Gloves	275	Found	4 Bolt of Runecloth, 4 Rugged Leather, 1 Rune Thread
Wizardweave Leggings	275	Found	6 Bolt of Runecloth, 1 Dream Dye, 1 Rune Thread
Cinderclutch Pants	280	Found	6 Bolt of Runecloth, 1 Essence of Fire, 1 Rune Thread

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Amethyste Pants			
Runecloth Boots			
Felcloth Boots			
Robe of Winter Night			
Runecloth Pants			
Brightcloth Pants			
Felcloth Hood			
Ghostweave Pants			
Wizardweave Leggings			
Runecloth Headband			
Felcloth Robe			



Secondary skill learn them and you wish to help and/or to ta

COOK

Raw meat is of legs, ribs, egg create often b



ITEM	SKILL LEVEL	SOURCE	COMPONENTS
Woolen Hat	280	Found	6 Bolt of Runecloth, 1 Essence of Water, 1 Rune Thread
Woolen Hat	280	Found	4 Bolt of Runecloth, 2 Ironweb Spider Silk, 4 Rugged Leather, 1 Rune Thread
Woolen Hat	285	Found	6 Bolt of Runecloth, 4 Felcloth, 4 Rugged Leather, 1 Rune Thread
Woolen Hat	285	Found	10 Bolt of Runecloth, 12 Felcloth, 4 Essence of Undearth, 4 Essence of Water, 1 Rune Thread
Woolen Hat	285	Found	6 Bolt of Runecloth, 4 Ironweb Spider Silk, 1 Rune Thread
Woolen Hat	290	Found	6 Bolt of Runecloth, 4 Gold Bar, 1 Ironweb Spider Silk, 1 Rune Thread
Woolen Hat	290	Found	5 Bolt of Runecloth, 4 Felcloth, 1 Rune Thread
Woolen Hat	290	Found	6 Bolt of Runecloth, 4 Ghost Dye, 1 Rune Thread
Woolen Hat	290	Found	6 Bolt of Runecloth, 4 Mooncloth, 1 Rune Thread
Woolen Hat	295	Found	4 Bolt of Runecloth, 4 Ironweb Spider Silk, 1 Rune Thread
Woolen Hat	300	Found	8 Bolt of Runecloth, 8 Felcloth, 4 Demonic Rune, 2 Rune Thread

PRODUCT	SKILL LEVEL	SOURCE	COMPONENTS
Felcloth Shoulders	300	Found	7 Bolt of Runecloth, 6 Felcloth, 4 Demonic Rune, 4 Rugged Leather, 2 Rune Thread
Mooncloth Bag	300	Found	4 Bolt of Runecloth, 2 Mooncloth, 1 Rune Thread
Mooncloth Carder	300	Found	4 Bolt of Runecloth, 6 Mooncloth, 1 Azerathan Diamond, 2 Enchanted Leather, 2 Rune Thread
Mooncloth Shoulders	300	Found	5 Bolt of Runecloth, 5 Mooncloth, 1 Rune Thread
Mooncloth Vest	300	Found	6 Bolt of Runecloth, 4 Mooncloth, 1 Rune Thread
Runecloth Shoulders	300	Found	7 Bolt of Runecloth, 4 Ironweb Spider Silk, 4 Rugged Leather, 1 Rune Thread
Wizardweave Robe	300	Found	8 Bolt of Runecloth, 2 Dream Dust, 1 Rune Thread
Wizardweave Turban	300	Found	6 Bolt of Runecloth, 4 Dream Dust, 1 Star Ruby, 1 Rune Thread
Mooncloth Boots	???	Unknown	6 Bolt of Runecloth, 4 Mooncloth, 2 Black Pearl, 1 Rune Thread



GATHERING

MANUFACTURING

SECONDARY SKILLS

SECONDARY SKILLS

Secondary skills have no restrictions on how many a player can take. Anyone can take them and they don't count against your maximum of two professions. So, if you wish to take all three, go nuts! These skills generally reduce your downtime and help your cash flow.

COOKING

One meal a robot found on the beasts of Azeroth. However, turning the piles of flesh, eggs, etc. into delicacies is the cook's advantage! The food that cooks faster when eaten at a better rate than store-bought food. Animals drop all sorts of ingredients for the avid cook. Cooks can also make mana-regenerating drinks and a tea that replenishes a Rogue's Energy bar.

To use your Cooking skill, hit "P" to open your abilities menu. Drag the Cooking icon to your hotbar. Open the Cooking menu to see what recipes you've mastered.

Click on the name of a recipe to see what ingredients you need. It shows you how many of each ingredient you have in your bags and how many items you can cook up.

Your snacks are dropped into your packs once you've created them. You always need a fire when you cook. To make a fire, buy Simple Wood and Tinder from a general goods vendor.

Many Cooking recipes give short Stamina and Spirit bonuses. This makes the meals produced with the Cooking skill much more efficient than vendor food.



COOKING

FOOD	SKILL LEVEL	SOURCE	REAGENT(S)
Brilliant Smallfish	1	Found	1 Raw Brilliant Smallfish
Charred Wolf Meat	1	Initial	1 Stringy Wolf Meat
Crispy Bat Wing	1	Found	1 Meaty Bat Wing, 1 Mild Spices
Herb Baked Egg	1	Found	1 Small Egg, 1 Mild Spices
Roasted Boar Meat	1	Initial	1 Chunk of Boar Meat
Siltharskin Mackerel	1	Found	1 Raw Siltharskin Mackerel
Koldreid Spider Kabobs	10	Found	1 Small Spider Leg
Spiced Wolf Meat	10	Trained	1 Stringy Wolf Meat, 1 Mild Spices
Scorpid Surprise	20	Found	1 Scorpid Stinger
Beer Basted Boar Ribs	25	Found	1 Crag Boar Rib, 1 Rhynopod Malt
Roasted Kodo Meat	35	Found	1 Kodo Meat, 1 Mild Spices
Smoked Boar Meat	40	Found	1 Boar Meat
Boiled Clams	50	Trained	1 Clam Meat, 1 Refreshing Spring Water
Coyote Steak	50	Trained	1 Coyote Meat
Fillet of Frenzy	50	Found	1 Soft Frenzy Flesh, 1 Mild Spices
Goretank Liver Pie	50	Found	1 Goretank Liver, 1 Mild Spices
Loch Frenzy Delight	50	Found	1 Raw Loch Frenzy, 1 Mild Spices
Longjaw Mud Snapper	50	Found	1 Raw Longjaw Mud Snapper
Rainbow Fin Albacore	50	Found	1 Raw Rainbow Fin Albacore
Strider Steak	50	Found	1 Strider Meat, 1 Shiny Red Apple
Blood Sausage	60	Found	1 Boar Meat, 1 Boar Intestines, 1 Spider Ichor
Thistle Tea	60	Found	1 Swiftbush, 1 Refreshing Spring Water
Crab Cake	75	Trained	1 Crawler Meat, 1 Mild Spices
Westfall Stew	75	Found	1 Stringy Vulture Meat, 1 Murloc Eye, 1 Goretank Snout
Crocaskin Steak	80	Found	1 Crocaskin Meat, 1 Mild Spices
Dry Pork Ribs	80	Trained	1 Boar Rib, 1 Mild Spices
Cooked Crab Claw	85	Found	1 Crawler Claw, 1 Mild Spices
Savory Deviate Delight	85	Found	1 Deviate Fish, 1 Mild Spices
Clam Chowder	90	Found	1 Clam Meat, 1 Ice Cold Milk, 1 Mild Spices
Dig Rat Stew	90	Found	1 Dig Rat
Murloc Fin Soup	90	Found	2 Murloc Fin, 1 Hot Spices
Bristle Whisker Catfish	100	Found	1 Raw Bristle Whisker Catfish
Crispy Lizard Tail	100	Found	1 Thunder Lizard Tail, 1 Hot Spices
Roadridge Goulash	100	Found	1 Crisp Spider Meat, 1 Tough Cider Meat
Seasoned Wolf Kabobs	100	Found	2 Lean Wolf Flank, 1 Stormwind Seasoning Herbs
Big Bear Steak	110	Found	1 Big Bear Meat, 1 Hot Spices
Goopy Spider Cake	110	Found	2 Goopy Spider Leg, 1 Hot Spices
Lean Venison	110	Found	1 Stag Meat, 4 Mild Spices
Succulent Pork Ribs	110	Found	2 Boar Rib, 1 Hot Spices
Crocaskin Gumbo	120	Found	1 Tender Crocaskin Meat, 1 Hot Spices
Goblin Devilish Clams	125	Trained	1 Tasty Clam Meat, 1 Hot Spices
Hot Lion Chops	125	Found	1 Lion Meat, 1 Hot Spices
Lean Wolf Steak	125	Found	1 Lean Wolf Flank, 1 Mild Spices
Carriously Tasty Omulet	130	Found	1 Raptor Egg, 1 Hot Spices
Tasty Lion Steak	150	Found	2 Lion Meat, 1 Soothing Spices
Barbecued Buzzard Wing	175	Trained	1 Buzzard Wing, 1 Hot Spices
Corrian Surprise	175	Found	1 Mythic Meat, 1 Hot Spices
Giant Clam Searcho	175	Found	1 Giant Clam Meat, 1 Hot Spices
Hot Wolf Ribs	175	Found	1 Red Wolf Meat, 1 Hot Spices
Jungle Stew	175	Found	1 Tiger Meat, 1 Refreshing Spring Water, 2 Shiny Red Apple
Mystery Stew	175	Found	1 Mystery Meat, 1 Skin of Dwarven Stout
Roast Raptor	175	Found	1 Raptor Flesh, 1 Hot Spices
Rockscale Cod	175	Found	1 Raw Rockscale Cod
Soothing Turtle Bisque	175	Found	1 Turtle Meat, 1 Soothing Spices
Dragonbreath Chili	200	Found	1 Mythic Meat, 1 Small Flame Sac, 1 Hot Spices
Heavy Kodo Steak	200	Found	2 Heavy Kodo Meat, 1 Soothing Spices, 1 Refreshing Spring Water
Cooked Glossy Mighfish	225	Found	1 Raw Glossy Mighfish, 1 Soothing Spices
Fillet of Redgill	225	Found	1 Raw Redgill
Monster Omelette	225	Unknown	1 Giant Egg, 2 Soothing Spices
Spiced Chili Crab	225	Trained	1 Tender Crab Meat, 2 Hot Spices
Scotted Yellowtail	225	Found	1 Raw Spotted Yellowtail
Grilled Squid	240	Found	1 Winter Squid, 1 Soothing Spices
Hot Smoked Boos	240	Found	1 Raw Summer Boos, 2 Hot Spices
Nightfin Soup	250	Found	1 Raw Nightfin Snapper, 1 Refreshing Spring Water
Poached Sonazole Salmon	250	Found	1 Raw Sonazole Salmon
Baked Salmon	275	Found	1 Raw Whitescale Salmon, 1 Soothing Spices
Lobster Stew	275	Found	1 Darkclaw Lobster, 1 Refreshing Spring Water
Mighfish Steak	275	Found	1 Large Raw Mighfish, 1 Hot Spices, 1 Soothing Spices
Goldthorn Tea	777	R.Downs	1 Goldthorn, 1 Refreshing Spring Water

FIRST AID

First Aid offers non-healers the opportunity to heal themselves and others. Not as amazing as the magical healing abilities of the Priest, Druid, Shaman or Mage, but it's something! It's great for those non-healers while they're soloing or keeping fix when your main healer goes down. Bandages of all types can heal wounds, lessen downtime. Also, Anti-Venom is a great ability for those adventures who go solo in spider-laden areas.



Pull the First Aid icon into your hotbar from the abilities menu (P) and open the Aid menu to choose which item you wish to create.

You never have enough cloth. There will be times when you know you'll return all the cloth you have into bandages and use them all, just to run out for the day. Some players keep a minimum of 100 cloth banked and 40 bandages on their bandages are best used after a fight and perfect for soloing. Applying one right after a fight can keep you going endlessly for some easy experience. Remember, it's a tight while applying the bandage, you lose the healing, but retain the 60 sec cooldown timer. Once you learn the next level of bandage and get a good amount of them, dump the lower level bandages. You may think you may use them again, but you probably won't.

FIRST AID

ITEM	SKILL LEVEL	SOURCE	COMPONENTS
Linon Bandage	1	Initial	1 Linon Cloth
Heavy Linon Bandage	40	Trained	2 Linon Cloth
Anti-Venom	80	Trained	1 Small Venom Jar
Wool Bandage	80	Trained	1 Wool Cloth
Heavy Wool Bandage	115	Trained	2 Wool Cloth
Strong Anti-Venom	130	Found	1 Large Venom Jar
Silk Bandage	150	Trained	1 Silk Cloth
Heavy Silk Bandage	180	Found	2 Silk Cloth
Mogeweave Bandage	210	Found	1 Mogeweave Cloth
Heavy Mogeweave Bandage	240	Trained	2 Mogeweave Cloth
Runicloth Bandage	260	Trained	1 Runicloth
Heavy Runicloth Bandage	290	Trained	2 Runicloth

FISHING

Fishing has two really nice factors with it. The general ability is to catch fish, but you can use the fish as food or cook it to make it even better. It's great for Hunters and pets that are always hungry. Some skills, like Alchemy, actually need certain fish for recipes they have. You can also catch clams, boxes, chests and molts that may have something of value inside of them. Most of the time, nothing but a meat pops up. However, once in a while you get that pearl or some magical item that just make you want to catch some more and try your luck again!



Pop open the abilities menu (P) and click the Fishing icon into your hotbar. Fish, activate the icon. Of course, you need to actually equip a fishing pole. This is the simple professional! It requires you to actually have the fish in your hands. When you've caught a body of water, whether it's a lake, pond or ocean, hit the icon. Watch as you cast your bobber into the water.

FISHING P

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world. You mo

FISHING POLES

WEAPON NAME	VENDOR VALUE	NOTES
Fishing Pole	4	
Bump Family Fishing Pole	1 87	Fishing Skill +3
Strong Fishing Pole	1 80	Fishing Skill +5
Darkwood Fishing Pole	10 66	Fishing Skill +15
Big Iron Fishing Pole	33 78	Fishing Skill +20

Keep your mouse on the bobber and, as soon as it dips up and down, right-click it! If you're successful, take your reward from the loot window.

FISHING POLES DON'T MAKE GOOD WEAPONS

Just as you actually have to equip the fishing pole to fish, there may come a time when you're caught off guard and forced to do battle. However, the first thing to do is to swap out that pole for a real weapon. (Check the weapon tables for the combat stats on fishing poles to see why.)

freshwater and ocean waters have different types of fish. There are even bodies of water that are famous for dropping certain types of goodies more so than others. The best way to skill up is to fish in areas equal to your skill level. As an amateur, you stay in a starting area—Levels 1-10. As you progress, move farther out into the water. You may even be surprised at some of the odd places to fish.

COMPONENT(S)
Green Cloth
Green Cloth
Venom Sac
Pool Cloth
Pool Cloth
Venom Sac
Black Cloth
Black Cloth
Wave Cloth
Wave Cloth
Red Cloth
Red Cloth

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GATHERING

MANUFACTURING

SECONDARY SKILLS

GUILDS

CREATING A GUILD

Creating a guild is a simple enough process requiring only that you get together with nine other friends and purchase a charter. Charters cost 10 silver and can be bought from any Guildmaster in any of the six main cities throughout Azeroth. You'll be asked to input a name for your guild at the same time as making your purchase.

WHAT'S IN A NAME?

It's important not to rush into choosing a name for your guild. It should reflect the attitude of the guild and also stay within the naming conventions that Blizzard has set up. Getting the GM's attention for your name probably won't be the best way to garner their favor when you need them most. Remember, your guild name can make you famous or infamous.

Once you've purchased a guild charter, target the potential members one at a time and click the "Request a Signature" button in order to get members to sign it. Once it's signed, return to the Guildmaster and turn it in. Congratulations! You now have a guild to manage.



TYPES OF GUILDS

Guilds, also sometimes referred to as clans, are often comprised of a group of players with similar likes, personalities and gaming styles that join together for mutual benefit. While there may be plenty of guilds to choose from, choosing the right one for your play style isn't always as easy as it sounds.

Large Guilds A large guild can offer a constant flow of equipment and help. There are always groups to join and someone is always around to help. It can also be impersonal in nature and it can be easy to get lost among the members. Seeing people with the same guild tag and not recognizing their name is a common occurrence.

Small Guilds A small guild can offer the intimacy that a large guild normally lacks. Generally, everyone knows each other and relationships are closer in nature. On the negative side, it's often more difficult to find other members to group up with on your own if you're on different play schedules.

Role-play Centric Some guilds focus on fostering a role-play atmosphere among their members. These sorts of guilds often plan and carry out events where members, have members that rarely break character and are often very active in storyboards of their home base as well as the boards of others.

PvP Centric Player vs. Player competition is sometimes the central focus of a guild. Being the best means killing the enemy and doing it well. If you don't have the "killer" instinct, you may want to avoid guilds focused mainly on this aspect of the game.

PvE/Powerlevelers These types of guilds strive for excellence in beating the game, getting the very best items and maximizing their PvE experience. To a science. They often level faster than other players and guilds and have some of the very best items the game can offer.

Casual Gaming Some guilds are made up just of other casual gamers. They schedule their playtimes to coincide with others in the guild so that they can hang out with others to play with. While they may not achieve some of the higher game goals, this can be a rewarding and fun atmosphere to take part in. A growing trend is the formation of guilds made up of families (parents and their children). This is a smaller, more understanding community.



PvE/PvP/RP... of the game. The goals to push the have their men

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RP/RP Some guilds strive for a very real balance between all the elements of the game. They have a varied membership and yet still manage to find common goals to push them forward. They may not necessarily have any strict rules that they have their membership abide by and are often more of a gathering spot.

When deciding on a guild to either join or create, it's important to keep all of these things in mind for what you most would like to be a part of. While not all PvP-centric guilds are without RP, not all RP guilds are without PvP and in many cases the two can exist on equal footing if it is the right kind of guild.

MANAGING A GUILD

There are many tools that are inherent in the guild management screen for guildmasters and members. The amount of control that any particular member has access to the Guildmaster as well based on the settings they assign to each rank.

Take a look at your guild screen by using the social button on your toolbar and using the hotkey "O." Click the guild icon to see all the available commands to working with your guild.

You'll see a listing of all the members of your guild and whether they're currently online. Close the menu by clicking the "X" at the top. Sorting members is also done by clicking the tab headers above each part.

As Guildmaster, you'll have access to every command without restriction. There are two different modes of viewing members of the guild that any member of the guild can access. One is a View Players mode and the other is a View Guild Status mode. Viewing players shows their name, zone, level, class and if they are a part of a group. Viewing a player's guild status shows their name, rank, any notes and when they were last online or currently offline. This can be a handy feature for monitoring the activity of members.

GUILD SCREEN FEATURES

Guild Message of the Day (Trumpet Icon) This allows you to set a short message (60 characters max) letting the guild know of upcoming events or announcements.

Public Notes Those with access to this ability can set a note for a player that anyone in the guild can see. This is a useful tool for noting alternate characters belonging to a certain player and will save off the usual confusion of who is who that many guilds face.

Officer Notes These are notes that only those given officer access can read. This is a good way to notate guild members that are either needing or on warning for behavior.

Promote Promote members to new ranks with this option. Only the GM can promote a non-officer to officer, however. Regular officers can only promote others to the rank below them.

Demote This allows someone with this power to demote a member. They cannot however, demote another player of equal rank. Only the GM will be able to demote someone of an officer rank.

Remove Someone with access to this ability can remove other players from the guild. Only the GM can remove and officer and others can only dismiss those who rank below them.

Group Invite Any member of the guild can use the group invite option. This is not a guild only command.

Guild Control Guild control opens up the ranking structures for manipulation. Only the Guildmaster has access to this tool.

Add Member Any member that has been given access to this option can add any other player they wish by using this option.

Guildmasters get to toy with a few other extra features by being able to create and delete ranks in the guild as well as assign powers to select members.

There are predefined ranks already listed in the ranking structure that cannot be deleted. However, these ranks can have their name changed to reflect the flavor of the guild. Changes can be typed in the guild label box and then the Accept box clicked to lock it in.

Each rank can be customized with guild accessibility levels. The available options and what they give access to are as follows:

Guildchat Listen Listen to guildchat.

Guildchat Speak Speak in guildchat.

Officerchat Listen Listen to Officer Chat.

Officerchat Speak Speak in officer chat.

Promote Promote a member up to a rank below himself or herself.

Demote Demote a member a rank below himself or herself.

Invite Member Invite another player to join the guild.

Remove Member Remove a lower ranked member from the guild.

Set MOTD Set the Message of the Day.

Edit Public Note Edit someone's public note.

View Officer Note View an officer's note.

Edit Officer Note Edit an officer's note.

Clicking the small "plus sign" next to the ranking listing can create additional ranks. Any new ranks will be set at the lowest setting as compared to the other ranks and cannot be reordered to a higher position, so plan accordingly.

To remove a rank, select it and use the minus sign. Make sure that no member is assigned to the rank first, however, otherwise you'll be unable to remove it.

PLANNING YOUR RANKS

For those guilds that have officers that rank evenly, you'll find that you may want to use the generic officer ranking under GM to define them and then place a public note as to their specific rank. This keeps them all within the same power level and structure as each other and negotiates the need to try to shuffle around other ranks.

There are other things that you may want to do beyond the spectrum of the game. Running a guild can be a fun and rewarding experience, provided it is well organized and the members understand what is expected of them.

Take the time to create a guild charter By taking the time to create a guild charter, you can define the kind of guild that you want to be a part of and allow others to understand more of what you stand for as well.

Create a Website There are many different sites that will even host a guild should you not have any budding or full-fledged webmasters among you. A website and forum can be a vital way of keeping the members informed and active, even when they can't be with the game.

Create a Structure Structure your guild with a type of governing style as well as a ranking system. The game mechanics give a bit more play to defining roles within the guild and it creates a chain of command that others are willing to follow. It also helps foster a strong sense of organization.

Create a Recruiting Method If you choose to recruit new members, it's a wise idea to create some sort of method to go along with it. By doing so, you'll be able to better define the role of your members in the guild as well as define the kinds of people you feel best fit into the guild.

Have Fun The most successful guilds are successful for a reason. They are there to have fun and experience the game to their full potential. Losing site of the "fun" factor will make you lose members quickly, while keeping it firmly in mind helps retain them and gathers new members as well.

OTHER GUILD COMMANDS

There are other guild commands that can be utilized by the members, officers and the guildmaster of a guild in the slash commands.

/ginfo Gives the start date, number of players and number of accounts in your guild.

/g Sends a message to your guild channel.

/o Sends a message to the officer channel of the guild.

/ginvite Invites another player to join your guild.

/gremove Removes a player from your guild.

/gpromote Promotes a player one rank within your guild.

/gdemote Demotes a player one rank within your guild.

/gmotd Sets the guild's message of the day.

/gquit Quits you from your guild.

/groster Gives an entire guild roster (This is an officer and guildmaster command only).

/gleader Allows the current guild leader to transfer leadership to another online player.

/gdisband Allows a guild leader to disband the guild.

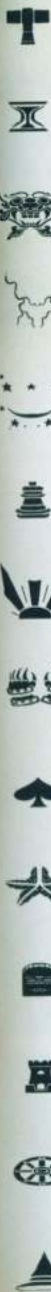
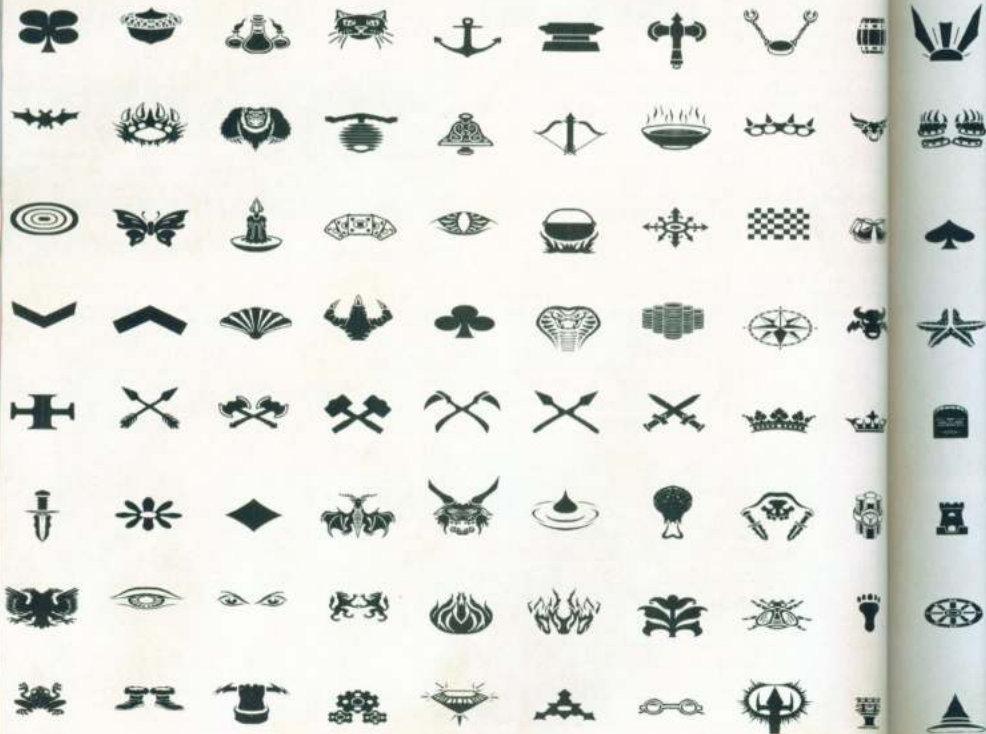
GUILD TABARDS

Guildmasters have the option of creating a guild tabard that the members can purchase and wear. (Or, if the guild's well-established, one can be awarded to members as a badge of office upon inclusion into the guild.) A tabard is worn in the chest slot; it's specifically designed to hold one. Tabards do not have any special statistics to them, however, they do exhibit the guild colors and symbol that the guildmaster chooses.

The guildmaster needs to visit the Guild Tabard Designer that should be standing nearby the Guildmaster you had to do the guild charter and registration with.

Take the time to carefully consider all of the options that are offered. Once a tabard has been created, it cannot be changed. There are many different color combinations and symbols to choose from and it may take awhile to find just the right one.

The most important thing will be drumming up the 10 gold that it costs to create a tabard. It's possible to incorporate a tax for your members so that one can be created or just pay it as the guildmaster. The more members you have to pay with, the less of a burden the cost becomes.





Once a tabard combinations
ht one.

costs to even
that one can
have to start



When creating the tabard you'll be able to use a design screen that shows your character and what the design would look like should you purchase it. There is also an option to turn your character so that you can see the back of it as well.

Tabard Options

Icon There are many different icons to choose from. It's easy to scroll through each one either forward or back until you find the one that strikes you. (All the currently available icons are shown on these pages.)

Icon Color Once the icon is chosen, the color can be chosen and viewed in the screen.

Border There are several options on the kind of border that can be put on a tabard. Some borders give the appearance of fur while others are solid. Take the time to experiment with it.

Border Color This alters the border color.

Background This changes the color behind the icon and border.

Once you have created the design that you like best, simply click on the "Accept" option. The price of the design will be deducted from your account and make buying a tabard available from the Tabard Vendor. Each individual member that chooses to purchase a tabard will need to pay one gold per tabard.

A guild that designs and purchases a tabard can show a unity on the battlefield that can either inspire fear or humor depending on the choices made in the design. It is a great way to show off the personality of the guild as well.



GAULDS

THE WORLD OF AZEROTH

HOW TO USE THIS SECTION

At first glance, one might immediately be overwhelmed with the amount of content in this section. Yes, there is an abundance of information, but it's ordered here to give you the most information. Each Region section is broken up into the smaller Zone sections that form the regions. For example, the region of Khaz Modan is broken up into the following zones: Ironforge, Badlands, Dun Morogh, Loch Modan, Searing Gorge, and Wetlands. Beyond that, each element of the zone section is in detail to give you a clear idea on how best the sections will work for you.

REGION SECTIONS

Each region section (as marked below on the maps) is comprised of a varying amount of zones. When in game, players won't often say that they're in a specific region ("Hey, I'm in Khaz Modan.") However, they will frequently refer to the zone that they're in or heading to. The region section is just an easy way for players to get a general idea where they are in the big scheme of things.

ZONES

The zones of which each region is comprised are ordered alphabetically in the corresponding region section. However, instead of including the major cities in the body of the region sections, we've pulled them to the front for ease of access. (Northern Kalimdor is the exception since major cities lie within it.) Darnassus and Orgrimmar.) Here is a list of each region, the cities and zones.



NORTHERN KALIMDOR

Darnassus
Orgrimmar
Ashenvale
Azshara
Darkshore
Desolace
Durotar

Felwood
Moonglade
Stonefalcon Mountains
Teldrassil
The Barrens
Winterspring

SOUTHERN KALIMDOR

Thunder Bluff
Dustwallow Marsh
Feralas
Mulgore

Tanaris
Thousand Needles
Un'Goro Crater



AZEROTH

Stormwind
Blasted Lands
Burning Steppes
Duskwood
Elwynn Forest

Redridge Mountains
Stranglethorn Vale
Swamp of Sorrows
Westfall

KHAZ MODAN

Ironforge
Badlands
Dun Morogh

Loch Modan
Searing Gorge
Wetlands

LORDAERON

Undercity
Alterac Mountains
Arathi Highlands
Eastern Plaguelands
Hillsbrad Foothills

Silverpine Forest
The Hinterlands
Tristful Glades
Western Plaguelands

ZONE SECTIONS

As previously mentioned, each region section is broken up into the zones located within the guide. Each zone gets its own corresponding section with an emblem, a map, a legend, and a quest list. Within non-city zones, a resource list is also included, and item lists within the sections are fully described in this How To section. Refer back to these pages if you ever need clarification on what something is or means.



THE EMBLEM

On the top left of each zone opener, there is an emblem which indicates two things: 1) the region in which the zone is located and 2) the status of the region. Emblems can be one of three colors: green, yellow, or red.

GREEN indicates ALLIANCE controlled areas.

YELLOW indicates CONTESTED areas.

RED indicates HORDE controlled areas.



Although we've chosen these colors to distinguish who holds certain territories, the colors mean something else entirely in the game. **GREEN** indicates a friendly territory and **RED** is an enemy held territory. **YELLOW** remains a contested territory.

MAPS

The maps and legends are exhaustively annotated. The maps themselves are the same as those used in the game, so you can pull up the in-game map and discover where you are in relation to what you're looking for.

CALLOUTS

The callouts on the maps correlate directly with the legends. However, instead of overlapping hundreds of icons on the same map, each callout represents a general area. The legends display everything and everyone within these areas.

HERBALISM

HERB	AVAILABILITY
Poisonbloom	Abundant
Silverleaf	Abundant
Starbriar	Abundant

RESOURCE LISTS

Directly below the maps, on non-city zones, a source list gives you a quick overview of which resources can be found in each zone. Within each zone, the ore, herb and skinning sources are quickly outlined.

LEGEND

Icon	Description
[Icon]	Quest
[Icon]	Item
[Icon]	Resource
[Icon]	Callout

The legends can be intimidating at first, but they're broken up into areas that correspond to callouts on the maps. Under each area header, the NPCs and mobs that can be found in each area are listed.

QUESTS

The quest tables are sure to be one of the most used resources in this guide. Each quest list shows a vast amount of information. The quests for the zone are ordered alphabetically; only the quests that appear in your Quest Log for a specific zone will appear in the corresponding section in the guide.

COLUMNS

MIN LEVEL The minimum level you need to be to pick up the quest.

QUEST LAUNCHER Who (or what) begins the quest.

QUEST FINISHER Who (or what) allows the quest to be completed.

CHAIN Whether or not the quest **BEGINS** or **CONTINUES** a chain. The quests that end are not marked with a "Y" so as not to reveal too much of the storyline.

XP--- through **XP+++** These six columns show the lowest amount (XP---) of experience that can be received and the highest (XP+++). The XP reward is determined by comparing your level with the quest level. For example, if you complete a quest at the minimum level for which it's allowed, you'll gain the max XP.

CASH REWARD The money (if any) awarded for completing the quest.

Quest Name	Min Level	Max Level	Min XP	Max XP	Cash	Chain
1. Quest Name	1	2	10	20	100	Yes
2. Quest Name	3	4	30	40	200	Yes
3. Quest Name	5	6	50	60	300	Yes
4. Quest Name	7	8	70	80	400	Yes
5. Quest Name	9	10	90	100	500	Yes

REWARD LINES

The beige lines underneath the associated quest indicate that a reward is offered in addition to any XP or cash bonuses. There are two types of rewards: static and choices.

STATIC Static rewards (**REWARD**) are granted upon the completion of the quest. If there is more than one static reward, you receive all of them.

CHOICE Some quests force you to choose (**CHOICE OF**) between items. You are given the option to take Item A or Item B. Many quests offer more than two options.

ICONS

We've incorporated an icon system to help you quickly identify each type of reward offered in a given zone. You can quickly find out if there are any items that you're interested in just by skimming the quest tables for icons. They're broken up into armor icons (by which slot the item can be equipped in), weapon icons (two-handed weapons are indicated) and item icons. Further, for each armor type, there are multiple colors used to indicate each one.

CLOTH ARMOR	MAIL ARMOR	WEAPONS	CLOAKS
[Icon] = Cloth Chest	[Icon] = Mail Chest	[Icon] = 1H Axe	[Icon] = Cloak
[Icon] = Cloth Feet	[Icon] = Mail Feet	[Icon] = 2H Axe	
[Icon] = Cloth Hand	[Icon] = Mail Hand	[Icon] = Bow	SHIELDS
[Icon] = Cloth Head	[Icon] = Mail Head	[Icon] = Crossbow	[Icon] = Shield
[Icon] = Cloth Legs	[Icon] = Mail Legs	[Icon] = Dagger	ITEMS
[Icon] = Cloth Shoulders	[Icon] = Mail Shoulders	[Icon] = Fist Weapon	[Icon] = Necktie
[Icon] = Cloth Wrist	[Icon] = Mail Wrist	[Icon] = Fishing Pole	[Icon] = Ring
[Icon] = Cloth Waist	[Icon] = Mail Waist	[Icon] = Gun	[Icon] = Trinket
		[Icon] = 1H Mace	
		[Icon] = 2H Mace	
		[Icon] = Polearm	
		[Icon] = Spear	
		[Icon] = Staff	
		[Icon] = 1H Sword	
		[Icon] = 2H Sword	
		[Icon] = Throwing Weapon	
		[Icon] = Wand	
LEATHER ARMOR	PLATE ARMOR		
[Icon] = Leather Chest	[Icon] = Plate Chest		
[Icon] = Leather Feet	[Icon] = Plate Feet		
[Icon] = Leather Hand	[Icon] = Plate Hand		
[Icon] = Leather Head	[Icon] = Plate Head		
[Icon] = Leather Legs	[Icon] = Plate Legs		
[Icon] = Leather Shoulders	[Icon] = Plate Shoulders		
[Icon] = Leather Wrist	[Icon] = Plate Wrist		
[Icon] = Leather Waist	[Icon] = Plate Waist		

HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN

KALIMDOR

SOUTHERN

KALIMDOR



AZEROTH

STORMWIND



Stormwind is one of the few great Human cities that remains after many wars. Threatened on all sides by Gnolls, Orcs, and Undead, Stormwind offers a measure of protection and hope to the people of the east. Within the mighty walls, beyond the Valley of Heroes, is a city where violence and struggle is only found in pockets. The underground Stockades, is a dangerous place to wander because of constant riots and outright attacks, but the rest of the city is often calm. Children play in the streets, vendors hawk their wares, and life continues despite the hardships of Azeroth.



MAGE'S QUARTER

1 ENCHANTING SHOP

Betty Gale 25 Joun
Jessara Cardell 50
Loren Cardell 35 Ex

2 THE STOCKADES

Entrance to the Sto
Injured Stockade G
Norse Lillian 30
Stockade Archer 45
Stockade Grunt 45
Warden Thelwin

3 ACADEMY OF ARTS

Analyte Delias 15
Adair Gilroy 60 LB
Maz Mac'Nadir

4 PYROTECHNICS

Dorian Singh 30 FI

5 THE SLAUGHTERED

Demitrius Cloyer
Gavin the Butcher
Jelena Ayralo 45 F
Jorel Moor 30 Bar
Sandahl 50 Warlo
Sparkle Thornber
Ursula Delina 40
Zerdeth of the Bl

6 OUTER AREAS

Archmage Malin
Crier Goodman 3
Erish Lahn 5
Katie Chaddis 25
Stormwind City P
Tammya 35 Horb

7 ESSENTIAL COMPO

Owen Vaughn 30

8 LARSON CLOTHIER

Evan Larson 30 H
Sallandis 37 Exp
Thurman Schwa
Wynne Larson 30

9 WIZARD'S SANCTU

Elsharin 50 Mage
High Sorcerer Au
Janna Conner 40
Larmaine Parde
Magister Dumas

10 THE BLUE RECLU

Angen Stern 60
Conner Rivers 25
Joashin Brenden
Steven Lahn 5

11 ALCHEMY NEED

Eldevith 30 Hea
Lylyvia Nightbr
Marie Lamore 30
Tel'Arth 31 Joun

12 DUNCAN'S TEX

Alexandre Bol
Duncan Callen 30
Georgia Bol
Lawrence Sch

THE PARK

Caretaker Fols



QUEST
Return to Milton

Begins to Mellow
Shadow of the Past
Survivors
Spawning of Fortitude
Stormtroop's Delivery
Swordsmen Library
COLOR OF THE STORY
The Attack!
The Color of the Beast
The Corruption Abroad
The Cartoon Voice
The Head of the Beast?
The Missing Diplomat
The Missing Diplomat
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The Missing Diplomat
The Missing Diplomat
The Missing Diplomat
The Missing Diplomat
The Missing Diplomat
The Missing Diplomat
THEM! John's Signet
The Persepolis Trade
The Smokestack Route
To The Thunderbolt
(Underground) Awards
WHOOP! Off! 1 Polar Scout
WHOOP! Off!
REWARD: Bots of Power
You Have Saved Your Skin!



QUESTS continued

EXP	CASH REWARD	QUEST	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	SP	EP	SP	EP	XP	SP	EP	CASH REWARD
70	None	None	20	38	Lorenmaster Dibbs	Mihon Shoof	N	360	200	1400	2150	2850	3350			85 @ 00
710	1 @ 50 @ 00	None	16	29	Baron Alexston	Master Mathias Shaw	Y	60	120	240	350	470	600			None
430	25 @ 00	None	20	38	Mihon Shoof	Lorenmaster Dibbs	Y	70	140	280	430	575	700			None
430	25 @ 00	None	20	24	Brother Kristoff	Mihon Shoof	Y	70	40	80	120	160	200			None
750	None	None	9	15	Grizzard Elmore	Heavenstone Stormpike	N	110	210	420	625	850	1050			2 @ 00
		None	1	1	Donyal Tordal	Donyal Tordal	N	0	0	0	0	0	0			None
[100] SP 1 The Story of Morgan Luthwoode or 1 Legends of the Goatsbeak, Volume 3																
70	None	None	16	31	None	Elbing Irons	Y	190	380	750	1150	1500	1900			None
140	None	None	22	26	Nikovo Raskal	Nikovo Raskal	N	270	525	1050	1600	2100	2650			40 @ 00
200	None	None	18	24	Jorgen Nightwhisper	Gerschele Nightwhisper	Y	150	290	575	875	1150	1450			13 @ 00
190	None	None	16	29	Warden Thelwaster	Baron Alexston	Y	60	120	240	350	470	600			None
25	None	None	16	31	Elbing Irons	Master Mathias Shaw	Y	25	50	100	150	200	250			None
350	None	None	28	28	Thomas	Bishop DeLavey	Y	25	45	90	140	180	230			None
10	None	None	28	28	None	Bishop DeLavey	Y	25	45	90	140	180	230			None
10	None	None	28	28	Bishop DeLavey	Jargens	Y	25	45	90	140	180	230			None
10	None	None	28	28	Jargens	Elbing Irons	Y	25	45	90	140	180	230			None
100	None	None	28	28	Elbing Irons	Watcher Backus	Y	25	45	90	140	180	230			None
85	12 @	None	28	30	Watcher Backus	Watcher Backus	Y	250	490	975	1450	1950	2450			None
250	7 @ 00	None	28	30	Watcher Backus	Elbing Irons	Y	25	50	100	150	200	250			None
300	None	None	28	31	Darshel Stonefist	Darshel Stonefist	Y	130	250	500	750	1000	1250			None
50	None	None	28	31	Darshel Stonefist	Elbing Irons	Y	25	50	100	150	200	250			None
90	None	None	28	31	Watcher Backus	Darshel Stonefist	Y	25	50	100	150	200	250			None
100	None	None	28	31	Elbing Irons	Darshel Stonefist	Y	25	50	100	150	200	250			None
25	None	None	28	33	Mikhail	Mikhail	N	130	260	525	775	1050	1300			None
70	None	None	28	33	Elbing Irons	Mikhail	Y	65	130	260	400	525	650			None
70	None	None	28	33	Topaka Slim "Jahz"	Mikhail	Y	25	55	110	160	210	270			None
70	None	None	28	33	Mikhail	Commander Samsal	Y	130	260	525	775	1050	1300			None
50	None	None	28	35	Commander Samsal	Archmage Tervash	Y	30	55	110	170	220	280			None
150	None	None	28	36	Archmage Tervash	Private Hensdel	N	70	140	280	420	550	700			None
150	None	None	28	38	Private Hensdel	Archmage Tervash	N	220	430	850	1280	1700	2150			None
100	None	None	28	38	Lady Jaina Proudmoore	Lady Jaina Proudmoore	N	430	850	1700	2600	3450	4300			1 @ 30 @ 00
[100] Jaina's Super Ring																
20	None	None	30	40	Count Remington Ridgewell	Count Remington Ridgewell	N	470	950	1900	2800	3750	4700			1 @ 50 @ 00
30	None	None	16	29	Warden Thelwaster	Warden Thelwaster	Y	240	470	950	1400	1900	2350			25 @ 00
30	None	None	38	43	Brothas Cadibelly	Felstad Wildhammer	Y	180	360	725	1100	1450	1800			None
50	None	None	15	20	Shont the Silent	Shont the Silent	N	160	310	625	925	1250	1550			None
50	40 @ 00	None														
75	None	None	1	2	Ranato Gellius	Suzatto Gellius	N	15	25	50	80	100	130			None
50	None	None	25	30	Zardeth of the Black Claw	Zagi	N	25	50	100	150	200	250			None
[100] Zagi's Ring																

HOW TO

AZEROTH

KHAZ MODAN

LODHAIRON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



AZEROTH

BLASTED LANDS

The Burning Legion was able to warp several places in the world to match its hatred and power, and the Blasted Lands have suffered much in this way. The Dark Portal sits here, ominous in its presence and guarded by those who seek the demons' return. Cultists, and warped beasts walk through the Blasted Lands almost unchecked, save for an Alliance stronghold, Netterpore. Though well stocked with people and provisions, this outpost of Humans and their allies is scarcely enough to hold back the danger from the rest of the southern lands. Who can say what would happen if enough Warlocks gathered at the portal and...



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Mithril	Abundant
Thorium	Moderate

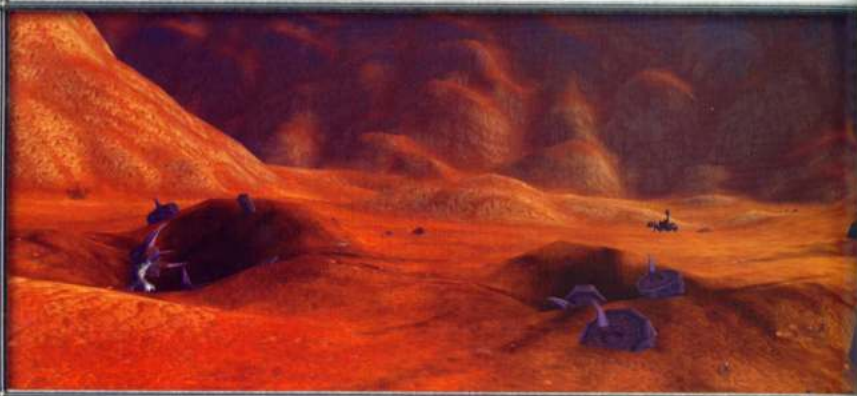
HERBALISM

HERB	AVAILABILITY
Firebloom	Abundant
Songgrass	Abundant
Grumblood	Moderate

SKINNING

Quantity of Skinnable Creatures: Moderate

Levels of Skinnable Creatures: 47-53 (Skinning 235-265)



1 THE TAINTED SOIL

2 DEADWIND PASS

Deadwind Pass
Deadwind Pass
Servant of Grub

3 RISE OF THE DEATH

Rise of the Death
Rise of the Death
Black Slayer 47-53
Fellworn 50-51
Hellbore 52-53
Portal Seeker
Redstone Bull
Redstone Cyst
Scorpok Stinger
Starving Snake

QUICK

QUEST

A Day's Vindicta
REWARD: Long Juice Co.
A Isle of Sorrows
Everything Counts in Life
REWARD: Kamm's Ice
Fall From Grace
Houses of Old
REWARD: Shard of Athera
Houses of Old
Inhabitable Mind
REWARD: Carved Car
Kamm
Kamm's Endurance
REWARD: Emerald Enclave
One Dream's Junk
REWARD: Kamm's Ice
Patty Specimens
Rage of Ages
REWARD: R.O.I.D.S.
Salt of the Scorpion
REWARD: Grand Scarab
Sneakyling Jaws
REWARD: R.O.I.D.S.
Spirit of the Bear
REWARD: Long Juice Co.
Spiritual Devotion
REWARD: Gizzard Gums
The Basilisk's Bite
REWARD: Carved Car
The Eyes of Darkness
The Devine Striker
REWARD: Grand Scarab
The Devine Hunter
The Disgraced One
The Stones That Bred Us
To Serve Kamm's Ice
REWARD: Emerald Enclave
Unleash the Shattered A
Vulture's Viper
REWARD: Gizzard Gums
You Are Bakh'lah, Dem
REWARD: Hunkies of S



AZEROTH

BURNING STEPPES

The Burning Steppes are more dangerous than almost any realm in the east, save perhaps for the Plaguelands, where the Scourge is located. In the Burning Steppes, massive Drakes, Whelps, and Dragonkin thrive in the heat, ash, and shadow of Black Mountain, and other great mountains that line the area's perimeter. Passage into the Steppes is mainly possible through the pass up from Lakeshire, in Redridge, but the creatures are so terrible in this land that few dare to approach.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Mithril	Moderate
Thorium	Abundant

HERBALISM

HERB	AVAILABILITY
Sungrow	Trivial
Dreamfoil	Moderate

SKINNING

Quantity of Skinnable Creatures: Trivial
Levels of Skinnable Creatures: 48-58 (240-290)



1 ALTAR OF STORMS

Blackrock Warlock

2 BLACKROCK MOUNTAIN

Black Wyrmkin

3 DRACO'DAR

Fiendish Scorpion

Flamecaller Dragon

Flamecaller Dragon

Flamecaller Wyrm

Glacial Ember Wolf

Sizzling Drake

Sizzling Drake

Tempest Drake

4 BLACKROCK STRONGHOLD

Blackrock Lorkrab

Blackrock Slayer

Blackrock Soldier

Blackrock Sorcerer

Blackrock Warrior

Blackrock Warrior

Blackrock Warrior

Blackrock Warrior

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DUSKWOOD

Duskwood has always been a place of quiet refuge for those who don't like the hustle and bustle of life in Elwynn. At the moment, it has become quiet for other reasons: the silent dead now wander through this once tranquil forest, once living and threatening to overwhelm the town of Darkshire. People of that town speak of Raven Hill, a western town, people have all but disappeared. And through it all, a force of great power wanders about the woods, calling to the Duskwood, "I hunger!"



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Copper	Moderate
Tin	Abundant
Iron	Moderate

HERBALISM

HERB	AVAILABILITY
Mageroyal	Trivial
Brackenroot	Moderate
Brackenwood	Moderate
Kingblood	Abundant
Wild Steelbloom	Trivial

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 19-30 (Skinning 95-150)



1 THE HUSHED BANK

Seen Vargen 20-25
Green Redoubt 21-27
Piggy Venom Web
Rabid Dire Wolf 20-25
Starving Dire Wolf
Venom Web Spider

2 ADDLE'S STEAD

Defiant Enchanter 24
Defiant Night Blade
Defiant Night Raven
Piggy Venom Web
Rabid Dire Wolf 20-25
Venom Web Spider

3 RAVEN HILL

Others 25 Quest

4 RAVEN HILL CEMETERY

Acheronville 35-40
Bone Chosen 26-32
Carnion Redoubt 25
Fish Eater 24-25
Mar'jakim 25-30
Barred One 25-26
Skeletal Fiend 24-25
Skeletal Rider 27

5 DAWNING WOODS

Brain Eater 28-29
Plague Spreader 27
Skeletal Warrior 30

3D QUEST

QUEST

A Daughter's Love

REWARD: Archon 2

Anchored to the Forest

Armed and Ready

Awaiting Word

Blessed Arms

Bride of the Tombstone

REWARD: Mistle of Horror

Crime and Punishment

CHOICE OF: 1 Ambush

Deliver the Threat

Deliveries to Sven

Digging Through the Dirt

Darky Crab Cakes

REWARD: Recipe: Goopy's

Eight Legged Menaces

REWARD: Night Watch Key

Finding the Shadowy Figure

Four Legged Menaces

Gather Your Wounds

Ghost Hair Thread

Skeletal Effigy

Inspire of the Inn

Letter: Growing Gut

Letter Delivery

Lightforge Ingots

Lightforge Iron

REWARD: Lightforge Ingot

Look to the Stars

Look to the Stars

Look to the Stars

Look to the Stars

CHOICE OF: 1 Zandian Glass

Wardens' Jail

REWARD: Satch of Holy Water

Margon Endstone

REWARD: The Story of Margon

Margon Endstone

REWARD: The Story of Margon

HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN
KALIMDOR

SOUTHERN
KALIMDOR

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QUESTS continued

QUEST	IN LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP--	XP-	XP	XP+	XP++	XP+++	GM EXP
Mar Loden	28	35	Commander Althea Ebonlocke	Commander Althea Ebonlocke	Y	210	410	825	1250	1650	2050	58
Note to the Mayor	20	30	Abercrombie	Lord Elia Ebonlocke	Y	60	120	240	370	490	600	18
Nothing But The Truth	37	42	Apothecary Faezlin	Apothecary Faezlin	N	430	850	1700	2600	3450	4300	100
CHOICE OF: 1 Cloak of Night or 1 Crispwood Mask												
Nothing But The Truth	37	42	Deathstalker Zandus	Infiltrator Markon	N	260	500	1000	1550	2050	2550	100
Nothing But The Truth	37	42	Deathstalker Zandus	Apothecary Faezlin	Y	35	70	140	210	280	350	100
Nothing But The Truth	37	42	Apothecary Faezlin	Deathstalker Zandus	Y	35	70	140	210	280	350	100
Ogre Thieves	20	30	Abercrombie	Abercrombie	Y	170	240	480	725	950	1200	100
Praying Your Worth	20	28	Sven Yargen	Sven Yargen	Y	230	460	925	1400	1850	2300	100
Raven Hill	17	20	Elaine Carwin	Jitters	N	40	80	160	230	310	390	100
Return the Cords	20	24	Wind Mary	Madame Eva	Y	20	40	80	120	160	200	100
Return to Jitters	17	20	Chaf Grual	Jitters	N	80	160	310	470	625	775	100
Return to Seas	20	25	Jitters	Sven Yargen	Y	50	100	200	310	410	500	100
Seasoned Wolf Kobols	18	25	Chaf Grual	Chaf Grual	N	200	400	800	1200	1600	2000	100
REWARD: 4 Seasoned Wolf Kobols, Recipe: Seasoned Wolf Kobol												
Seeking Wisdom	20	29	Sven Yargen	Bishop Farthing	Y	60	120	240	350	470	600	100
Sera's Bury	20	30	Sera Van'Indi	Sera Van'Indi	N	0	0	0	0	0	0	100
Supplies from Darkshire	20	24	Abercrombie	Madame Eva	Y	50	95	190	290	390	490	100
Sven's Camp	20	25	Mound of loose dirt (Oh)	Sven Yargen	Y	100	200	400	600	800	1000	100
Sven's Revenge	20	25	Sven Yargen	Mound of loose dirt (Oh)	Y	100	200	400	600	800	1000	100
The Daughter Who Lived	28	35	Commander Althea Ebonlocke	Watcher Ladonius	Y	30	55	110	170	220	280	100
The Deceased Fleet	20	29	Bishop Farthing	Gloria Steinlow	Y	120	240	480	725	950	1200	100
The Hermit	17	25	Elaine Carwin	Abercrombie	N	100	200	400	600	800	1000	100
The Legend of Shalvan	22	28	Madame Eva	Clerk Dohly	Y	25	45	90	140	180	230	100
The Legend of Shalvan	22	28	Clerk Dohly	Old Footlocker (Oh)	Y	120	230	460	700	925	1150	100
The Legend of Shalvan	22	28	Old Footlocker (Oh)	Clerk Dohly	Y	170	340	675	1000	1350	1700	100
The Legend of Shalvan	22	28	Clerk Dohly	Irakonger Farley	Y	55	110	230	340	460	575	100
The Legend of Shalvan	22	28	Irakonger Farley	Cartaker Foham	Y	170	340	675	1000	1350	1700	100
The Legend of Shalvan	22	28	Cartaker Foham	Sealed Crate (Oh)	Y	25	45	90	140	180	230	100
The Legend of Shalvan	22	28	Sealed Crate (Oh)	Marshal Haggard	Y	120	230	460	700	925	1150	100
The Legend of Shalvan	22	28	Marshal Haggard	Marshal Haggard	Y	120	230	460	700	925	1150	100
The Legend of Shalvan	22	28	Marshal Haggard	Tavernship Smiths	Y	55	110	230	340	460	575	100
The Legend of Shalvan	22	28	Tavernship Smiths	Commander Althea Ebonlocke	Y	25	45	90	140	180	230	100
REWARD: A Bloodstained Journal Page												
The Legend of Shalvan	22	28	Commander Althea Ebonlocke	Clerk Dohly	Y	25	45	90	140	180	230	100
The Legend of Shalvan	22	28	Clerk Dohly	Commander Althea Ebonlocke	Y	25	45	90	140	180	230	100
The Legend of Shalvan	22	35	Commander Althea Ebonlocke	Madame Eva	N	410	825	1650	2450	3300	4100	100
CHOICE OF: 1 Crescent of Forlorn Spirits or 1 Ring of Forlorn Spirits												
The Last Ingot	20	29	Waterlogged Chest (Oh)	Gloria Steinlow	Y	180	350	700	1050	1400	1750	100
The Night Watch	18	24	Commander Althea Ebonlocke	Commander Althea Ebonlocke	Y	150	290	575	875	1150	1450	100
The Night Watch	18	26	Commander Althea Ebonlocke	Commander Althea Ebonlocke	Y	210	420	850	1250	1700	2100	100
The Night Watch	18	30	Commander Althea Ebonlocke	Commander Althea Ebonlocke	N	250	490	975	1450	1950	2450	100
CHOICE OF: 1 Bandolier of the Night Watch or 1 Quiver of the Night Watch												
The Shadowy Figure	20	25	Sven Yargen	Madame Eva	Y	50	100	200	310	410	500	100
The Shadowy Search Continues	20	25	Madame Eva	Clerk Dohly	Y	20	40	80	120	160	200	100
The Tatum of Inflection	18	25	Madame Eva	Madame Eva	N	260	500	1000	1550	2050	2550	100
REWARD: Tatum of Inflection												
The Weathered Grave	28	35	A Weathered Grave (Oh)	Sera Van'Indi	Y	20	140	280	410	550	700	100
Translate Abercrombie's Note	20	30	Lord Elia Ebonlocke	Sera Van'Indi	N	25	50	100	150	200	250	100
Translate to Elia	20	30	Sera Van'Indi	Lord Elia Ebonlocke	N	25	50	100	150	200	250	100
REWARD: Translated Letter from The Embolmer												
Translate to Elia	20	30		Lord Elia Ebonlocke	N	25	50	100	150	200	250	100
REWARD: Translated Letter from The Embolmer												
Wait for Sera to Finish	20	30	Sera Van'Indi	Sera Van'Indi	Y	190	370	750	1100	1500	1850	100
Wakes at Our Needs	19	21	Lars	Lars	N	130	250	500	750	1000	1250	100
REWARD: 5 Flash Bundles												
Wargen in the Woods	23	28	Calor	Calor	Y	170	340	675	1000	1350	1700	100
Wargen in the Woods	23	29	Calor	Calor	Y	180	350	700	1050	1400	1750	100
Wargen in the Woods	23	31	Calor	Jonathan Carwin	N	0	0	0	0	0	0	100
REWARD: Concentrated Wind and CHOICE OF: 1 Cloak of the Faith or 1 Shield of the Faith												
Wargen in the Woods	22	31	Calor	Calor	Y	190	380	750	1150	1500	1900	100
Zombie Juice	20	24	Abercrombie	Tavernship Smiths	Y	50	95	190	290	390	490	100



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HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



QUESTS continued

CASH REWARD

3 @ 00

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

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None

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None

None

None

None

None

QUEST	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	COUNT	XP	XP	XP	XP	XP	XP	CASH REWARD
Will Harvest	2	4	Milly Overorth	Milly Overorth	Y	20	35	70	110	140	180	None
Will Harvest	5	6	Gramma Stonefield	William Peefe	Y	15	25	55	80	110	140	None
Will Harvest	5	6	Billy Macdure	Auntie "Berrie" Stonefield	Y	40	80	160	240	320	410	None
Will Harvest	6	9	Ma Stonefield	Ma Stonefield	N	80	160	310	470	625	775	None
Will Harvest	7	10	Guard Thomas	Guard Thomas	N	65	130	250	380	500	625	2 @ 50
Will Harvest	4	9	Sara Timberlain	Sara Timberlain	N	80	160	310	470	625	775	None
Will Harvest	1	5	Marshal McBride	Marshal Dugan	N	25	45	90	140	180	220	None
Will Harvest	9	10	Marshal Roggstad	Gryen Stoutmarte	N	65	130	250	380	500	625	2 @ 50
Will Harvest	9	10	Guard Thomas	Gryen Stoutmarte	N	65	130	250	380	500	625	2 @ 50
Will Harvest	9	10	Farmer Salbann	Gryen Stoutmarte	N	65	130	250	380	500	625	2 @ 50
Will Harvest	9	10	Deputy Rainer	Gryen Stoutmarte	N	65	130	250	380	500	625	2 @ 50
Will Harvest	9	10	Marshal Dugan	Gryen Stoutmarte	N	65	130	250	380	500	625	2 @ 50
Will Harvest	9	10	Farmer Farblow	Gryen Stoutmarte	N	65	130	250	380	500	625	2 @ 50
Will Harvest	7	10	Ralf's corpse (Oh)	Guard Thomas	Y	20	40	85	130	170	210	None
Will Harvest	1	1	Iskhaner hunter	Iskhaner Farley	N	0	0	5	5	10	10	None
Will Harvest	6	10	Deputy Rainer	Deputy Rainer	N	85	170	340	500	675	850	None
Will Harvest	3	7	William Peefe	Morgan Peefe	N	80	160	320	470	625	800	3 @ 50
Will Harvest	1	5	Marshal McBride	Marshal McBride	N	45	90	180	270	360	450	None
Will Harvest	5	6	Tommy Joe Stonefield	Gramma Stonefield	Y	15	25	55	80	110	140	None
Will Harvest	5	7	William Peefe	Maybell Macdure	N	80	160	320	470	625	800	None
Will Harvest	4	7	Marshal Dugan	Marshal Dugan	Y	50	95	190	290	380	480	1 @ 25
Will Harvest	4	10	Marshal Dugan	Marshal Dugan	N	85	170	340	500	675	850	3 @ 50
Will Harvest	5	11	Wanted Poster (Oh)	Marshal Dugan	N	90	180	350	525	700	875	None
Will Harvest	6	10	Marshal Dugan	Deputy Rainer	Y	20	40	85	130	170	210	None
Will Harvest	1	2	Eugene Pukhinnor	Eugene Pukhinnor	N	15	35	70	105	140	170	None
Will Harvest	5	6	Maybell Macdure	Tommy Joe Stonefield	Y	15	25	55	80	110	140	None



REDRIDGE MOUNTAINS

East of Stormwind and Elwynn Forest is the town of Lakeshire, placed in the middle of the Redridge Mountains. Under eastern Orc clans and hassled by Gnolls, things aren't simple for the people of Lakeshire currently. A great bridge that goes over Lake Everstill is under repairs, even as enemy catapults lie in ruins along the southern ridgeline. To the north are Orish Clans known for their power and bravery, while the eastern groups have even greater leadership. Stonewatch Keep, on the lake's eastern shore, sits as a constant reminder that peace has collapsed into a drawn-out war in Redridge.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Copper	Moderate
Tin	Moderate

HERBALISM

HERB	AVAILABILITY
Earthroot	Trivial
Mageroyal	Trivial
Brakefern	Moderate
Brakeweed	Moderate
Kingsblood	Trivial

SKINNING

Quantity of Skinnable Creatures: Moderate

Levels of Skinnable Creatures: 16-24 (Skinning 80-120)



1 THREE CORNERS

Guard Parker 3
Black Dragon V
Great Gortash
Redridge M
Redridge Th
Tavernite 15-1

2 LAKESHIRE

Alma Jalisco
Arms Sten
Chef Broome
Crystal Bough
Darcy 15 Que
Deputy Fold
Farman Osl
Isakker Bri
Mightytrite S
Marshall Mur
Marla Jalisco
Vernor Osgo
Sallygrob 24
Blackrock O
Great Gortash

Blackrock Outcrops 21
Blackrock Reservoir 21-22

QUESTS



QUEST	N EXP	Q EXP	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	XP
A Boying of Gaults	15	20	Vernor Osgood	Vernor Osgood	Y	120	230	460	700	925	1150	14
A Boying of Gaults	15	20	Donal Osgood	Vernor Osgood	Y	120	230	460	700	925	1150	14
A Free Lunch	12	15	Darcy	Guard Parker	Y	55	110	220	320	430	550	10
A Wretched Eye	20	21	Theocritus	Old Lion Statue (Obj)	Y	130	250	500	750	1000	1250	18
An Unwelcome Guest	18	24	Martie Joireaux	Martie Joireaux	N	200	390	775	1150	1550	1950	17
REWARD: Bouquet of Scarlet Begonias												
Assessing the Threat	11	17	Deputy Feldon	Deputy Feldon	N	95	190	380	575	750	950	14
Blackrock Bounty	20	25	Guard Howe	Guard Howe	N	200	400	800	1200	1600	2000	18
Blackrock Menace	18	21	Marshal Harris	Marshal Harris	Y	170	330	650	1000	1300	1650	17
Delivering Driftbills	12	15	Martie Joireaux	Darcy	N	25	55	110	160	220	270	10
REWARD: 10 Seaweed Sealskin												
Dry Times	12	15	Barkcap Dornish	Barkcap Dornish	N	110	210	420	625	850	1050	16
REWARD: Finely Woven Cloak or A Bulging Coin Purse												
Encroaching Gaults	11	16	Guard Parker	Deputy Feldon	Y	30	60	120	170	230	290	10
Hilary's Neckless	12	15	Shawn	Hilary	N	110	210	420	625	850	1050	16
Howling in the Hills	15	25	Vernor Osgood	Vernor Osgood	N	200	400	800	1200	1600	2000	18
CHOICE OF: 1 Ring of Iron Will or 1 Gold Mitten Boots												
Howling in the Hills	15	25	Donal Osgood	Vernor Osgood	N	200	400	800	1200	1600	2000	18
CHOICE OF: 1 Ring of Iron Will or 1 Gold Mitten Boots												
Looking Further	20	22	Old Lion Statue (Obj)	An Empty Jar (Obj)	N	130	260	525	775	1050	1300	18
Looking Further	20	22	Theocritus	An Empty Jar (Obj)	N	130	260	525	775	1050	1300	18
Messenger to Darkshore	18	18	Lord Elia Elanchoke	Magistrate Solomon	N	35	70	140	200	270	340	10
Messenger to Darkshore	18	18	Magistrate Solomon	Lord Elia Elanchoke	Y	100	200	400	600	800	1000	18
Messenger to Stormwind	14	14	General Marcus Jonathan	Magistrate Solomon	N	25	50	100	150	200	250	10
Messenger to Stormwind	14	14	Magistrate Solomon	General Marcus Jonathan	Y	50	100	200	290	390	490	18
Messenger to Westfall	14	14	Grynn Stoutmantle	Magistrate Solomon	N	25	50	100	150	200	250	10
Messenger to Westfall	14	14	Magistrate Solomon	Grynn Stoutmantle	Y	50	100	200	290	390	490	18
Missing in Action	19	25	Captain Kneechan	Marshal Harris	N	260	500	1000	1550	2050	2550	18
CHOICE OF: 1 Robe of Solomon or 1 Deputy Chain Coat or 1 Bone-etched Leather												
Morgenth	20	27	Old Lion Statue (Obj)	Theocritus	N	280	550	1100	1650	2200	2750	18
REWARD: Raza Mantle												
Morgenth	20	27	Theocritus	Theocritus	N	280	550	1100	1650	2200	2750	18
REWARD: Raza Mantle												
Marlin Pouches	20	20	Dockmaster Baran	Dockmaster Baran	N	160	310	625	925	1250	1550	18
REWARD: Deserves Fishing Pole												
Redbridge Goulash	15	18	Chief Brennon	Chief Brennon	N	140	270	550	800	1100	1350	14
REWARD: 5 Redbridge Goulash. Recipe: Redbridge Goulash												
Return to Verter	13	18	Smith Argus	Vernor Osgood	N	70	140	270	410	550	675	14
Selling Fish	16	21	Dockmaster Baran	Dockmaster Baran	N	130	250	500	750	1000	1250	16
REWARD: Marlin Fin Soup. Recipe: Marlin Fin Soup, 5 Fishbones Oil												
Shadow Mage	18	23	Marshal Harris	Marshal Harris	N	230	460	925	1400	1850	2300	18
Solomon's Law	17	23	Bullitt Conacher	Bullitt Conacher	N	190	370	750	1100	1500	1850	16
Thorn'zan	18	25	Marshal Harris	Marshal Harris	Y	260	500	1000	1550	2050	2550	18
CHOICE OF: 1 Fire Hardened Buckler or 1 Orc Crusher												
The Everstill Bridge	15	20	Foreman Odow	Foreman Odow	N	160	310	625	925	1250	1550	18
CHOICE OF: 1 Smith's Trousers or 1 Bridgeworker's Gloves or 1 Riding Gloves												
The Lost Tools	15	16	Foreman Odow	Foreman Odow	N	90	180	350	525	700	875	10
REWARD: 2 Medium Armor Kit												
The Price of Shoes	14	18	Vernor Osgood	Smith Argus	Y	35	70	140	200	270	340	10
Underbelly Scales	14	18	Vernor Osgood	Vernor Osgood	N	170	340	675	1000	1350	1700	18
CHOICE OF: 1 Black Whelp Boots or 1 Black Whelp Gloves												
Visit the Herbalist	12	15	Guard Parker	Martie Joireaux	Y	25	55	110	160	220	270	10
Wanted: Gault-Roggy	15	26	Wanted: Gault-Roggy (Obj)	Magistrate Solomon	N	270	525	1050	1600	2100	2650	18
Wanted: Livestock Fangers	15	26	Wanted: Livestock Fangers (Obj)	Magistrate Solomon	N	270	525	1050	1600	2100	2650	18
What Comes Around...	22	25	Guard Barton	Guard Barton	N	200	400	800	1200	1600	2000	18
CHOICE OF: 1 Lucine Longsword or 1 Hardened Rust Staff												

LOCAL
MINING
Tin
Iron
Mithril



AZEROTH

CASH REWARD

9 @ 00

9 @ 00

None

None

17 @ 00

7 @ 00

18 @ 00

12 @ 00

None

None

2 @ 00

None

None

None

None

None

2 @ 50

None

1 @ 50

None

1 @ 50

None

None

None

None

None

None

None

None

None

None

None

10 @ 00

5 @ 00

10 @ 00

None

30 @ 00

15 @ 00

None

None

None

None

None

None

None

None

None

None

None

40 @ 00

40 @ 00

None

STRANGLETHORN VALE

At the southern end of the Eastern Kingdoms is an area of rivers, jungle, and coastline known as Stranglethorn Vale. This gigantic section of the continent is home to many beasts, and it is also a place where Goblins have and pirates are found in great numbers. The Horde settlement of Grom'Gol is here, along the western coast (accessed via Blimps from Orgrimmar and Undercity). To the south is Booty Bay, a neutral town that is truly a place where anything goes. Some of the finest hunters of big game in all of Azeroth come to Stranglethorn in hope of fighting the rarest of felines, apes, and raptors.



LOCAL RESOURCES

MINING

MIN	AVAILABILITY
Iron	Trivial
Copper	Abundant
Gold	Moderate

HERBALISM

HERB	AVAILABILITY
Stranglekelp	Trivial
Brainweed	Moderate
Kingblood	Trivial
Ufferasi	Moderate
Frostleaf	Trivial
Rhodger's Whiskers	Moderate
Goldthorn	Trivial

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 30-50 (Skinning 150-250)



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

REBEL CAMP
 Brother Ninety 40 Quest
 Corporal Bluth 40 Vendor
 Corporal Kalek 40 Quest
 Lieutenant Doren 40 Quest

2 KURZEN'S COMPOUND
 Karzen Commodore 34
 Karzen Jungle Fighter 32-33
 Karzen Medicine Man 32-33
 Karzen War Panther 22-23
 Karzen War Tiger 32
 Karzen Wrengler 34

3 THE STOCKPILE
 Calmed Karzen 40 Elite Quest Target
 Karzen Commodore 34-35
 Karzen Elite 34-37
 Karzen Handchiller 34-35
 Karzen Shadow Hunter 38
 Karzen Subhild 38
 Karzen Warrior 34-35

4 NORTHERN STRANGLETHORN HALL
 Gubvin the Ancient 40 Quest
 King Hens 40 Quest Target
 Bloodsail Buccaneers 34
 Bloodsail Hunter 35
 Bloodsail Screamers 33
 Elder Stranglethorn Tiger 34-35
 Lestral Raptor 35
 Mirvalde Griffin 32-33
 Panther 32-33
 River Crocodile 31
 Shadowmane Panther 38
 Sheepstark Franny 31
 Stone Maw Basilisk 32
 Stranglethorn Tiger 33
 Stranglethorn Tigriss 37-38
 Venture Company Magician 34
 Venture Company Miner 34-35
 Young Panther 30-31
 Young Stranglethorn Tiger 30-31

5 NESINGWARY'S EXPEDITION
 Ajahk Ronak 40 Quest
 Barad Stargazer 40 Quest
 Hemet Nesingwary 40 Quest
 Jaspilun Dreamer 39 Axe Vendor
 Sir S. J. Eridanis 40 Quest
 River Crocodile 30-31
 Young Stranglethorn Tiger 30-31

6 RUINS OF ZUL'KUI'DA
 Bloodsail Buccaneers 34-35
 Bloodsail Berserker 36-37
 Bloodsail Headhunter 36-37
 Bloodsail Hunter 34-35
 Bloodsail Mystic 35
 Bloodsail Scout 34-35
 Bloodsail Witch Doctor 37
 Drizzak, the Elite 40 Quest Target

7 ZUL'KUI'DA RUINS
 Bloodsail Berserker 36-37
 Bloodsail Headhunter 36-37
 Bloodsail Witch Doctor 37

8 THE SAVAGE COAST
 Bloodsail Azshewar 32
 Bloodsail Shaman 34
 Crystal Spine Basilisk 34
 Elder Saltwater Crocodile 38
 Lestral Raptor 35
 Saltwater Crocodile 35-36

9 BAL'LAL RUINS
 Bloodsail Axe Thrower 23
 Bloodsail Shaman 33-34
 Bloodsail Warrior 33-34

10 TRASHI RUINS
 Bloodsail Axe Thrower 34
 Bloodsail Shaman 33-34
 Bloodsail Warrior 33-34

11 LAKE HALZEBITI
 Swampin Crocodile 35-36
 Swampstark Franny 21-22

12 VENTURE COMPANY OPERATIONS CENTER
 Foreman Cezile 38 Quest Target
 Venture Company Geologist 35-36
 Venture Company Mechanic 35

13 VENTURE COMPANY BASE CAMP
 Venture Company Geologist 35-36
 Venture Company Mechanic 34
 Venture Company Smelter 37

14 MOSH'OGG OGGE MOUND
 Mosh'Ogg Lord 43 Elite
 Mosh'Ogg Mauler 43 Elite
 Mosh'Ogg Shaman 43 Elite
 Mosh'Ogg Spellmysther 43-44 Elite
 Mosh'Ogg Warmonger 41-42 Elite

15 MIZIAN RUINS
 Mosh'Ogg Brute 36-37
 Mosh'Ogg Windchaser 37

16 SOUTHERN STRANGLETHORN
 Se'Jib 50 Tribal Leatherworker
 Cold Eye Basilisk 39
 Jungle Thunderer 37-38
 Shadowmane Panther 37
 Sheepstark Franny 32
 Stranglethorn Tigriss 37-38

17 BALLIA'MAN RUINS
 Skullsplitter Mystic 39
 Skullsplitter Axe Thrower 39-40
 Skullsplitter Warrior 39-40

18 RUINS OF ZUL'MAWWE
 An'Chik the Gool 43
 Karzen Mindslaver 44
 Naga the Uddying 41 Elite
 Skullsplitter Axe Thrower 39-40
 Skullsplitter Berserker 42-44
 Skullsplitter Buccaneers 43-44
 Skullsplitter Hunter 41-42
 Skullsplitter Mystic 39-40
 Skullsplitter Panther 41-42
 Skullsplitter Scout 41-42
 Skullsplitter Spiritshaker 44
 Skullsplitter Warrior 39-40
 Skullsplitter Witch Doctor 41-42

19 VENTURE COMPANY MINE
 Venture Company Foreman 42
 Venture Company Strip Miner 40-41
 Venture Company Tinkerer 41

20 THE CAPE OF STRANGLETHORN
 Jungle Stalker 40-41
 Stranglethorn Panther 37
 Threshold Basilisk 41-42

21 SOUTHERN SAVAGE COAST
 Bloodsail Mage 40-41
 Bloodsail Raider 40-41
 Cold Eye Basilisk 39-40
 Jungle Stalker 40-41
 Naga Explorer 43-44

22 GURUKASHI ARBINA
 Jungle Stalker 40-41

23 BLOODSAIL COMPOUND
 Bloodsail Spellmysther 42
 Bloodsail Warlock 42-43
 Jungle Stalker 40-41

24 RUINS OF JUR'JIVAL
 Joo-Joo the Crow 64
 Zanzil Hunter 44
 Zanzil Zambie 44

25 CRYSTALHEM MINE
 Ironjaw Basilisk 43-44

26 RUINS OF ABORAZ
 Yenshi 41 Quest
 Chewly "Too Thumbs" 43
 Zanzil Hunter 44
 Zanzil Naga 44
 Zanzil Witch Doctor 44
 Zanzil Zambie 43

27 THE CRYSTAL SHORE
 Silverback Panther 43

28 MISTYVALE VALLEY
 Wild Doctor Underguy 50 Quest
 Elder Mirvalde Griffin 40-41
 Gorlock 47 Elite Quest Target

29 HIGMAN MILL WELLSPRING
 Higgs Explorer 43-44

30 BOOTY BAY
 "Sea Wolf" MacKulley 44 Quest
 "Shuk" Phillips 44 Quest
 Berra Bravado 40 Quest
 Brakk Kazzard 54 Blacksmith
 Captain MacKulley Smiths 37 Quest
 Crank Fitzhuckle 34 Quest
 Drizzak 45 Quest
 First Mate Ceziz 44 Quest
 Flora Silverwind 44 Herbalist
 Gromk Goodsmith 34 Teller
 Griggar 35 Wind Rider Master
 Gyl 55 Gryphon Master
 Inkkeeper Skilloe 46 Inkkeeper
 Kelbok 35 Quest
 Krezak 35 Quest
 Norkk 42 Pet Vendor
 Oglerhows Obafactor 50 Game Engineer
 Rikajo 43 Leatherworker
 Xizk Goodsmith 43 Teller

31 WILD SHORE
 Bloodsail Deathlord 43-44
 Bloodsail Elder Raptor 43
 Bloodsail Mage 40-41
 Bloodsail Swooley 44-45
 Bloodsail Swooley 44
 Bloodsail Swashbuckler 42-43
 Bloodsail Warrior 42-43
 Brutes 43
 Captain Keelhaul 47
 Fright Master Fizzlelan 48
 Gool Saltlaid 43
 Ironwrest 43
 Southern Saw Crawler 40-41

32 JAGUERO ISLE
 Princess Pashah 50 Quest
 Japansu Tusklin 39
 King Mubla 55 Quest Target
 Skymane Gattle 50

33 JANERO'S POINT
 Mak'resh 50 Elite Quest Target

34 KAL'LAL RUINS
 Muckgill Franger 35
 Muckgill Hunter 35-36
 Muckgill Lord 27
 Muckgill Warrior 35-36

35 GROM'GOL BASE CAMP
 Angran 40 Herbalist
 Brown 35 Leatherworker
 Commander Angra's gool 55 Quest
 Far Seez Mak'Churle 45 Quest
 Kiz'walesey 39 Quest
 Mucklak 40 Cook
 Ninheya 41 Quest
 Throsto 55 Wind Rider Master

SHRUBS
Bleeding Heart Necklaces
REWARD: Bloodstone I
Booklet Hand
Chapter I
REWARD: Green Hills I
Chapter II
REWARD: Green Hills I
Chapter III
REWARD: Green Hills I
Chapter IV
REWARD: Green Hills I
Leland Karzen
REWARD: Shrapnel Shell
Cattleya's Riddle
Cattleya's Riddle
REWARD: Explorer's Key
Cracking Murphy's Past
REWARD: Collection Pin
Enchanted Archway Pin
CHOICE OF: 1 Enchanted
Fighting Negalish
Explosive
REWARD: Explorer Box
Facing Negalish
REWARD: Suezin's Cam
Towel for Karzen
Tilling the Soul Gem
REWARD: Filled Soul Gem
Food's Secret
REWARD: Food's Secret
Hoodlunting
CHOICE OF: 1 Duskwing
Hostile Takeover
REWARD: Gemmed Gold
Key for Tanusku
Investigates the Camp
Journey to Booty Bay
Journey to Organism
Journey to Rathall
Journey to the Under
Jungle Secrets
Keep an Eye Out
REWARD: Darkside Gem
Karzen's Cookery
Karzen's Mystery
Magical Analysis
May Zeth
REWARD: Trampled Owl
Message in a Bottle
REWARD: Poobah's Hat
Mok Thorlin's Enchant
Mok Thorlin's Enchant
Mok Thorlin's Enchant
Mok Thorlin's Enchant
REWARD: Quaker of H
Pantlin: Mystery
Pantlin: Mystery
Pantlin: Mystery
Pantlin: Pantlin Her
Pantlin: Schedules
Pretty Boy "Duncan"
Pantlin: Mystery
Raptor: Mystery
Raptor: Mystery
REWARD: Raptor Her
Return to Dozen
CHOICE OF: 1 Janglew
Return to Dozen

[illegible]

	M LVL	O LVL	QUEST LAUNCHER	QUEST FINISHER	CHART	XP--	XP-	XP	XP+	XP++	XP+++	CASH REWARD
Don't Give Up	30	37	Kin'woody	Kin'woody	N	290	575	1150	1700	2300	2850	None
Don't Give Up	30	35	Lieutenant Doren	Bookie Herod's Records (Obj)	Y	210	410	825	1250	1450	2050	None
Don't Give Up	30	40	Barrel Stavepot	Barrel Stavepot	N	160	310	625	925	1250	1550	None
Don't Give Up	30	40	Barrel Stavepot	Barrel Stavepot	N	160	310	625	925	1250	1550	None
Don't Give Up	30	40	Barrel Stavepot	Barrel Stavepot	N	160	310	625	925	1250	1550	None
Don't Give Up	30	40	Barrel Stavepot	Barrel Stavepot	N	160	310	625	925	1250	1550	None
Don't Give Up	30	40	Lieutenant Doren	Lieutenant Doren	N	320	625	1250	1900	2500	3150	None
Don't Give Up	35	43	A Soggy Scroll (Obj)	Misty Scroll (Obj)	Y	360	725	1450	2150	2900	3600	None
Don't Give Up	35	51	Misty Scroll (Obj)	Cortello's Treasure (Obj)	N	400	1200	2450	3650	4900	6100	None
Don't Give Up	30	44	Sea Wolf* MacKisley*	Sea Wolf* MacKisley*	N	470	925	1850	2800	3700	4650	None
Don't Give Up	45	58	Gulvan the Ancient	Gulvan the Ancient	Y	60	120	250	370	500	625	None
Don't Give Up	1	45	Burned Lifesant (Obj)	Burned Lifesant (Obj)	N	0	0	0	0	0	0	None
Don't Give Up	31	38	Drizick	Drizick	N	290	575	1150	1700	2300	2850	None
Don't Give Up	35	50	Sprigger	Captain Hecklebury Smoots	N	700	1400	2850	4250	5700	7100	None
Don't Give Up	32	37	Krazek	Krazek	Y	210	420	850	1250	1700	2100	3000
Don't Give Up	1	46	Yeeeku	Yeeeku	N	0	0	0	0	0	0	None
Don't Give Up	25	44	Crink Fizzlebub	Crink Fizzlebub	N	0	0	0	0	0	0	None
Don't Give Up	30	37	Nimbayo	Nimbayo	N	290	575	1150	1700	2200	2850	None
Don't Give Up	31	36	Kabok	Kabok	N	280	550	1100	1700	2250	2800	None
Don't Give Up	30	34	Nimbayo	Nimbayo	Y	270	550	1100	1600	2150	2700	None
Don't Give Up	28	32	Krazek	Krazek	N	130	260	525	775	1050	1300	1600
Don't Give Up	1	1	Cap'n Copyright	Cap'n Copyright	N	0	0	0	0	0	0	None
Don't Give Up	1	1	Nec'roz	Nec'roz	N	0	0	0	0	0	0	None
Don't Give Up	1	1	Captain Obvious	Captain Obvious	N	0	0	0	0	0	0	None
Don't Give Up	1	1	Nec'roz	Nec'roz	N	0	0	0	0	0	0	None
Don't Give Up	26	33	Lieutenant Doren	Lieutenant Doren	Y	130	260	525	775	1050	1300	None
Don't Give Up	37	42	Dizzy One-Eye	Dizzy One-Eye	N	430	850	1700	2600	3450	4300	None
Don't Give Up	32	37	Corporal Kaleb	Krazek	Y	140	280	550	850	1100	1400	None
Don't Give Up	30	38	Brother Nimetz	Brother Nimetz	Y	360	700	1400	2150	2850	3550	None
Don't Give Up	32	37	Brother Nimetz	Archmage Armeton Runemaster	N	140	280	550	850	1100	1400	None
Don't Give Up	30	43	Brother Nimetz	Brother Nimetz	N	450	900	1800	2650	3550	4450	None
Don't Give Up	45	55	Princess Peach	Princess Peach	N	850	1700	3400	5050	6750	8450	None
Don't Give Up	33	38	Far Seer Mak'Thorin	Far Seer Mak'Thorin	Y	290	575	1150	1700	2300	2850	None
Don't Give Up	33	41	Far Seer Mak'Thorin	Far Seer Mak'Thorin	Y	330	650	1300	2000	2650	3300	None
Don't Give Up	33	41	Far Seer Mak'Thorin	Far Seer Mak'Thorin	Y	330	650	1300	2000	2650	3300	None
Don't Give Up	33	44	Far Seer Mak'Thorin	Far Seer Mak'Thorin	Y	470	925	1850	2800	3700	4650	None
Don't Give Up	28	31	Sir S. J. Ergidun	Sir S. J. Ergidun	Y	190	380	750	1150	1500	1900	None



QUESTS continued

QUEST	M-LEV	Q-LEV	QUEST LAUNCHER	QUEST FINISHER	CHARM	XP--	XP-	XP	XP+	XP++	XP+++	GEORGE
Return to Corporal Kaleb	32	37	Krazak	Corporal Kaleb		N	290	575	1150	1700	2300	2850
REWARD: Cap of Pharmacy												
Return to MacKinley	30	41	Shaky "Phillips"	Sea Wolf "MacKinley"	Y	250	490	975	1450	1950	2450	2950
Return to the Blinded Lands	45	58	Sobhu the Ancient	Fallen Hero of the Horde	Y	160	310	475	925	1250	1550	1850
Saving Yenniko	30	46	Kin'wooley	Widows	N	500	1000	2000	3050	4050	5050	6050
CHOICE OF: 1 Windbyte's Mystical Staff or 1 Medal of Courage												
Scoring Shaky	30	41	Sea Wolf "MacKinley"	Shaky "Phillips"	Y	80	160	330	490	650	825	975
Singing Blue Shards	30	35	Crunk Fizzlebub	Crunk Fizzlebub	Y	280	550	1100	1650	2200	2750	3300
Shackgutter Ticks	37	42	Kabok	Kabok	N	350	700	1400	2050	2750	3450	4150
Some Assembly Required	31	36	Drizlik	Drizlik	Y	280	550	1100	1700	2300	2900	3500
Speaking with Gai'zab	30	46	Bubbling Cauldron (Oh)	Bubbling Cauldron (Oh)	N	410	800	1600	2450	3250	4050	4850
Speaking with Nezzlak	30	40	Bubbling Cauldron (Oh)	Bubbling Cauldron (Oh)	N	240	470	950	1400	1900	2350	2800
Special Forces	30	38	Sergeant Yuhos	Lieutenant Doren	Y	290	575	1150	1700	2300	2900	3500
Split Bone Neckties	30	42	Kin'wooley	Kin'wooley	N	350	700	1400	2050	2750	3450	4150
CHOICE OF: 1 Darkspore Shoes or 1 Darkspore Boots												
Stranglethorn Fever	32	35	Witch Doctor Unkagras	Witch Doctor Unkagras	N	0	0	0	0	0	0	0
Stranglethorn Fever	40	45	Fin Farnack	Fin Farnack	N	575	1150	2350	3500	4700	5850	7000
REWARD: Medicine Basket												
Supplies to Private Thorsen	30	32	Krazak	Private Thorsen	N	130	260	525	775	1050	1300	1550
Supply and Demand	26	31	Drizlik	Drizlik	N	250	500	1000	1500	2000	2500	3000
The Blade	32	40	Catalyn the Blade	Catalyn the Blade	N	240	470	950	1400	1900	2350	2800
The Bloodshot Buccaneers	37	41	First Mate Cruz	Bloodshot Correspondence (Oh)	Y	250	490	975	1450	1950	2450	2950
The Bloodshot Buccaneers	37	41	Bloodshot Correspondence (Oh)	First Mate Cruz	Y	250	490	975	1450	1950	2450	2950
The Bloodshot Buccaneers	37	41	First Mate Cruz	Fleet Master Seashorn	Y	80	160	330	490	650	825	975
The Bloodshot Buccaneers	37	43	Fleet Master Seashorn	Fleet Master Seashorn	Y	360	725	1450	2150	2900	3600	4300
The Bloodshot Buccaneers	37	45	Fleet Master Seashorn	Fleet Master Seashorn	N	490	975	1950	2900	3900	4850	5800
REWARD: Blackwater Tank												
The Captain's Chest	35	45	Captain Hecklebury Smotts	Captain Hecklebury Smotts	N	290	575	1150	1750	2300	2900	3500
REWARD: Bloodband Brooch												
The Captain's Coffers	35	45	Captain Hecklebury Smotts	Sprogger	Y	40	80	160	230	310	390	470
The Curse of the Tides	32	40	Catalyn the Blade	Baron Revilgez	N	290	575	1150	1750	2300	2900	3500
REWARD: Robe of Crystal Waters												
The Defense of Grog'gol	33	36	Commander Aggro'gosh	Commander Aggro'gosh	Y	280	550	1100	1700	2300	2900	3500
The Defense of Grog'gol	33	37	Commander Aggro'gosh	Commander Aggro'gosh	N	290	575	1150	1700	2300	2900	3500
REWARD: Grog'gol Buckler												
The Fate of Yenniko	30	45	Bubbling Cauldron (Oh)	Kin'wooley	Y	40	80	160	230	310	390	470
The Green Hills of Stranglethorn	30	40	Barrel Stomper	Barrel Stomper	N	470	950	1900	2800	3750	4700	5650
REWARD: Olmoss Sewer												
The Hounded Isle	32	37	Krazak	Baron Revilgez	Y	30	55	110	170	230	290	350
The Hidden Key	30	37	Bookie Herd's Records (Oh)	Bookie Herd's Strength (Oh)	Y	140	280	550	850	1100	1400	1700
REWARD: Bookmaker's Scepter												
The Mind's Eye	30	46	Kin'wooley	Kin'wooley	N	500	1000	2000	3050	4050	5050	6050
The Second Rebellion	30	33	Sergeant Yuhos	Sergeant Yuhos	N	200	390	775	1150	1550	1950	2350
The Singing Crystals	30	45	Kin'wooley	Kin'wooley	Y	390	775	1550	2350	3150	3950	4750
The Spy Revealed!	30	37	Bookie Herd's Strength (Oh)	Lieutenant Doren	Y	140	280	550	850	1100	1400	1700
The Stone of the Tides	32	37	Baron Revilgez	Baron Revilgez	Y	290	575	1150	1700	2300	2900	3500
The Vile Reef	30	37	Kin'wooley	Kin'wooley	N	290	575	1150	1700	2300	2900	3500
Tiger Mastery	28	31	Ajpek Rousch	Ajpek Rousch	Y	190	380	750	1150	1550	1950	2350
Tiger Mastery	28	33	Ajpek Rousch	Ajpek Rousch	Y	200	390	775	1150	1550	1950	2350
Tiger Mastery	28	35	Ajpek Rousch	Ajpek Rousch	Y	210	410	825	1250	1650	2050	2450
Tiger Mastery	28	37	Ajpek Rousch	Ajpek Rousch	N	290	575	1150	1700	2300	2900	3500
REWARD: Tiger Hunter Goggles												
Trail Witchery	30	40	Brother Nimetz	Brother Nimetz	N	320	625	1250	1900	2500	3150	3800
Trailbone	32	40	Widows	Zengo	Y	70	140	280	430	575	720	865
Up to Snuff	37	41	Deeg	Deeg	N	330	650	1300	2000	2650	3300	3950
Venture Company Mining	30	41	Crunk Fizzlebub	Crunk Fizzlebub	N	330	650	1300	2000	2650	3300	3950
CHOICE OF: 1 Golden Igniter or 1 Silver Spade												
Wooden Dues	30	44	Sea Wolf "MacKinley"	Sea Wolf "MacKinley"	N	380	750	1500	2250	3000	3750	4500
Water Elementals	32	37	Baron Revilgez	Baron Revilgez	Y	290	575	1150	1700	2300	2900	3500
Welcome to the Jungle	28	30	Barrel Stomper	Hornet Weingutery	N	25	50	100	150	200	250	300
Whiskey Slim's Last Grog	40	50	Whiskey Slim	Whiskey Slim	N	470	950	1900	2800	3750	4700	5650
Zorac's Secret	35	44	Crunk Fizzlebub	Crunk Fizzlebub	N	380	750	1500	2250	3000	3750	4500
REWARD: Robe of Corruption												



SWAMP OF SORROWS

Through Deadwind Pass, east from Duskwood, is the Swamp of Sorrows. This sad land leads toward the Blasted Lands, most dangerous of locations, and the swamp itself seems to have suffered some of the taint from that proximity. Dragonkin dominate the eastern swamps, destroying any interlopers, while Murlocs, Spiders, and Horde patrols hold the south. Fortified and reinforced frequently is a Horde outpost in the south, in a spot where the Alliance simply has no control or ability to oust their troops. To the north, many swamp-dwelling folk are found, though some are mad and aggressive to all, a few have wisdom to share.



LOCAL RESOURCES

MINING

ORE	AVAILABILITY
Copper	Moderate
Iron	Moderate

HERBALISM

HERB	AVAILABILITY
Goldthorn	Moderate
Fatcucumber	Moderate
Khadgar's Whisker	Abundant
Blindweed	Abundant

SKINNING

Quantity of Skinnable Creatures: Moderate
 Levels of Skinnable Creatures: 35-45 (Skinning 175-225)



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALINDOR

SOUTHERN KALINDOR

MAP LEGEND

1 SPLINTERSPEAR JUNCTION

Sorrow Spinner 36
Stonard Scout 37
Swampy Juggler 36

2 MISTY VALLEY

Mist Lord 42
Swampwalker Elder 39-40
Swampwalker 38-39
Tangled Horror 40-41

3 THE HARBORAGE

Mayhem 42 Quest
Moss T'and 44 Vendor
Droozel Talle 42
Swamp Juggler 37
Young Sorrowth Crowsick 35-36

4 THE SHIFTING MIRE

Lost One Fisherman 36
Lost One Muckweller 36-37
Lost One Muckweller 34
Mokara the Cagol 39 Quest Target
Sorrowth Crowsick 38

Sorrow Spinner 36-37
Swamp Juggler 36-37
Swampwalker 39
Tangled Horror 40

5 FALLOW SANCTUARY

Galen Goodward 37 Quest
Lost One Chief 39
Lost One Cook 37
Lost One Fisherman 36
Lost One Hunter 36-37
Lost One Muckweller 36-37
Lost One Muckweller 37-38
Lost One Scout 38
Stonard Explorer 37-38

6 NORTHERN SWAMP OF SORROWS

Sorrowth Crowsick 38-39
Shadow Panther 39-40
Tangled Horror 40

7 MISTY REED STRAND

Marsh Fishcatcher 43-44
Marsh Inkspewer 42-43

Marsh Marla 41
Mossborn Crawler 43
Sorrowth Juggler 42
Silt Crawler 40-41
Stonard Explorer 38

8 SORROWMURK

Elder Dragonkin 43 Elite
Sorrowth Juggler 41-42
Sorrowth Captain 43-44 Elite

9 POOL OF TEARS

Green Sorrowth 42 Elite
Green Wyckle 42 Elite
Sorrowth Captain 43-44 Elite

10 STONARD

Bryk 55 Wind Rider Master
Dispatch Commander Rang 80 Quest
Fol'zard 40 Quest
Grant Tharuk 55 Quest
Grant Zual 55 Quest
Halgrim the Swift 60 Quest
Rogger 55 Alchemist

Stonard Cartographer 52
Stonard Grant 55
Stonard Ore 50
Stonard Wayfinder 50-51
Zun'dartha 60 Quest

11 STAGALOG

Drathistric Torment 40-41
Marsh Fishcatcher 43
Marsh Inkspewer 42-43

12 STAGALOG CAVE

Marsh Fishcatcher 43
Marsh Inkspewer 42-43
Marsh Oracle 45

13 PASS TO BLASTED LANDS

Fallen Hero of the Horde 60 Quest

14 ITHARIUS' CAVE

Itharius 45 Quest

QUESTS

QUEST	IN LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	EXP	EXP
Continued Threat	35	45	Kater	Kater	N	290	775	1550	2350	3100	3900	4600	5400
Deliver the Shipments	30	42	Watcher Biggs	Quartermaster Lungate	N	260	500	1000	1550	2050	2550	3050	3550
Droneflyer Crystals	30	35	Mayhem	Mayhem	N	280	550	1100	1650	2200	2750	3300	3850
Driftwood	30	42	Watcher Biggs	Watcher Biggs	Y	350	700	1400	2050	2750	3450	4150	4850
Encroaching Wildlife	30	37	Watcher Biggs	Watcher Biggs	Y	290	575	1150	1700	2200	2850	3400	3950
Fresh Meat	35	44	Dar	Dar	N	380	750	1500	2250	3000	3750	4500	5250
REWARD: 10 Grilled King-Cracker Legs, Leather Chef's Hat													
Galen's Escape	30	38	Galen Goodward	Galen's Strangness (Oh)	N	290	575	1150	1700	2200	2850	3400	3950
REWARD: Visionary Buckler													
Lack of Supplies	35	40	Dar	Tok'Kar	Y	320	645	1290	1940	2590	3240	3890	4540
Lack of Supplies	35	42	Tok'Kar	Tok'Kar	Y	350	700	1400	2050	2750	3450	4150	4850
Masker Bloodcur	30	35	Halgrim the Swift	Masker Bloodcur	Y	140	270	550	800	1100	1350	1650	1950
Pool of Tears	38	43	Fol'zard	Fol'zard	Y	450	900	1800	2650	3550	4450	5350	6250
The Atal's Exile	38	44	Fol'zard	Atal's Exile	Y	380	750	1500	2250	3000	3750	4500	5250
The Last Caravan	30	35	Watcher Biggs	Watcher Biggs	Y	280	550	1100	1650	2200	2750	3300	3850
The Missing Orders	45	50	Dispatch Commander Rang	Benger	Y	120	240	480	725	950	1200	1450	1700
The Swamp Toller	45	55	Benger	Fallen Hero of the Horde	N	575	1150	2250	3400	4550	5650	6750	7850
The Temple of Atal'Mokher	38	50	Fol'zard	Fol'zard	N	600	1200	2250	3550	4700	5900	7100	8300
REWARD: Guardian Teflumen													
Threat From the Sea	35	43	Kater	Tok'Kar	N	360	725	1450	2150	2900	3600	4300	5000
CHOICE OF: 1 Tok'Kar's Maruk Shemur or 1 Tok'Kar's Maruk Chopper													
Threat From the Sea	35	43	Kater	Kater	Y	450	900	1800	2650	3550	4450	5350	6250
Threat From the Sea	35	45	Tok'Kar	Kater	Y	0	0	0	0	0	0	0	0



WESTFALL

Westfall is the bread basket of the southern lands. Once home to hundreds of the best farmers, the area is now sparsely populated; attacks from a huge band of Gnolls and increased activity by the Defias have almost driven everyone out of Westfall. Moonbrook is now a ghost town, save for the wandering of foul bandits, and none of the mines in the area are in the hands of good or honest folk. A militia of the people has formed and rallied around Sentinel Hill, one of the remaining bastions of resistance by the locals. Calling for help from Stormwind, they hold out and work to protect the remaining farms of Westfall.



LOCAL RESOURCES

MINING

MIN	AVAILABILITY
Copper	Abundant
Iron	Moderate

HERBALISM

HERB	AVAILABILITY
Peacebloom	Trivial
Silverleaf	Moderate
Earthroot	Moderate
Mageroyal	Moderate
Briarheart	Moderate
Brainweed	Moderate

SKINNING

Quantity of Skinnable Creatures: Moderate
Levels of Skinnable Creatures: 10-16 (Skinning 50-80)



HOW TO

AZEROTH

KHAZ MODAN

LOORDAIRON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

MAP LEGEND

1 LONGSHORE

Crawler 13-12
Greater Fleeshipper 16-17
Marler Constructer 12-13
Marler Hunter 16-17
Marler Miner Oracle 12-14
Marler Netter 14-15
Marler Oracle 17-18
Marler Raider 11-12
Marler Takedown 17-19
Marler Warrior 15-16
Old Mark Eye 20 Elite Quest Target
Riverpaw Herbalist 14-15
Riverpaw Mangal 13-14
Soul Crawler 13-14
Sea Crawler 15-16
Shore Crawler 17-18

2 WESTFALL LIGHTHOUSE

Captain Grayson 30 Quest

3 GOLD COAST QUARRY

Coyote Paddock 12-13
Coyote 10-11
Defies Laster 13-14
Defies Laster 13-14
Defies Pilgrim 14-15
Defies Trapper 12-13
Fleshripper 13
Goretask 14-15
Harvest Golem 11-12
Riverpaw Miner 14-15
Young Goretask 12-13

4 THE DAGGER HILLS

Grimboose Thunderbrow 20 Quest
Defies Highwayman 17-18
Defies Knockbinder 16-17
Defies Paddock 15-16

5 DEMONT'S PLACE

Defies Knockbinder 16-17
Defies Paddock 15-16
Defies Pilgrim 14-15
Fleshripper 13-14
Goretask 14-15
Riverpaw Brute 15-16
Riverpaw Herbalist 14-15

6 ALEXSTON FARMSTEAD

Defies Laster 13-14
Defies Pilgrim 14-15
Defies Smuggler 11-12
Defies Trapper 13
Dust Devil 18-19
Fox Ranger 4000 30
Harvest Golem 11-12
Harvest Watcher 14-15

7 MOONBROOK

Entrance to Deadlines Instance

Defies Laster 13-14
Defies Pilgrim 14-15
Fleshripper 13-14
Harvest Golem 11-12

8 JANGLOOLD MINE

Coyote Paddock 12
Coyote 10-11
Defies Smuggler 11-12
Defies Trapper 12-13
Rebel Digger 12-13
Young Fleshripper 10-11

9 FURLBROW'S PUMPKIN FARM

Benny Blam 15
Coyote 10-11
Defies Laster 13-14
Defies Pilgrim 14-15
Defies Smuggler 11-12
Defies Trapper 12-13
Fleshripper 13-14
Harvest Watcher 14-15
Young Fleshripper 10-11
Young Goretask 12-13

10 THE MOKSEN FARM

Coyote 10-11
Harvest Golem 11-12
Harvest Watcher 14-15
Young Fleshripper 10-11

11 SALDEAN'S FARM

Former Saldan 20 Quest
Saldan Saldan 20 Quest
Coyote 10-11
Harvest Golem 11-12
Harvest Watcher 14-15
Young Fleshripper 10-11
Young Goretask 12-13

12 THE JAMSEN STEAD

Former Farlow 20 Quest
Yerna Farlow 20 Quest
Coyote 10-11
Defies Farlow 10-11
Defies Farlow 11-12
Rusty Harvest Golem 9-10
Young Fleshripper 11-12
Young Goretask 12-13

13 SENTINEL HILL

Captain Danvers 23 Quest
Defies Traiter 15 Quest
Grym Stoutmaster 35 Quest
Inkkeeper Heather 30 Inkkeeper
Kirk Maxwell 30 Stable Master
Protector Riden 30 Quest
Sewer Golem 30 Quest
Thor 55 Griffin Master
Defies Laster 13-14
Defies Pilgrim 14-15
Fleshripper 13-14
Goretask 14-15
Great Goretask 16-17
Greater Fleeshipper 16-17
Young Fleshripper 10-11
Young Goretask 12-13

14 THE DEAD ACRE

Defies Knockbinder 16-17
Great Goretask 16-17
Greater Fleeshipper 16-17
Harvest Ranger 17-18

15 THE DUST PLAINS

Defies Tower Patrol 24
Defies Tower Sentry 24-25
Dust Devil 18-19
Great Goretask 16-17
Klaven Martwako 26 Elite Quest Target
Riverpaw Smith 16-17
Riverpaw Mystic 16-18
Riverpaw Technician 17-18
Venture Co. Drone 22

16 STILLWELL FARM

Daphne Stillwell 20

QUESTS

QUEST	N	LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	XP	XP	XP	XP
Captain Sender's Hidden Treasure	10	16		Old Jug (Obj)	Locked Chest (Obj)	N	120	230	460	700	925	1150	1400	1650	1900	2150
REWARD: Silver Box, Captain Sender's Shirt, Captain Sender's Sash				Captain Sender's Beaky Bag												
Captain Sender's Hidden Treasure	10	16		Captain's Foodstuffs (Obj)	Broken Barrel (Obj)	Y	60	120	230	350	460	575	690	805	920	1035
Captain Sender's Hidden Treasure	10	16		Broken Barrel (Obj)	Old Jug (Obj)	Y	60	120	230	350	460	575	690	805	920	1035
Goretask Liver Pls	9	12		Solms Saldan	Solms Saldan	N	90	180	360	550	725	900	1075	1250	1425	1600
REWARD: 3 Goretask Liver Pls, Reiger, Goretask Liver Pls																
Ranger of the Flame	10	16		Captain Grayson	Captain Grayson	N	120	230	460	700	925	1150	1400	1650	1900	2150
REWARD: Scroll of Intellect, Scroll of Stamina and CHOICE OF: 3 Minor Mace Potion or 3 Minor Healing Potion																
Patrolling Westfall	8	14		Captain Danvers	Captain Danvers	N	100	200	390	600	775	975	1175	1375	1575	1775
CHOICE OF: 1 Belt of the People's Militia or 1 Bracers of the People's Militia																
Poor Old Blonchy	9	13		Verna Farlow	Verna Farlow	N	90	180	360	550	725	900	1075	1250	1425	1600
REWARD: Old Blonchy's Blanket or 1 Old Blonchy's Feed Pouch																
Red Leather Bandanas	10	15		Scout Golem	Scout Golem	N	110	210	420	625	850	1050	1250	1450	1650	1850
CHOICE OF: 1 Cloak of the People's Militia or 1 Greaves of the People's Militia or 1 Leggings of the People's Militia																
Red Silk Bandanas	14	17		Scout Rail	Scout Rail	N	130	250	500	750	1000	1250	1500	1750	2000	2250
CHOICE OF: 1 Solid Shortblade or 1 Scrimshaw Dagger or 1 Piercing Axe																
Sweet Amber	40	44		Grimboose Thunderbrow	Grimboose Thunderbrow	N	550	1100	2250	3350	4500	5600	6700	7800	8900	10000
REWARD: Thunderbrow's Root Flask																
Sweet Amber	40	44		Grimboose Thunderbrow	Grimboose Thunderbrow	Y	380	750	1500	2250	3000	3750	4500	5250	6000	6750
Sweet Amber	40	44		Grimboose Thunderbrow	Grimboose Thunderbrow	Y	470	925	1850	2800	3700	4600	5500	6400	7300	8200
Sweet Amber	40	44		Grimboose Thunderbrow	Grimboose Thunderbrow	Y	470	925	1850	2800	3700	4600	5500	6400	7300	8200
Sweet Amber	40	44		Grimboose Thunderbrow	Grimboose Thunderbrow	Y	470	925	1850	2800	3700	4600	5500	6400	7300	8200
The Coast Isn't Clear	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650

QUEST	N	LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	XP	XP	XP	XP
The Coastal Menace	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
CHOICE OF: 1 Grayson																
The Defies Brother	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
The Defies Brother	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
The Defies Brother	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
The Defies Brother	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
The Defies Brother	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
CHOICE OF: 1 Chase																
The Forgotten Pickle	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
REWARD: 10 Freshly																
The Killing Fields	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
CHOICE OF: 1 Harvest																
The People's Militia	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
The People's Militia	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
CHOICE OF: 1 Edge																
Thunderbrow Lager	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
REWARD: King of the																
Westfall Stone	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
Westfall Stone	10	19		Captain Grayson	Captain Grayson	N	150	290	575	875	1150	1450	1750	2050	2350	2650
REWARD: 3 Westfall																



HOW TO

AZEROTH

KHAZ MODAN

LODARON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



QUESTS continued

CASH REWARD	QUEST LAUNCHER	QUEST FINISHER	CHARM?	XP...	XP...	XP...	XP...	XP...	XP...	CASH REWARD
800 000	15 20 Captain Grayson	Captain Grayson	N	140	310	425	925	1250	1550	None
None	14 18 Gryan Stoutmantle	Gryan Stoutmantle	N	140	270	550	890	1100	1350	None
None	14 18 Gryan Stoutmantle	Wiley the Black	Y	140	270	550	890	1100	1350	None
None	14 18 Wiley the Black	Gryan Stoutmantle	Y	70	140	270	410	550	675	None
None	14 18 Gryan Stoutmantle	Master Mathias Shaw	Y	70	140	270	410	550	675	None
None	14 18 Master Mathias Shaw	Gryan Stoutmantle	Y	35	70	140	200	270	340	None
None	14 18 The Defiant Traitor	Gryan Stoutmantle	Y	170	340	675	1000	1350	1700	None
None	14 22 Gryan Stoutmantle	Gryan Stoutmantle	N	260	525	1050	1550	2100	2600	None
None	9 12 Farmer Furberrow	Farmer Furberrow	N	90	180	360	550	725	900	None
None	8 15 Farmer Seldoon	Farmer Seldoon	N	110	210	420	625	850	1050	None
None	9 12 Gryan Stoutmantle	Gryan Stoutmantle	Y	90	180	360	550	725	900	500 000
None	9 14 Gryan Stoutmantle	Gryan Stoutmantle	Y	100	200	390	600	775	975	600 000
None	9 17 Gryan Stoutmantle	Gryan Stoutmantle	N	140	220	650	950	1300	1600	None
6500 000	0 15 Gribbosc Thunderbrow	Gribbosc Thunderbrow	N	0	0	0	0	0	0	None
2500 000	9 10 Versa Furberrow	Selma Seldoon	N	40	85	170	250	340	420	None
2500 000	9 13 Selma Seldoon	Selma Seldoon	N	90	180	360	550	725	900	None



THE
MODAN

IRONFORGE



High above Dun Morogh is the city of Ironforge. A gem in the eye of Dwarves and Gnomes alike, this city embodies protection, craftsmanship, and stability for the Draenei Empire. Though the Gnomes have lost their nearby capital of Gnomeregan, life here is good and few enemies dare to draw close. The greatest threat, in the eyes of the Draenei, comes from within. The Dark Iron Dwarves and any traitors who side with their cause threaten to subvert whatever they touch. Ironforge's loyal servants are always in the lookout for these perils.



THE GATES OF IRONFORGE

1 ENTRANCE
Ironforge Guard
Jordan Stillwell

THE COMMONS

2 STONIFIRE TAV
Gnomon Firebe
Ironkeeper Fire

3 BARM'S REAG
Barin Jurgens

4 THE AUCTION H
Auctioneers

5 THE BANK
Bank Tellers

6 IRONFORGE AR
Brundi Ormsen
Mangora Flath

7 STEELFURY'S W
Dulman Steelbr
Grand Steelfury

8 FIZZLESPINN
Bryllia Ironbr
Fillos Fizzlespi
Pitwick 30 Bag

9 IRONFORGE VIS
Jondar Steelbr
Lyssa Steelbr

THE MILITARY

10 CRAGHELM'S P
Dulkin Craghel
Luzapha Fincap
Olthran Craghel

11 TIMBERLINE AR
Bronwyn Water
Hoggar Swiftax
Keldrin Ironbr
Thalgar Thunder
Merchant

12 HALL OF ARMS
Bella Thundergr
Ellian Ironbr
Dumal Ironbr
Ironforge Guard
Keldrin Thunder



HOW TO

AZZROTH

KHAZ MODAN

LORDAERON

NORTHERN

KALIMOD

SOUTHERN

KALIMOD

the Dwarves
the Dwarves,
ways in the

MAP LEGEND

THE GATES OF IRONFORGE

SMITHS

Isaly Guard 75

Isaly Shield 30

THE COMMONS

STONEWALL TOWN

Isaly Iron 30 Barmaid

Isaly Iron 30 Innkeeper

TOWN'S REAGENTS

Isaly Iron 30 Reagent Vendor

THE LUTHER HOUSE

Isaly Iron

THE TOWN

Isaly Iron

IRONFORGE ARMORY

Isaly Iron 30 Heavy Armor Merchant

Isaly Iron 30 Heavy Armor Merchant

TOWN'S WEAPON IMPORIUM

Isaly Iron 30 Weapon Merchant

Isaly Iron 30 Weapon Merchant

TOWN'S GENERAL GOODS

Isaly Iron 30 General Goods

Isaly Iron 30 Trade Supplier

Isaly Iron 30 Key Vendor

IRONFORGE VENDOR'S CENTER

Isaly Iron 30 Gold Merchant

Isaly Iron 30 Gold Merchant

THE MILITARY WARD

IRONFORGE PLATE AND CHAIN

Isaly Iron 30 Mail Armor Merchant

Isaly Iron 30 Light Armor Merchant

Isaly Iron 30 Heavy Armor Merchant

THE TOWN'S ARMS

Isaly Iron 30 Blade Merchant

Isaly Iron 30 Bow Merchant

Isaly Iron 30 Bow/Staff Merchant

Isaly Iron 30 Two-Handed Weapon

Isaly Iron

THE TOWN OF IRONS

Isaly Iron 30 Pot Trainer

Isaly Iron 30 Warrior Trainer

Isaly Iron 30 Warrior Trainer

Isaly Iron 75

Isaly Iron 30 Warrior Trainer

Olinia Burningsplend 50 Hunter Trainer

Pilot Longboard 23

Ragnar Thundergait 40 Hunter Trainer

Ulrik Fishhead 30 Saddle Master

Yiggs Firelighter 45

13 BRUIUM'S CORNER

Brak Barleyhead 50 Bartender

Edin Barleyhead 30 Barmaid

Tiss Martine 30

14 GOLDFURY'S HUNTING SUPPLIES

Bretta Goldfury 30 Gun Merchant

Skolvin Goldfury 30 Bow Merchant

TINKER TOWN

15 GENERAL AREA

Coulter Hammerfall 3

Fitzhugh Beams 40 Firework Vendor

Gearcutter Cogspinner 30 Engineering Supplier

Gosara 20 Quest

High Tinker Makkatogues 55 Gnome King

Jaume Quikswitch 24 Journeyman Engineer

Klackmatt Spumrunner 45

Lemon Gearspitz 29 Quest

Master Mechanic Castpage 57 Quest

Sodde Berryfliz 30 Alchemy Supplier

Springblade Fitzcogger 45 Artisan Engineer

Tally Berryfliz 35 Expert Alchemist

Tinkmaster Overpump 57 Master Engineer

Trix Quikswitch 31 Expert Engineer

Yoss Brakfall 30 Journeyman Alchemist

16 DEEPRUN TRAM

HALL OF EXPLORERS

17 THE LIBRARY

Advisor Belgian 40 Quest

Carator Thales 45 Quest

High Explorer Magellan 60 Quest

Historian Karak 20

Kran Stateman 20

Lark Gearwilde 50 Quest

Librarian Max Palester 30

Lyon Mountblizzard 40

Prospector Stormpelt 30 Quest

Rustlers Stonehammer 40 Quest

THE FORLORN CAVERN

18 SHADY BUILDING

Overham Grubbin 40 Fist Weapon's Trainer

Footwork 40 Reagent Vendor

Huldon Blackboard 60 Reagent Vendor

Oray: Pileage 30 Reagent Vendor

Tymus Vennsprout 30 Shady Dealer

19 WARLOCK'S HOME

Jahel Corpseeker 40 Felhunter Trainer

20 WARLOCK'S GUILD

Alexander Calder 40 Warlock Trainer

Briarbane 50 Warlock Trainer

Gerrig Bonegrip 30 Quest

Thistleheart 40 Warlock Trainer

21 TRAVELING FISHERMAN

Grimar Stonebrand 35 Fishing Trainer

Lago Blackwrench 30

Terry Puddlefliz 30 Fishing Supplier

22 STONERBLADE'S PLACE

Bissy Springblade 40 Dagger Trainer

Hjeld Stoneblade 30 Blade Merchant

Pyrene 40 Thrown Weapon Trainer

THE MYSTIC WARD

23 NAEVA'S MYSTICAL APPAREL

Ingrys Stonebrow 30 Cloth Armor Merchant

Naeve Stonebrow 30 Robe Merchant

24 HAGE TYMOR'S HOME

Maga Ymer 35 Quest

25 HALL OF MYSTERIES

Buldrak Doombrow 50 Paladin Trainer

Blak 40 Mage Trainer

Brosnan Flintong 50 Priest Trainer

Brosnan Ironhammer 50 Paladin Trainer

Dak 40 Mage Trainer

High Priest Foken 40

Ironforge Guard 75

Juli Stormkettle 50 Mage Trainer

Midstall Stormaya 45 Portal Trainer

Taldren Deepiron 40 Priest Trainer

26 THE FIGHTING WIZARD

Blings 30 Staff Merchant

Harrik Boulderdrum 30 Wands Merchant

27 LONGBERRY'S REAGENTS

Giny Longberry 30 Reagent Vendor

THE GREAT FORGE

28 LEATHER SHOP

Buldrak Stonefury 35 Skinning Trainer

Bombus Fineapple 30 Leatherworking Supplies

Fumble Fineapple 35 Expert Leatherworker

Gretta Fineapple 24 Journeyman Leatherworker

29 TAILOR'S SHOP

Jarmond Stonebrow 35 Expert Tailor

Owlflint Ede 35 Specialty Tailoring Supplies

Perenna Stonebrow 30 Tailor Supplies

Ulthar Thera 24 Journeyman Tailor

30 BURBIN'S SUPPLIES

Burk Gearspinner 30 Trade Supplier

31 DEEP MOUNTAIN MINING GUILD

Geogran Boulderdrum 35 Mining Trainer

Golar Boulderdrum 30 Mining Supplier

32 THE BRONZE KETTLE

Daryl Riknesson 35 Cooking Trainer

Emal Riknesson 30 Cooking Supplier

33 THIZZLEPUZZ ARCANERY

Gimble Thistlefuzz 35 Expert Enchanter

Thomas Pillstone 25 Journeyman Enchanter

Till Thistlefuzz 30 Enchanting Supplier

34 CENTRAL FORGE

Rongas Deepforge 45 Artisan Blacksmith

Rongas Higglybly 40 Keymaster

Gronn Stonebrow 25 Journeyman Blacksmith

Grummas Stonebrow 60 Armor Crafter

Gryth Tharden 55 Elite Gryphon Master

Irons Coldsteel 55 Specialty Weapon Crafter

Myklar Sundarlary 53 Quest

Rutgath Stonebrow 31 Expert Blacksmith

Thurgam Deepforge 30 Blacksmith Supplier

Tarnas Deepforge 30

35 IRONFORGE PHYSICIAN

Gronn Stonebrow 30 Herbalism Supplies

Nissa Firststone 35 First Aid Trainer

Rogon Stonebrow 35 Herbalism Trainer

36 THE HIGH SEAT

King Magi Bronzebeard 90 Lord of Ironforge

Royal Historian Archomous 50

Senator Rork Redstone 30 Quest

QUESTS



QUEST	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	EXP
A Call to Arms: The Playabonds!	50	50	Courier Hammerfall	Commander Ashlan Valorist	Y	45	95	190	280	380	470	100
A Future Task	45	50	Historian Karnik	High Explorer Magellan	N	470	950	1900	2800	3750	4700	100
A King's Tribute	25	30	King Mage Brancehoard	Grand Mason Marbleton	Y	120	240	480	725	950	1200	100
A King's Tribute	25	31	Grand Mason Marbleton	Grand Mason Marbleton	N	250	500	1000	1500	2000	2500	100
A King's Tribute	25	31	Grand Mason Marbleton	King Mage Brancehoard	N	250	500	1000	1500	2000	2500	100
REWARD: Inheritance Memorial Ring												
A Little Shme Goes a Long Way	48	52	Loris Goardswelle	Loris Goardswelle	N	625	1250	2500	3800	5100	6350	100
A Little Shme Goes a Long Way	48	54	Loris Goardswelle	Loris Goardswelle	N	675	1350	2700	4100	5450	6800	100
CHOICE OF: 1 Huxweave Boon or 1 Bronze Goardswelle												
An Easy Pickup	45	52	Mage Tymor	Xigga Fossilfighter	Y	50	100	200	310	410	500	100
Arzene Runes	45	52	Mage Tymor	Pilot Xigga Fossilfighter	Y	260	500	1000	1550	2050	2550	100
Avoiding Arch Druid Snagshin	47	50	Imkaper Firestone	Arch Druid Fendral Snagshin	Y	45	95	190	280	380	470	100
At Last!	40	48	Curtar Thorion	Mountainview Publicity	N	440	875	1750	2650	3500	4400	100
REWARD: Key to Sealing Gorge												
Overseen Justice	40	55	Curtar Thorion	Dying Archaeologist	Y	575	1150	2250	3400	4500	5650	100
Fred Bingles	12	15	Gnoorn	Bingles Blastswimmer	Y	25	55	110	160	220	270	100
Genome Improvement	28	35	Tahesh del Kizal	Tahesh del Kizal	N	140	270	550	800	1100	1350	100
REWARD: Tahesh's Gold Ring												
Inevitable Warm Ties	30	37	Prospector Stormpike	Prospector Inevitable	Y	70	140	280	430	575	700	100
Mythology of the Titans	28	38	Librarian Max Paleobot	Librarian Max Paleobot	N	360	700	1400	2150	2850	3550	100
REWARD: Explorer's Lagoon Commemorative S...												
Pressing the Burden	45	52	Historian Karnik	Mage Tymor	Y	50	100	200	310	410	500	100
Portents of Uldum	45	50	High Explorer Magellan	Historian Karnik	Y	45	95	190	280	380	470	100
Reclaimed Treasures	33	43	Kraen Stoutarm	Kraen Stoutarm	N	360	725	1450	2150	2900	3600	100
Reclaimers' Business in Desolace	30	33	Raelten Stonehammer	Kredlig Ungar	N	130	260	525	775	1050	1300	100
Returns to Inheritance	45	50	Uldum Pedestal (Obj)	Historian Karnik	Y	45	95	190	280	380	470	100
Returns to Mage Tymor	45	52	Pilot Xigga Fossilfighter	Mage Tymor	N	750	1500	3050	4550	6100	7600	100
CHOICE OF: 1 Shalash's Grooves or 1 Skallgill Orb												
Sara Bellin's Plan	25	30	Sara Bellin	King Mage Brancehoard	N	120	240	480	725	950	1200	100
Seeing What Happens	45	50	Historian Karnik	Uldum Pedestal (Obj)	N	470	950	1900	2800	3750	4700	100
Signal for Pickup	45	52	Xigga Fossilfighter	Xigga Fossilfighter	N	50	100	200	310	410	500	100
REWARD: Standard Issue Flame Gun												
Signal for Pickup	45	52	Burns	Xigga Fossilfighter	N	50	100	200	310	410	500	100
REWARD: Standard Issue Flame Gun												
Signal for Pickup	45	52	Xigga Fossilfighter	Xigga Fossilfighter	N	0	0	0	0	0	0	100
REWARD: Standard Issue Flame Gun												
Signal for Pickup	45	52	Burns	Xigga Fossilfighter	N	0	0	0	0	0	0	100
REWARD: Standard Issue Flame Gun												
Spook with Shani	15	15	Gnoorn	Shani the Shifter	Y	25	55	110	160	220	270	100
The Last Overseer	35	40	Prospector Stormpike	Ecolog	Y	30	45	130	190	250	320	100
The Platinum Disc	40	47	High Explorer Magellan	Dixie Stonemobile	N	40	85	170	250	340	420	100
REWARD: Thawgash Sock and CHOICE OF: 5 Superior Healing Potion or 5 Greater Mana Potion												
The Smoldering Ruins of Therazoun	50	54	Royal Historian Archonexus	Royal Historian Archonexus	N	550	1100	2200	3250	4350	5450	100
REWARD: Ring of the Architect												
The Smoldering Ruins of Therazoun	50	54	Royal Historian Archonexus	Royal Historian Archonexus	Y	55	110	220	320	430	530	100

LOCAL

MINING

METAL
Tin
Iron
Mithril

LOCAL

MINING

METAL
Tin
Iron
Mithril

LOCAL

MINING

METAL
Tin
Iron
Mithril

LOCAL

MINING

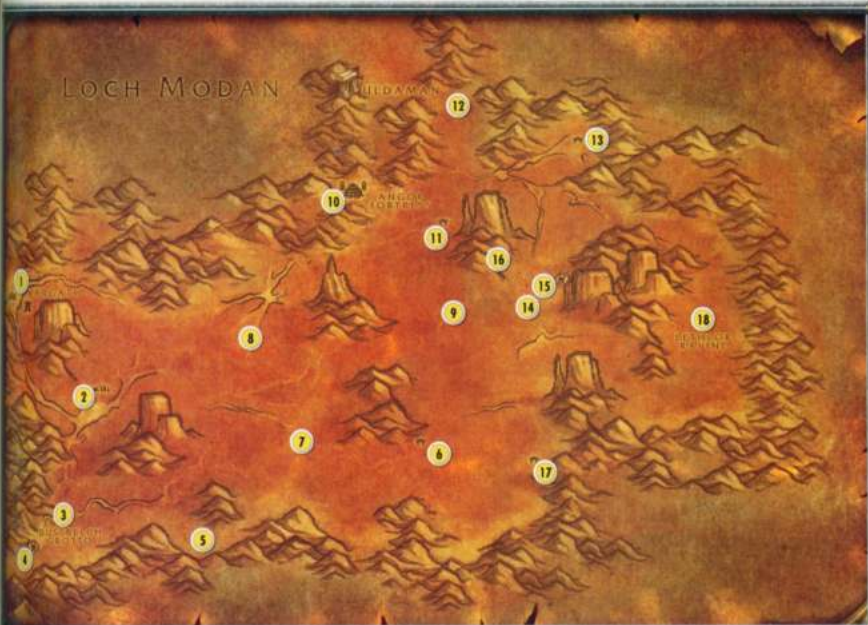
METAL
Tin
Iron
Mithril





BADLANDS

South of Loch Modan is an area of open sand and rock known as the Badlands. Many natural predators hunt here, but there are also rare and fierce creatures as well. Dragon Whelps of considerable size grow in the eastern part of the region, near Uldaman (a place with quite a reputation for danger and adventure). To the west is a Horde town, barely more than a well-staffed building to show for itself, but offering what little civilization holds out in this rugged place.



LOCAL RESOURCES

MINING

ORE	AVAILABILITY
Iron	Moderate
Copper	Moderate
Gold	Trivial

HERBALISM

HERB	AVAILABILITY
Kingblood	Abundant
Wild Steelbloom	Moderate
Khadgar's Whiskers	Moderate
Firebloom	Trivial

SKINNING

Quantity of Skinnable Creatures: Abundant
Level of Skinnable Creatures: 35-45 (Skinning 175-225)



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

MAP LEGEND

1 KARGATH
Garrick 55 Wind Rider Master
Greth 30 Stable Master
Grant Gargol 52 Quest
Inkeeper Amakkar 52 Quest
Inkeeper Shal'kar 30 Inkeeper
Rural 52 Quest
Shadewarrior Vivian Logrove 60 Quest
Thal'nak Proudthrust 55 Quest
Thunderheart 52 Quest

2 APOCRYPHAN'S REST
Elder Crag Coyote 29-40
Ghost Bazzard 29-40
Ridge Stalker Patriarch 40-41

3 CAMP CAGG
Bess Tha'grew 41 Quest Target
Dustbelcher Mauler 41-42
Dustbelcher Mystic 37
Dustbelcher Shaman 41-42
Dustbelcher Woodworker 40-41
Greater Rock Elemental 42-44

4 DUSTBRELCH GROTT
Dustbelcher Lord 44
Dustbelcher Ogre Mage 44

5 MIRAGE FLATS
Elder Crag Coyote 29-40
Ghost Bazzard 29-40
Ridge Stalker Patriarch 40-41
Zariwall 55 Elite

6 AGMOND'S END
Agmond's Body Quest
Thal'drin the Last 30 Quest
Bazzard 37-38
Feral Crag Coyote 32-38
Marduk 42 Quest Target
Rock Elemental 39
Shadewarrior Shaman 40-41
Shadewarrior Shaman 39-40

7 CAMP WURG
Dustbelcher Brute 29
Dustbelcher Ogre 30-39
Elder Crag Coyote 39-40
Ridge Stalker Patriarch 41

8 THE DUSTBOWL
Larwell Variants 34 Quest
Lucien Tassawerach 31 Quest
Elder Crag Coyote 29-40
Ghost Bazzard 29-40
Lesser Rock Elemental 37-39
Ridge Stalker Patriarch 41

9 VALLEY OF FANGS
Jazrak 38 Vendor
Marrak the Exiled 42 Quest
Ragglefuzz 37 Quest
Crag Coyote 35-36
Ridge Hantress 38-39

10 ANGOR FORTRESS
Crag Coyote 35
Ridge Stalker 36-37
Shadewarrior Shaman 30-39
Shadewarrior Warrior 38
Stone Golem 38-39

11 HAMMERTOE'S DIGSITE
Prospector Rydell 25 Quest
Sigran Ironheir 40 Quest
Crag Coyote 35-36
Ridge Stalker 35-36
Shadewarrior Darkweaver 36-37
Shadewarrior Shaman 35-36
Starving Bazzard 35-36

12 THE MAKER'S TERRACE
Entrance to Uldaman World Dungeon
Shadewarrior Digger 35-36 Elite
Shadewarrior Ruffian 36-37 Elite
Shadewarrior Scavenger 35-36 Elite

13 CAMP KOSH
Dustbelcher Mystic 37
Dustbelcher Warrior 36-37

14 DUSTWIND GULCH
Guruk 50 Quest
Thal'drik Dragonseye 50 Master Dragonseye
Leatherworker
Bazzard 37-38
Feral Crag Coyote 37-38

Ridge Stalker 35-36
Starving Bazzard 35-36

15 DUSTWIND GULCH CAVE
Entrance to Uldaman World Dungeon
Shadewarrior Shaman 40 Elite
Shadewarrior Shaman 39-40 Elite

16 CRYPT

17 CAMP BOFF
Dustbelcher Brute 29-40
Dustbelcher Ogre 30-39
Feral Crag Coyote 37-38

18 LETHOR RAVINE
Large Gray Pillar
Pillar of Amethyst
Pillar of Diamond
Blackish 50 Elite
Hematus 50 Elite
Sculding Wholy 42-43
Scorched Guardian 43-45 Elite

QUESTS

QUEST	IN LEV	Q-LEVEL	QUEST LAUNCHER	QUEST FINISHER	CHALLENGE	XP	XP	XP	XP	XP	XP	XP	XP
A Dwarf and His Tools	35	35	Prospector Rydell	Prospector Rydell	N	280	550	1100	1650	2200	2750	3300	3850
REWARD: Rydell's Hammer													
A Sign of Hope	35	35	Crumpled Map (10g)	Prospector Rydell	Y	140	270	550	800	1100	1350	1600	1850
A Sign of Hope	35	35	Prospector Rydell	Hammerton Grog	Y	280	550	1100	1650	2200	2750	3300	3850
Agmond's Fate	30	38	Prospector Ironheir	Prospector Ironheir	N	290	575	1150	1700	2200	2850	3400	3950
REWARD: Prospector Gloves													
Amulet of Secrets	35	40	Hammerton Grog	Hammerton Grog	Y	320	625	1250	1900	2500	3150	3800	4450
An Ambassador of Evil	35	44	Historian Karrak	Advisor Belgum	N	470	925	1850	2800	3700	4650	5600	6550
REWARD: Dwarf Captain's Sword													
Barbed Bazzard Run	36	39	Jaruk Macmold	Jaruk Macmold	Y	300	600	1200	1800	2400	3000	3600	4200
Barbed Bazzard Wings	33	40	Ragglefuzz	Ragglefuzz	N	240	470	950	1400	1900	2350	2800	3250
REWARD: 2 Barbed Bazzard Wing, Recipe: Barbed Bazzard Wing													
Broken Alliance	40	43	Gorn	Gorn	Y	360	725	1450	2150	2900	3600	4300	5000
Broken Alliance	40	50	Gorn	Gorn	N	600	1200	2350	3550	4700	5900	7100	8300
CHOICE OF: 1 Blazewind Bractplate or 1 Primordial Headdress or 1 Warforged Chiselplate or 1 Mindwork Medallion													
Coastal Needs Prevail	35	37	Larwell Variants	Larwell Variants	Y	290	575	1150	1700	2200	2850	3400	3950
Coyote Thieves	30	40	Neeka Bloodcrust	Neeka Bloodcrust	Y	320	625	1250	1900	2500	3150	3800	4450
Dreadnaught Rock	48	52	Thal'nak Proudthrust	Thal'nak Proudthrust	Y	500	1000	2050	3050	4100	5100	6100	7100
Fiery Enchantments	40	45	Sigran Ironheir	Sigran Ironheir	N	390	775	1550	2350	3100	3900	4700	5500
REWARD: Fiery Enchantment													
Find Agmond	30	38	Prospector Ironheir	Buttered Dwarf Skeleton (10g)	Y	150	290	575	875	1150	1450	1750	2050
REWARD: Ripped Prospector Belt, 1 Jade, 2 Gold Ore													
Forbidden Knowledge	30	40	Goring Bonegrip	Thal'drin the Last	N	240	470	950	1400	1900	2350	2800	3250
REWARD: Skull of Impending Doom													
Forbidden Knowledge	30	40	Keeper Bel'Auger	Thal'drin the Last	N	240	470	950	1400	1900	2350	2800	3250
REWARD: Skull of Impending Doom													
Gorn... What?	35	37	Larwell Variants	Larwell Variants	N	290	575	1150	1700	2200	2850	3400	3950
Liquid Stone	35	37	Lucien Tassawerach	Lucien Tassawerach	N	210	420	850	1250	1700	2100	2500	2900
REWARD: Recipe: Lesser Stonechill Potion, 2 Lesser Stonechill Potions													
Morgon	35	38	Sigran Ironheir	Sigran Ironheir	Y	220	430	850	1300	1700	2150	2550	2950
Marduk	30	42	Buttered Dwarf Skeleton (10g)	Prospector Ironheir	Y	350	700	1400	2050	2750	3450	4150	4850
REWARD: Rock Pulverizer													
Pressing Word of a Threat	35	40	Historian Karrak	Advisor Belgum	Y	160	310	625	925	1250	1550	1850	2150
Pressing Word of a Threat	35	40	Advisor Belgum	Historian Karrak	Y	240	470	950	1400	1900	2350	2800	3250

QUEST
Pearl Diving
REWARD: Fleck Bomb
Prospect of Faith
Prospect of Faith
Prospect of Faith
Scrambling
CHOICE OF: 1 Solus Stone
Seed of the Earth
Seed of the Earth
REWARD: Doomsday's
Study of the Elements
Study of the Elements
Study of the Elements
The Last Tablets of War
REWARD: Model of Gaur
The Rise of the Machine
The Sea, the Hand and
This Is Going to Be Hard
This Is Going to Be Hard
This Is Going to Be Hard
REWARD: Nifty Stepmaster
To Inaugurate the Voyage
To the Undercity for Nag
Towers of the Earth
Towers of the Earth
CHOICE OF: 1 Blazewind
Uldaman Ransack Run
REWARD: 3 Restorative



QUESTS continued

CASH REWARD	OFF	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHARM?	XP	XP	XP	XP	XP	XP	CASH REWARD
None	Yes/No	30	37	Rigglefuzz	Rigglefuzz	N	360	700	1400	2150	2850	3150	None
None	None	30	40	Prospector Ryedol	Historian Korrik	N	320	625	1250	1900	2500	3150	None
None	None	35	40	Honnmertoo Grex	Prospector Ryedol	Y	240	470	950	1400	1900	2250	None
None	None	30	40	Nesko Bloodscar	Holgram the Swift	N	240	470	950	1400	1900	2250	None
None	None	35	40	Sigron Ironshaw	Sigron Ironshaw	N	320	625	1250	1900	2500	3150	None
None	None	40	50	Seal of the Earth (0h)	Seal of the Earth (0h)	N	0	0	0	0	0	0	None
None	None	40	50	Seal of the Earth (0h)	Seal of the Earth (0h)	N	0	0	0	0	0	0	None
None	None	30	40	Theldarin the Lost	Theldarin the Lost	N	320	625	1250	1900	2500	3150	None
None	None	35	42	Lorien Tossahwrench	Lorien Tossahwrench	N	260	500	1000	1550	2050	2550	None
None	None	35	37	Latwell Varieties	Latwell Varieties	Y	290	575	1150	1700	2200	2850	None
None	None	35	29	Latwell Varieties	Latwell Varieties	Y	300	600	1200	1800	2400	3000	None
None	None	35	42	Latwell Varieties	Latwell Varieties	N	350	700	1400	2050	2750	3450	None
None	None	35	45	Advisor Belgum	Advisor Belgum	N	575	1150	2350	3500	4700	5850	1 20 00
None	None	52	54	Hierophant Theodora Mulvenderis	Latwell Varieties	Y	140	270	550	800	1100	1350	None
None	None	30	40	Gerrig Bonegrip	Gerrig Bonegrip	Y	550	1100	2250	3350	4500	5600	None
None	None	35	42	Latwell Varieties	Lorien Tossahwrench	Y	0	0	0	0	0	0	None
None	None	35	42	Latwell Varieties	Latwell Varieties	Y	0	0	0	0	0	0	None
None	None	35	45	Latwell Varieties	Latwell Varieties	N	490	975	1950	2900	3900	4850	None
None	None	30	40	Theldarin the Lost	Gerrig Bonegrip	Y	80	160	310	470	625	775	None
None	None	30	40	Theldarin the Lost	Keeper Bel Shager	Y	80	160	310	470	625	775	None
None	None	40	43	Garak	Garak	Y	360	725	1450	2150	2900	3600	None
None	None	40	50	Garak	Garak	N	600	1200	2350	3550	4700	5900	None
None	None	36	42	Jerkal Mounfield	Jerkal Mounfield	N	350	700	1400	2050	2750	3450	55 00



**KHAZ
MODAN**

DUN MOROGH

Dun Morogh rests in the highlands between the Wetlands and the Searing Gorge. Blocked from reaching either because of the cliffs of stone and ice that surround it, Dun Morogh is only traversable over land via the route through Loch Modan. This is the heart of the Dwarven Capital, Ironforge. Though Wolves, Troggs, and a small pocket of resistance from Dark Iron Dwarves are found here, few threats exist. The most dangerous part of Dun Morogh is located in the north-west, where the Gnomish capital of Gnomeregan meets with activity. A failed experiment in weaponry has altered the capital into a nightmare of disease and poison, avoided by many.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Copper	Abundant

HERBALISM

HERB	AVAILABILITY
Panicleloom	Abundant
Silverchill	Abundant
Earthroot	Abundant

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 1-10 (Skinning 1-50)



- 1 GNOMEREKAN**
Entrance to Gnomeregan
Elder Crag Bear 7-9
Ice Claw Bear 7-9
Lager Gnomes 8-10
Snow Leopards 7-9
- 2 FROSTMAINE HILLS**
Elder Crag Bear 7-9
Frostmane Headbasher
Frostmane Snow Leopard
Frostmane Troll 7-9
Ice Claw Bear 7-9
Snow Leopards 7-9
- 3 SOUTHWESTERN**
Crag Bear 5-6
Juvvenile Snow Leopard
Young Black Bear
- 4 CHILL BREEZE VALLEY**
Tundra MacGrann
Large Crag Bear 7-9
Old Icehander 11-12
- 5 THE GRIZZLED DEER**
Wendigo 6-7
Young Wendigo 5-6
- 6 KHARANDOS**
Golden Frostbeard
Gruntlock Pilsner
Junkkeeper Belin 3
Jorven Thunderbolt
Ozzie Toggleval

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...is in the home of the
...nd here, few greater
...eragan once banded
...d by many.



MAP LEGEND

ICEWING

Arrive to Dunderogen Icestone
Elder Crag Bears 7-8
Ice Claw Bears 7-8
Ice Leopard 9-10
Snow Leopard 7-8

ICEWING MOUNT

Elder Crag Bears 7-8
Icestone Headhunter 8-9
Icestone Snowstrider 8-9
Icestone Troll 7-8
Ice Claw Bears 7-8
Snow Leopard 7-8

ICEWING MOUNT MOKROG

Crag Bear 3-4
Icestone Snow Leopard 5-6
Young Black Bear 3-4

ICEWING MOUNT VALLEY

Icestone Troll 20 Quest
Ice Claw Bear 1-2
Ice Leopard 11-12

ICEWING MOUNT DEN

Icestone Troll 6-7
Young Black Bear 5

ICEWING

Icestone Troll 10 Vendor
Icestone Troll 10 Cook
Icestone Troll 30 Icekeeper
Icestone Troll 15 Quest
Icestone Troll 10 Quest

Ragnar Thunderbrew 30 Quest
Razuli Sprygrackat 20 Quest
Sonic Whiteboard 12 Quest
Shelly Stoneflat 30 Stable Master
Thomson Pad 11 Physician
Therak Blackstone 12 Quest
Tugan Platform 30 Blacksmith

7 STEELGRILL'S DEPOT

Baldo Steelgrill 12 Quest
Brank Steelgrill 24 Engineer
Mili Featherhilt 30 Mechanistrid Merchant
Pilot Bellowitz 18 Quest
Pilot Stangor 20 Quest
Yori Hammerstone 10 Miner

8 COLDRIDGE PASS

Rockjaw Raider 3-4

9 COLDRIDGE VALLEY

Grella Whiteboard 5 Quest
Talia Keeney 5 Quest
Barly Rockjaw Tragg 2
Freestone Navio 3-4
Freestone Troll Whelps 3-4
Grk'air the Cold 5 Quest Target
Rugged Young Wolf 1-2
Rockjaw Tragg 1-2
Small Crag Bear 2

10 ANYLUMAR

Adlin Priddlebit 5 Quest
Felix Winddubbit 2 Quest
Sten Stenstam 5 Quest

11 ICEFLOW LAKE

Elder Crag Bears 7-8
Ice Claw Bears 7-8
Snow Leopard 7-8

12 SHIMMER RIDGE

Freestone Headhunter 8-9
Freestone Snow 8
Freestone Snowstrider 8-9
Freestone Troll 7-8

13 EASTERN DUN MOKROG

Elder Crag Bear 7-8
Snow Tracker Wolf 6-7

14 MISTY PINE REFUGE

Father Gavis 15 Argent Dawn

15 AMBERSTILL RANCH

Reddy Amberstill 10 Quest
Turak Amberstill 10 Vendor
Vogels 12x Quest Target

16 GOL'BOLAR QUARRY AND MINE

Foreman Snowbrew 12 Quest
Senator Mahr Shandallow 30 Quest
Rockjaw Hammer 8-9
Rockjaw Skullcrusher 8-9

17 FAR EASTERN DUN MOKROG

Elder Crag Bears 8-9
Rockjaw Anubas 9-10
Scorched Crag Bear 9-10

18 HELM'S RED LAKE

Captain Red 11 Quest Target
Dark Iron Spy 9-10
Rockjaw Rockbreaker 11-12
Rockjaw Ramscrapper 8-9
Scorched Crag Bear 9-10

19 NORTH GATE PASS

Elder Crag Bears 8-9
Ice Claw Bears 8-9
Scorched Crag Bear 9-10

20 NORTH GATE OUTPOST

Pilot Hammerfoot 17 Quest
Snow Leopard 8
Mongrel 11 Quest Target

HOW TO

ARETH

KHAZ MODAN

LORDAERON

NORTHERN

KALIMDOR

SOUTHERN

KALIMDOR

QUESTS



LOCAL
MINING
METAL
Copper
Tin

QUEST	IN	Q	QUEST LAUNCHER	QUEST FINISHER	CHARM	XP	GP	GP	GP	GP	GP	GP	GP	GP	GP
A Favor for Evershine	2	8	Rajold Barleybrew	Rajold Barleybrew	Y	55	110	210	320	420	525	630	735	840	945
A New Threat	1	2	Bair Froothammer	Bair Froothammer	N	15	35	70	100	140	170	210	250	290	330
CHOICE OF: 1 Bear Shred or 1 Retic Bul or 1 Snow Boots															
A Pilot's Revenge	8	11	A Dwarfen Carpa (Oh)	Pilot Hammerfoot	N	65	130	260	400	525	650	775	900	1025	1150
CHOICE OF: 1 Craftsman's Dagger or 1 Compact Hammer															
A Refugee's Odyssey	1	3	Felix Whitebeard	Felix Whitebeard	N	25	50	100	150	200	250	300	350	400	450
Arms for Rumbleshot	5	6	Leader Badge	Naggar Rumbleshot	N	55	110	220	330	440	550	660	770	880	990
Beer Basted Bear Ribs	5	7	Raggar Thunderbrew	Raggar Thunderbrew	N	65	130	250	380	500	625	750	875	1000	1125
REWARD: 5 Beer Basted Bear Ribs, Recipe: Beer Basted Bear Ribs															
Bitter Revs	2	4	Marloth Barleybrew	Unquarded Thunderbrew ale barrel (Oh)	Y	15	25	55	80	110	140	170	200	230	260
Bring Back the Mug	2	3	Durnan Forcetter	Adia Fridehilt	N	25	50	100	150	200	250	300	350	400	450
Coldridge Valley Mail Delivery	1	3	Stein Stoutman	Tolin Keeneye	Y	20	40	75	110	150	190	230	270	310	350
Coldridge Valley Mail Delivery	1	4	Tolin Keeneye	Grelin Whitebeard	N	25	55	110	160	220	270	320	370	420	470
Distracting Javies	1	7	Javies Thunderbrew	Javies Thunderbrew	N	0	0	0	0	0	0	0	0	0	0
Dwarfen Outfitters	1	1	Stein Stoutman	Stein Stoutman	N	10	15	30	50	65	80	95	110	125	140
CHOICE OF: 1 Rabbit Handkerchief or 1 Wolf Handkerchief															
Evershine	2	7	Pilot Barlowitz	Rajold Barleybrew	Y	15	30	65	95	130	160	190	220	250	280
Frontman Hold	7	9	Senia Whitebeard	Senia Whitebeard	Y	60	120	240	350	470	590	710	830	950	1070
CHOICE OF: 1 Warm Winter Robe or 1 Stone Buckler															
Guarded Thunderbrew Barrel	1	1	Guarded Thunderbrew ale barrel (Oh)	Guarded Thunderbrew ale barrel (Oh)	N	0	0	0	0	0	0	0	0	0	0
Operation Reconciliation	7	10	Razelle Spryspracket	Razelle Spryspracket	N	85	170	340	500	675	850	1025	1200	1375	1550
CHOICE OF: 1 Dining Gloves or 1 Oil-soaked Cloth															
Protecting the Fleet	6	12	Rudra Amberstill	Rudra Amberstill	N	90	180	360	550	725	900	1075	1250	1425	1600
CHOICE OF: 1 Rancher's Trousers or 1 Soft Leather Tunic or 1 Coldridge Hammer															
Rajold's New Brew	8	10	Tharak Blackstone	Rajold Barleybrew	Y	10	15	35	50	70	85	105	125	145	165
REWARD: Mug of Shimmer Stout															
Rajold's New Brew	8	10	Pilot Barlowitz	Rajold Barleybrew	Y	10	15	35	50	70	85	105	125	145	165
REWARD: Mug of Shimmer Stout															
Return to Barlowitz	2	8	Rajold Barleybrew	Pilot Barlowitz	N	90	180	350	525	700	875	1050	1225	1400	1575
CHOICE OF: 1 Sharp Axe or 1 Guarded Short Staff or 1 Camping Kit															
Return to Marloth	2	7	Guarded Thunderbrew ale barrel (Oh)	Marloth Barleybrew	N	65	130	250	380	500	625	750	875	1000	1125
Return to Marloth	2	7	Unquarded Thunderbrew ale barrel (Oh)	Marloth Barleybrew	N	65	130	250	380	500	625	750	875	1000	1125
Scolding Marlowe Delivery	2	3	Adia Fridehilt	Durnan Forcetter	N	15	25	50	75	100	130	160	190	220	250
Search for Inevitable	20	22	Pilot Stoutman	Pilot Stoutman	N	180	350	700	1050	1400	1750	2100	2450	2800	3150
REWARD: Beersmeared Gloves															
Senia's Observations	1	5	Mountaineer Thales	Senia Whitebeard	N	35	65	130	200	270	340	410	480	550	620
Senia's Observations	1	5	Grelin Whitebeard	Mountaineer Thales	Y	35	65	130	200	270	340	410	480	550	620
Shimmer Stout	8	10	Rajold Barleybrew	Mountaineer Barleybrew	Y	40	85	170	250	340	420	510	600	690	780
Stocking Jintenn	2	6	Pilot Barlowitz	Pilot Barlowitz	Y	70	140	270	410	550	675	825	975	1125	1275
Stoutman's Search	20	23	Mountaineer Kadrell	Pilot Stoutman	Y	45	90	180	280	370	460	550	640	730	820
Stoutman's Search	20	23	Pilot Longbeard	Pilot Stoutman	Y	45	90	180	280	370	460	550	640	730	820
Stout to Kadrell	8	10	Mountaineer Barleybrew	Mountaineer Kadrell	N	65	130	250	380	500	625	750	875	1000	1125
Supplies to Tannok	1	5	Heads Springspracket	Tannok Froothammer	N	10	20	45	65	90	110	130	150	170	190
CHOICE OF: 5 Tough Jerky or 5 Refreshing Spring Water															
The Bear Hunter	1	3	Tolin Keeneye	Tolin Keeneye	N	25	50	100	150	200	250	300	350	400	450
CHOICE OF: 1 Dwarfen Cloth Britches or 1 Dwarfen Leather Pants															
The Grizzled Deer	4	7	Pilot Stoutman	Pilot Stoutman	N	65	130	250	380	500	625	750	875	1000	1125
The Last Pilot	8	10	Pilot Hammerfoot	A Dwarfen Carpa (Oh)	Y	40	85	170	250	340	420	510	600	690	780
REWARD: Siege Brigade Vest															
The Perfect Stout	5	9	Rajold Barleybrew	Rajold Barleybrew	N	80	160	310	470	625	775	925	1075	1225	1375
CHOICE OF: 1 Goat Fur Cloak or 1 Ivy-weave Bracers															
The Public Servant	6	11	Senator Mole Stonehollow	Senator Mole Stonehollow	N	65	130	260	400	525	650	775	900	1025	1150
The Reports	1	10	Senia Whitebeard	Senator Barin Kadstone	N	40	85	170	250	340	420	510	600	690	780
The Stolen Journal	1	5	Grelin Whitebeard	Grelin Whitebeard	Y	55	110	220	340	450	550	650	750	850	950
CHOICE OF: 1 Dwarfen Kite Shield or 1 Smooth Walking Staff															
The Troll Cave	1	4	Quest Chest (Oh)	Grelin Whitebeard	Y	35	70	140	210	280	360	440	520	600	680
REWARD: 3 Healing Herb and CHOICE OF: 1 Avianeer Head Axe or 1 Avianeer Hammer or 1 Avianeer Knife or 1 Avianeer Sledge or 1 Avianeer Mask															
The Troll Cave	1	4	Grelin Whitebeard	Grelin Whitebeard	Y	35	70	140	210	280	360	440	520	600	680
REWARD: 3 Healing Herb and CHOICE OF: 1 Avianeer Head Axe or 1 Avianeer Hammer or 1 Avianeer Knife or 1 Avianeer Sledge or 1 Avianeer Mask															
Those Wasted Truggs!	5	9	Foreman Stonebrow	Foreman Stonebrow	N	60	120	240	350	470	600	725	850	975	1100
Tools for Steelgrill	2	5	Tharak Blackstone	Boldin Steelgrill	N	10	20	45	65	90	110	130	150	170	190
Tundra MacGrann's Stolen Stech	7	12	Tundra MacGrann	Tundra MacGrann	N	90	180	360	550	725	900	1075	1250	1425	1600
CHOICE OF: 1 Ironwrought Bracers or 1 Woolly Mittens															



LOCH MODAN

Loch Modan is a large lake, created by the presence of the Stonewrought Dam and large meltoffs from the surrounding cliffs. Offering a blast of color and warmer weather to the Dwarves coming from Dun Morogh, this is a place of comfort. Yet, the presence of many militant Troggs and the recent ingress of Orc tribes to the north has put things on edge in Loch Modan. The Dwarves have concentrated more of their efforts here, and hope to fight the good fight against these enemies (and perhaps the dangerous Ogres in the northeast as well), but setbacks occur at every angle. Could there be traitors in the ranks?



HOW TO

AZEROTH

KHAZ MODAN

LOWDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



LOCAL RESOURCES

Mining

MIN	AVAILABILITY
Copper	Abundant
Iron	Moderate

Herbalsim

HERB	AVAILABILITY
Poaceabloom	Trivial
Silverleaf	Abundant
Earthroot	Trivial
Mageroyal	Abundant
Brackenroot	Moderate
Brackenwood	Trivial

Skinning

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 10-20 (Skinning 50-100)



1 VALLEY OF KINGS
 Captain Ragnelles 40 Quest
 Mountaineer Cobbleslip 30 Quest
 Mountaineer Gravelgrip 30 Quest
 Mountaineer Probability 44 Quest
 Elder Black Bear 11-12
 Forest Lark 10-11

2 STONESPLINTER VALLEY
 Stonesplinter Bonesnapper 15-16
 Stonesplinter Scout 11-12
 Stonesplinter Seer 13-14
 Stonesplinter Shaman 15-16
 Stonesplinter Skullthumper 13-14
 Stonesplinter Trugg 11-12

3 STONESPLINTER CAVES
 Brawler 16
 Gnecher 16
 Growmag 17 Quest Target
 Stonesplinter Bonesnapper 15-16
 Stonesplinter Seer 13-14
 Stonesplinter Shaman 15-16
 Stonesplinter Skullthumper 13-14

4 THESAMAR
 Brock Stonesucker 15 Mining Trainee
 Dark Blunderblast 15 Quest
 Ghk Healdrook 25 Quest
 Inkapeker Heartsteeve 30 Inkapeker
 Kalk Healdrook 14 Herbalism Trainer
 Loo Heartsteeve 30 Stable Master
Mountaineer Healdrook 25 Quest
 Mountaineer Kadrall 30 Quest
 Mountaineer Lengor 30 Quest
 Mountaineer Stem 30 Quest

5 TUNNEL RAT CAVE
 Tunnel Rat Scout 10-11
 Tunnel Rat Vermin 10-11

6 ALGAT STATION
 Mountaineer Stormpike 30 Quest
 Elder Black Bear 11-12
 Forest Lark 10-11
 Mountain Bear 10-11
 Stonesplinter Scout 11-12
 Stonesplinter Trugg 11-12

7 SILVER STREAM MINE
 Elder Black Bear 11-12
 Forest Lark 10-11
 Mountain Bear 10-11
 Tunnel Rat Digger 12-13
 Tunnel Rat Forager 11-12
 Tunnel Rat Geomancer 12-13
 Tunnel Rat Kadrall 11-12
 Tunnel Rat Vermin 10-11

8 STONEWROUGHT DAM
 Chief Engineer Hinderwax VII 40 Quest
 Dark Pickabuck 27 Arcanymag Engineer
 Dark Iron Inaugurator 18
 Dark Iron Tapper 17

9 THE LOCH
 Cliff Lark 13-14
 Loch Foray 12-13
 Many Mountain Bear 14-15
 Young Threshhold 19-20

10 TROGG ISLANDS
 Bingles' Tools (Ground Sprawl)
 Stonesplinter Bonesnapper 15-16
 Stonesplinter Bonesnapper 15-16
 Stonesplinter Seer 13-14
 Stonesplinter Shaman 15-16
 Stonesplinter Skullthumper 13-14

11 CROCKPICK ISLANDS
 Loch Crockpick 14-15

12 GRIZZLEPAW RIDGE
 Black Bear Patrick 16-17
 Grizzled Black Bear 13-14
 Many Mountain Bear 14-15
 Of Sooty 20 Ellis Quest Target

13 CARAVAN
 Halder 15 Quest
 Miran 15 Quest
 Dark Iron Ambassador 10
 Season 10

14 IRONBAND'S EXCAVATION SITE
 Prospector Ironband 15 Quest
 Berserk Trugg 19-20
 Grizzled Black Bear 13-14
 Many Mountain Bear 14-15
 Stonesplinter Digger 18-19
 Stonesplinter Geomancer 18-19

15 FARSTRIDER LODGE
 Daryl the Youngling 15 Quest
 Yrvin Swiftwind 15 Quest
 Cliff Hade 15 Boneye Yoele
 Irons Savelord 13 Gemath Kade
 Grizzled Black Bear 13-14
 Many Mountain Bear 14-15
 Mountain Bezzard 15-16

16 BINGLES' GRASS SITE
 Bingles Blasthorn 20 Quest

17 HUNTING GROUNDS
 Black Bear Patrick 16-17
 Elder Mountain Bear 14-17
 Wood Lark 17-18

18 MO'GROSH STRONGHOLD
 Mo'grash Defender 18-19 Ellis
 Mo'grash Gye 18-19 Ellis
 Mo'grash Shaman 18-19 Ellis

19 MO'GROSH CAVERN
 Chak'val 22 Ellis Quest Target
 Mo'grash Bute 19-20 Ellis
 Mo'grash Myrtis 19-20 Ellis



QUESTS

	M-LEV	Q-LEV	QUEST LAUNCHER	QUEST FINISHER	CHAMP	XP--	XP-	XP	XP+	XP++	CASH REWARD	
Ask Travel Lessons	16	18	Suspicious Barrel (Obj)	Chief Engineer Hindersweir VII	Y	140	270	550	800	1100	1350	None
Ask Travel Lessons	16	18	Chief Engineer Hindersweir VII	Suspicious Barrel (Obj)	Y	70	140	270	410	550	675	None
Ask Travel Lessons	16	18	Chief Engineer Hindersweir VII	Ashbas Stonemask	Y	140	270	550	800	1100	1350	None
Ask Travel Lessons	16	18	Ashbas Stonemask	Chief Engineer Hindersweir VII	Y	35	70	140	200	270	340	None
Ask Travel Lessons	16	18	Chief Engineer Hindersweir VII	Chief Engineer Hindersweir VII	Y	140	270	550	800	1100	1350	None
Ask Travel Lessons	16	18	Chief Engineer Hindersweir VII	Explosive Charge (Obj)	Y	70	140	270	410	550	675	None
Ask Travel Lessons	16	20	Explosive Charge (Obj)	Chief Engineer Hindersweir VII	N	200	290	775	1150	1550	1950	None
DWARVEN 1 Dwarven Tree Chopper or 1 Thornblade												
Ask's Hunt	11	16	Daryl the Youngling	Daryl the Youngling	Y	90	180	350	525	700	875	None
DWARVEN 1 Daryl's Hunting Bow or 1 Daryl's Hunting Rifle												
Ask's Challenge	11	17	Daryl the Youngling	Daryl the Youngling	N	95	190	380	575	750	950	None
DWARVEN 100 Gals Skirt, Daryl's Shourdard												
Go to Isimbah	10	15	Hakkar	Miran	N	10	20	40	65	85	110	None
Gluk's Request Box	36	39	Gluk Heathouch	Gluk Heathouch	N	200	400	1200	1800	2400	3000	45 @ 100
Gluk's Missing Supplies	12	15	Bingles Blessteinheimer	Bingles Blessteinheimer	N	110	210	420	625	850	1050	7 @ 100
DWARVEN Ring: Prying Glove												
Gluk's Hunting	10	15	Marek Ironheart	Marek Ironheart	N	110	210	420	625	850	1050	None
DWARVEN Ring: Crazed Skull, Rugged Cape												
Gluk's Progress Report	10	15	Prospector Ironbrand	Jern Hornhelm	Y	25	55	110	160	220	270	None
Go to Isimbah	9	15	Mountainner Stormpike	Mountainner Stormpike	N	140	270	550	800	1100	1350	None
DWARVEN 1 Ironband Chain or 1 Robe of the Kogor or 1 Incomplete Buckler												
Gluk's Mail	13	18	Magrora Felllow	Magrora Felllow	N	140	270	550	800	1100	1350	None
DWARVEN 1 Dwarven Hammer or 1 Gray Strag or 1 Thane's Axe												
Gluk's of the King's Lards	10	12	Mountainner Cabbelfell	Mountainner Cabbelfell	N	90	180	360	550	725	900	5 @ 100
DWARVEN 1 Dwarven Shrap												
Gluk's of the King's Lards	10	15	Mountainner Gravelgaw	Mountainner Gravelgaw	N	110	210	420	625	850	1050	7 @ 100
DWARVEN 1 Lesser Healing Potion												
Gluk's of the King's Lards	10	15	Mountainner Wallberg	Mountainner Wallberg	N	110	210	420	625	850	1050	7 @ 100
DWARVEN 1 Lesser Shraping Stone												
Gluk's of the King's Lards	10	17	Captain Rugelfuss	Captain Rugelfuss	N	160	320	650	950	1300	1600	None
DWARVEN 1 Frower Batches or 1 Dwarven Defender or 1 Lucky Brewers												
Gluk's of the King's Lards	13	18	Jern Hornhelm	Magrora Felllow	Y	35	70	140	200	270	340	None
Gluk's of the King's Lards	15	19	Magistrate Blarhose	Magistrate Blarhose	N	180	360	725	1100	1450	1800	20 @ 100
Gluk's of the King's Lards	9	15	Mountainner Kadrell	Mountainner Stormpike	Y	55	110	220	320	430	550	None
Gluk's of the King's Lards	10	15	Prospector Stormpike	Jern Hornhelm	Y	25	55	110	160	220	270	None
Gluk's of the King's Lards	40	48	Mountainner Pabbelfell	Caretor Thorion	N	440	875	1750	2650	3500	4400	1 @ 40 @ 100
Gluk's of the King's Lards	10	15	Miran	Prospector Ironbrand	N	110	210	420	625	850	1050	None
DWARVEN 1 Frower Rob or 1 Mud Shrapers												
Gluk's of the King's Lards	10	11	Mountainner Kadrell	Mountainner Kadrell	N	90	180	350	525	700	875	4 @ 100
DWARVEN 1 Band Mole Bracers or 1 Cavalier's Boots												
Gluk's of the King's Lards	10	15	Jern Hornhelm	Prospector Stormpike	Y	55	110	220	320	430	550	1 @ 75
Gluk's of the King's Lards	10	15	Jern Hornhelm	Hakkar	Y	25	55	110	160	220	270	None
Gluk's of the King's Lards	10	12	Mountainner Cabbelfell	Mountainner Cabbelfell	N	25	45	90	140	180	230	None
DWARVEN Knowledge: Stormgleiter Disguise												
Gluk's of the King's Lards	9	14	Mountainner Stormpike	Furen Longboard	N	100	200	290	600	775	975	6 @ 100
Gluk's of the King's Lards	1	15	Vyrin Swithaid	Vyrin Swithaid	N	0	0	0	0	0	0	None
Gluk's of the King's Lards	1	15	Marek Ironheart	Marek Ironheart	N	0	0	0	0	0	0	None
Gluk's of the King's Lards	10	12	Captain Rugelfuss	Captain Rugelfuss	N	90	180	360	550	725	900	5 @ 100
Gluk's of the King's Lards	7	11	Vidra Heartstone	Vidra Heartstone	N	90	180	350	525	700	875	4 @ 100
DWARVEN 1 Blood Sausage, Recipe: Blood Sausage												
Gluk's of the King's Lards	38	42	Gluk Heathouch	Gluk Heathouch	N	350	700	1400	2050	2750	3450	55 @ 100
DWARVEN 1 Protective Chair												
Gluk's of the King's Lards	15	20	Daryl the Youngling	Vyrin Swithaid	N	160	310	625	925	1250	1550	None
DWARVEN 1 Hunting Arrow Sack or 1 Hunting Quiver												
Gluk's of the King's Lards	15	20	Vyrin Swithaid	Daryl the Youngling	Y	80	160	310	470	625	775	None
Gluk's of the King's Lards	17	22	Wanted Poster (Obj)	Magistrate Blarhose	N	180	350	700	1050	1400	1750	None
DWARVEN New Chraping Ring and CHOICE OF: 1 Durable Chain Shoulders or 1 Kinber Boots												



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

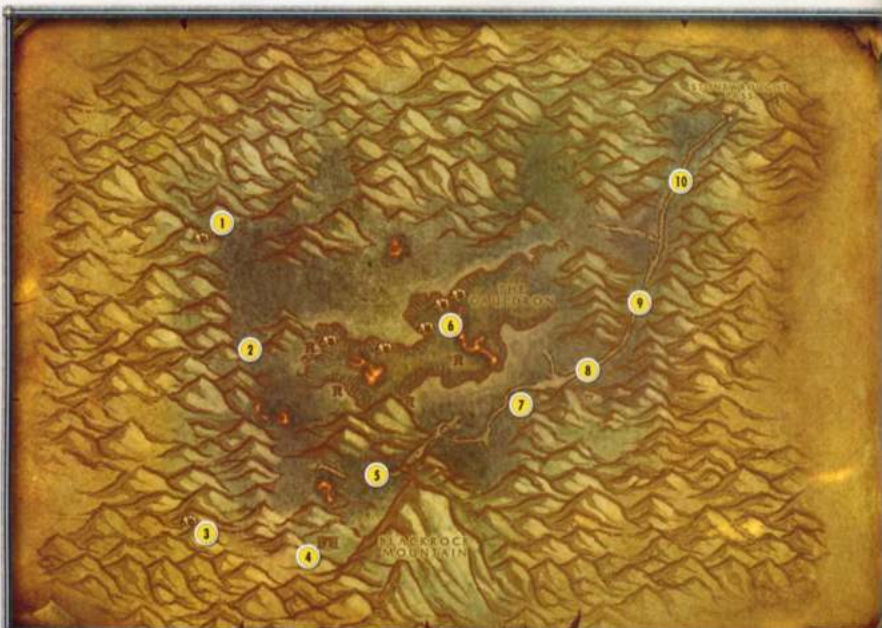
SOUTHERN KALIMDOR



**KHAZ
MODAN**

SEARING GORGE

West from the Badlands is the Searing Gorge, fed by lava flows. There are Dark Iron Dwarves and Elementals throughout the region, seeking the rare metals and sheer power that oozes from Azeroth all through the Gorge. A strange cult lies to the northwest, holding true to ceremonies and beliefs that are foreign to most of the east, and these people are not interested in making friends with any who draw near. Those who seek fame, fortune, mithril, and thorium are drawn here as much as the flame.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Mithril	Abundant
Thorium	Moderate

HERBALISM

HERB	AVAILABILITY
Firebloom	Abundant

SKINNING

Quantity of Skinnable Creatures: None
Levels of Skinnable Creatures: N/A



1 FIREWATCHER
Twilight Drake
Twilight Fire Drake
Twilight Gargoyle
Twilight Idol

2 WESTERN SE
Greater Lava Elemental
Inferno Elemental
Magma Elemental

3 BLACKCHAR
Greater

QUEST

Nijne's Belongings
Nijne's Belongings
Nijne's Reconnaissance
CHOICE OF: 1 Free
Delivery to Ridgeway
CHOICE OF: 1 Swift
Disarmament of the
Divine Retribution
Roaming's Chalice
Egg Collection
Egg Freezing
REWARD: Eggcellent
En-By-Go-See-Why
REWARD: Smolder

MAP LEGEND

FERNETON RIDGE

Slight Dark Shaman 47-48 Elite
Slight Fire Guard 48-49 Elite
Slight Commander 50 Elite
Slight Soldier 50 Elite

HUSTEN SEARING GORGE

Scorch Lava Spider 47-48
Magma Elemental 49
Magma Elemental 48-47

TRACONAR CAVE

Scorch Lava Spider 48-49

4 BLACKROCK MOUNTAIN

Entrance to Blackrock World Dungeon

5 SW SEAR GORGE

Grow Concoction 58 Vendor
Grow Concoction's Guardian 48
Greater Lava Spider 47-48
Magma Elemental 48-48
Searing Elemental 49

6 THE CAULDRON

Blazing Elemental 45-47
Dark Iron Slaver 45-46

Dark Iron Taskmaster 47

Heavy War Golem 48-49
Magma Elemental 47-48
Shadewalk Pouches 47-48
Steved Worker 45-47

7 THE SEA OF CINDERS

Magma Elemental 47-48
Searing Lava Spider 45-47

8 TANNER CAMP

Sarah Tanner 50 Master Elemental Leatherworker
Glassweb Spider 43-45

9 GRIMSILT DIG SITE

Dark Iron Geologist 43
Dark Iron Watchman 44
Glassweb Spider 43-45
Tempered War Golem 45-46

10 DUSTFIRE VALLEY

Locked Door to Lock Modon
Dark Iron Geologist 44
Dark Iron Watchman 44
Glassweb Spider 43-45
Tempered War Golem 45-46



QUESTS

QUEST	N LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	SP	SP	SP	SP+	SP++	CASH REWARD
Dark Molting	55	59	Bijou	Bijou	Y	650	1300	2550	3850	5100	6400	None
Dark Molting	55	59	Bijou	Bijou	Y	650	1300	2550	3850	5100	6400	None
Dark Necromancer Report	55	59	Bijou	Lockart	N	650	1300	2550	3850	5100	6400	1 80 00 00
[DND] 1: Fossilized Bones or 1 Seagird Circle												
Where's Ridgwell	57	60	Mayara Brightwing	Count Remington Ridgwell	N	650	1300	2650	3950	5200	6600	2 70 00 00
[DND] 2: 1 Selfless Trade or 1 Blackrock Armguards												
Secretary of Home	48	52	Thunderheart	Thunderheart	Y	500	1000	2050	3050	4100	5100	1 55 00 00
Like Satisfaction	40	48	Kalazar Windblade	Kalazar Windblade	N	45	90	180	260	350	440	None
Longer's Corp	57	60	Mayara Brightwing	Mayara Brightwing	Y	170	330	650	1000	1300	1650	None
Spider	57	60	Tinkus Steamboat	Tinkus Steamboat	N	1000	2000	4000	5950	7950	9950	2 70 00 00
Spinning	57	60	Tinkus Steamboat	Tinkus Steamboat	N	825	1650	3300	5000	6650	8300	1 80 00 00
[DND] Eggs/Chicks												
Spide to New Why	55	59	Kibler	Kibler	N	650	1300	2550	3850	5100	6400	90 00 00
[DND] Soldiers Carrier												



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

QUESTS continued

QUEST	M KEY	Q KEY	QUEST LAUNCHER	QUEST FINISHER	CHARM	XP	XP	XP	XP	XP++	XP+++	CASH REWARD
Fable Enchant, At Your Service!	57	62		Malyon Darkhammer	N	700	1400	2800	4250	5650	7050	None
For the Horde!	55	63	Thrall	Thrall	N	1100	2200	4350	6550	8700	10900	2 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Mark of Tyranny or 1 Eye of the Beast or 1 Blackhand's Breath												
Forging the Staff	40	48	Kalaran Windblade	Kalaran Windblade	Y	440	875	1750	2650	3500	4400	1 0 0 0 0 0 0 0 0 0
General Drakblath's Denial	55	63	Marshall Maxwell	Marshall Maxwell	N	1100	2200	4350	6550	8700	10900	2 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Mark of Tyranny or 1 Eye of the Beast or 1 Blackhand's Breath												
Kähler's Exotic Pets	55	59	Kähler	Kähler	N	650	1300	2550	3850	5100	6400	10 0 0 0 0 0 0 0 0 0
REWARD: Warg Carrier												
Lodger from Tamarik	43	44	Wooden Outfence (Obj)	Kriddle Goodfowl	N	500	1000	2000	3050	4050	5050	None
CHOICE OF: 1 Charged Lightning Rod or 1 Circle of Regret												
Locked In	43	45	Wooden Outfence (Obj)	Wooden Outfence (Obj)	Y	390	775	1550	2350	3100	3900	None
Maxwell's Mission	55	61	Marshall Maxwell	Marshall Maxwell	N	850	1700	3400	5150	6850	8550	1 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Wyrenthok's Shocks or 1 Omak's Girth Restraint or 1 Malyon's Muzzle or 1 Voth's gaun's Stranded or 1 Vayne's Vice Grips												
Moyara Brightwing	57	60	Count Aramington Redgwell	Moyara Brightwing	Y	65	130	260	400	525	650	None
Message to Maxwell	55	59	Bipes	Marshall Maxwell	Y	650	1300	2550	3850	5100	6400	1 0 0 0 0 0 0 0 0 0
Mother's Mail	55	60	Ragged John	Ragged John	N	1000	2000	4000	5950	7950	9950	1 0 0 0 0 0 0 0 0 0
REWARD: Ragged John's Never-ending Cup												
Operative Bipes	55	59	Luxfort	Bipes	Y	650	1300	2550	3850	5100	6400	None
Overmaster Pyres	48	52	Johanna Spring	Johanna Spring	Y	500	1000	2050	3050	4100	5100	1 0 0 0 0 0 0 0 0 0
Prayer to Elune	40	50	Zarnael Lunthirle	Astari Starweaver	N	600	1200	2350	3550	4700	5900	1 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Keyfart Shoulders or 1 Runesteel Vambraces												
Prayer to Elune	40	50	Zarnael Lunthirle	Zarnael Lunthirle	Y	45	95	190	280	380	470	None
Put Her Down	55	59	Holendra Riverburn	Holendra Riverburn	N	650	1300	2550	3850	5100	6400	1 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Astoria Robes or 1 Troggish Jerkin or 1 Jadeblade Bracers												
Rhona Thren	40	52	Dying Archaeologist	Altar of Sentara (Obj)	N	500	1000	2050	3050	4100	5100	None
Rise, Ulduar!	40	52	Dying Archaeologist	Carator Theoria	N	750	1500	3050	4550	6100	7600	1 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Centurian Leggings or 1 Lordraz Helmet or 1 Ring of Fortitude												
Seal of Accusation	57	60		Vaelar	Y	825	1650	3300	5000	6650	8300	None
Seal of Accusation	57	61		Vaelar	N	1050	2050	4100	6150	8200	10250	None
REWARD: Seal of Accusation												
Set Them Ablaze!	40	52	Squire Maltrake	Squire Maltrake	N	750	1500	3050	4550	6100	7600	2 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Dragonflight Leggings or 1 Draconite Headguard or 1 Axe of the Elven Drake												
Shadowweaver	40	50	Nith Lokrez	Nith Lokrez	Y	470	950	1900	2800	3750	4700	1 0 0 0 0 0 0 0 0 0
REWARD: Shadowy Bracers												
Squire Maltrake	40	50	Kalaran Windblade	Squire Maltrake	Y	45	95	190	280	380	470	None
Sentara Stones	40	48	Darion Stonemender	Singul Letter (Obj)	Y	440	875	1750	2650	3500	4400	None
Sentara Stones	40	48	Singul Letter (Obj)	Carator Theoria	Y	440	875	1750	2650	3500	4400	1 0 0 0 0 0 0 0 0 0
The Darkstone Tablet	57	60	Shadowmage Vivian Lagrove	Shadowmage Vivian Lagrove	N	825	1650	3300	5000	6650	8300	2 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Selfhair Treasures or 1 Blackstrik Armguards												
The Demon Forge	55	61	Lorax	Lorax	N	850	1700	3400	5150	6850	8550	None
REWARD: Plans: Demon forged Bracers, 5 Elven of Demonslaying, Demon Knives Sack												
The Final Tablets	40	58	Prospector Ironhoof	Prospector Ironhoof	N	775	1550	3100	4650	6200	7750	None
The Flame's Craving	40	50	Kalaran Windblade	Kalaran Windblade	Y	470	950	1900	2800	3750	4700	75 0 0 0 0 0 0 0 0 0
The Flameless Flame	40	48	Kalaran Windblade	Kalaran Windblade	Y	440	875	1750	2650	3500	4400	1 0 0 0 0 0 0 0 0 0
The Matron Protectate	57	62		Italeh	Y	700	1400	2800	4250	5650	7050	None
The Pack Mistress	55	59	Gelazner the Marksman	Gelazner the Marksman	N	650	1300	2550	3850	5100	6400	1 0 0 0 0 0 0 0 0 0
CHOICE OF: 1 Astoria Robes or 1 Troggish Jerkin or 1 Jadeblade Bracers												
The Torch of Retribution	40	50	Kalaran Windblade	Torch of Retribution (Obj)	N	470	950	1900	2800	3750	4700	None
REWARD: Torch of Retribution												
The Torch of Retribution	40	50	Kalaran Windblade	Kalaran Windblade	Y	45	95	190	280	380	470	None
The Undermarket	40	50	Nith Lokrez	Viczlick	N	470	950	1900	2800	3750	4700	75 0 0 0 0 0 0 0 0 0
REWARD: Pattern: Shadowweave Mask												
The Undermarket	40	50	Nith Lokrez	Nith Lokrez	Y	470	950	1900	2800	3750	4700	None
REWARD: Shadowy Belt Kevin's Trailing Satchel												
Tinkae Steamboat	57	60	Fedrak Steamspitting	Tinkae Steamboat	Y	65	130	260	400	525	650	None
Incident...	40	50	Hoard of the Black Dragonflight	Hoard of the Black Dragonflight (Obj)	N	45	95	190	280	380	470	None
REWARD: Hoard of the Black Dragonflight												
Urak Doomhowl	55	60	Warosh the Redmanned	Warosh	N	1000	2000	4000	5950	7950	9950	None
REWARD: Prisonchurn												
Urak Doomhowl	55	60	Warosh	Warosh	N	1000	2000	4000	5950	7950	9950	None
REWARD: Prisonchurn												
Vivian Lagrove and the Darkstone Tablet	57	60	Apogheary Zege	Shadowmage Vivian Lagrove	Y	45	130	260	400	525	650	None



WETLANDS

Sodden with moisture pouring off of the mountains and drifting in from sea, the Wetlands region is swamped with Slimes, Fen Dwellers, and a number of dangerous Humanoids. Gnolls, Orcs, and traitorous Dwarves hold various points in the south, east, and northern sections of the area. Out Menethil Harbor and most of the roads are safe from these troubles. For people interested in archeology, a large Excavation Site is located in the mountains just a tad east from Menethil. At the town itself, ships head out to Auberline (in Darkshore), and Theramore (in the Dustwallow Marsh).



LOCAL RESOURCES

MINING

MIN.	AVAILABILITY
Copper	Moderate
Iron	Abundant
Timber	Trivial

HERBALISM

HERB	AVAILABILITY
Peacebloom	Trivial
Earthroot	Trivial
Mageroyal	Trivial
Stronghold	Trivial
Brackenroot	Moderate
Kingsblood	Moderate
Wild Steelbloom	Trivial
Liferoot	Moderate

SKINNING

Quantity of Skinnable Creatures: Moderate
Levels of Skinnable Creatures: 21-30 (Skinning 105-150) from 48-54 for Dragonmaw Gates



HOW TO

AZEROTH

Khaz Modan

LORDAERON

NORTHERN KALIMOD

SOUTHERN KALIMOD

MAP LEGEND

1 MENETHIL

Archologist Flangner 44 Quest
 Berline Flammor 30 Stahl Master
 Captain Stufliat 35 Quest
 First Mate Fitzsimons 30 Quest
 Fremal Ditchkey 30 First Aid
 Glorin Steelbrow 25 Quest
 Haral Barsby 25 Quest
 Haral Wigs 25 Fishing
 James Redhorn 25 Quest
 Jander Brakk 20 Quest
 Mikhail 30 Quest
 Red Jack Flint 22 Quest
 Skellet Brondie 55 Gryphon Master
 Side 20 Quest
 Topaks "Slim" Jahn 34 Quest
 Tolerian Moonshadow 25 Herbalism
 Unger Stufthuth 25 Horse Vendor
 Vancor Hyd 30 Quest

2 MENETHIL BAY

Bluggi Raider 28-29
 Fox Dwellor 20
 Giant Wetlands Creaks 25-26
 Wetlands Creaks 23-24
 Young Wetlands Creaks 21-22

3 BLUEGILL MARSH

Bluggi Forager 22
 Bluggi Hawkbeak 23-24
 Bluggi Harles 20-21
 Bluggi Oracle 26
 Bluggi Puddingpopper 21-22
 Bluggi Warrior 24-25
 Fox Creeper 24-25
 Fox Dwellor 20-21
 Giant Wetlands Creaks 25-26
 Gobbler 22 Quest Target

4 THE LOST FLEET

Capitan Holydner 30 Quest Target
 Carved Marine 27-28
 Carved Sailor 26-27
 First Mate Sackley 29 Quest Target

5 SUNDOWN MARSH

Tradd Swiftfoot 24 Engineer Vendor
 Wenna Silkward 29 Recipe Vendor
 Fox Creeper 24-25
 Giant Wetlands Creaks 25-26
 Mashed Alpha 27
 Mashed Beta 24-25
 Mashed Foreman 22
 Mashed Myrie 25-26
 Mashed Tapper 23-24
 Wetlands Creaks 23-24
 Young Wetlands Creaks 21-22

6 BLACK CHANNEL MARSH

Black Ooze 23
 Muffled Raptor 22-23
 Muffled Scavenger 24-25

7 WHIELGAR'S EXCAVATION SITE

Merrin Rockoverer 30 Quest
 Ormer Ironhead 25 Quest
 Prospector Whelgar 20 Quest
 Muffled Raptor 22-23
 Muffled Scavenger 24-25
 Surlouth 29 Quest Target

8 SALTSPRAY GLIEN

Older Razzamaw 29
 Fox Creeper 24
 Fox Dwellor 21
 Fox Lord 26
 Giant Wetlands Creaks 25-26
 Highland Larklet 24-25
 Highland Raptor 23-24
 Highland Razzamaw 27-28
 Highland Seythadow 25-26
 Wetlands Creaks 23-24

9 CENTRAL WETLANDS

Kixie 25 Vendor
 Black Slime 20
 Fox Creeper 24
 Fox Dwellor 21
 Fox Lord 26

Giant Wetlands Creaks 25-26

Mashed Alpha 27
 Mashed Beta 24-25
 Mashed Foreman 22
 Mashed Myrie 25-26
 Mashed Tapper 23-24
 Wetlands Creaks 23-24
 Young Wetlands Creaks 21-22

10 IRONHEAD'S TOMB

Black Ooze 23-24
 Crimson Ooze 24-25

11 ANGERFANG ENCAMPMENT

Clashion Hak'resh 22 Elite
 Dragonmaw Battlemaster 28
 Dragonmaw Battlemaster 27-28
 Dragonmaw Centurian 29
 Dragonmaw Raider 26-27
 Dragonmaw Shadowweaver 29
 Dragonmaw Spearman 28

12 DIAM MOOR

Dark Iron Entrepreneur 30 Vendor
 Longbrad the Grim 35 Quest
 Rhog Gormanson 25 Quest
 Dark Iron Drondilist 30-31 Elite
 Dark Iron Dwarf 27-28 Elite
 Dark Iron Rifleman 27-28 Elite
 Dark Iron Saboteur 28-29 Elite
 Dark Iron Tumbler 29-30 Elite

13 THANDOL SPAN

Conor Villard 22 Quest

14 DIBREFORD HILL

Bulgarian the Fool 31 Elite Quest Target
 Black Ooze 24
 Dark Iron Drondilist 31 Elite
 Dark Iron Dwarf 27-28 Elite
 Dark Iron Saboteur 28-29 Elite
 Dark Iron Tumbler 29-30 Elite
 Highland Larklet 25
 Highland Raptor 24
 Highland Scythadow 26

15 THE GREEN BELT

Rethel the Greenwarden 30 Quest
 Black Ooze 24
 Crimson Whelp 25-26
 Highland Raptor 23-24
 Lost Whelp 24-25
 Red Whelp 24

16 MOSSHIDE FEN

Black Ooze 23
 Black Slime 21
 Dark Iron Inzurgent 18-19
 Fox Dwellor 20
 Mashed Foreman 22-23
 Mashed Graft 29-31
 Mashed Myrieween 22
 Mashed Whelp 23
 Young Wetlands Creaks 21-22

17 THELGEN ROCK

Cave Stalker 21-22
 Lorch Stalker 21

18 DUN ALGAZ

Dragonmaw Scout 19-20
 Dragonmaw Giant 20-21
 Mar'ek Wymenar 23

19 RAPTOR RIDGE

Older Razzamaw 29
 Highland Razzamaw 27-28

20 DRAGONMAY GATES

Red Dragonmaw 47-48
 Red Scythadow 49
 Red Wyrmkin 48-49
 Scythadow Lieutenant 51-52
 Scythadow Royal Guard 53-54
 Wyrmkin Firebrand 52

QUEST

A Grim Task
 CHOICE OF: 1 Gold
 Aggrevator's Duties
 REWARD: Recipe: Cr
 Blades on the Land
 CHOICE OF: 1 Fun K
 Claws from the
 Cleaning the Eye
 REWARD: Eye of Pa
 Daily Delivery
 Dark Iron Dispute
 REWARD: Knowledge
 Defeat Hak'resh
 CHOICE OF: 1 Achievement
 Defeat Hak'resh
 CHOICE OF: 1 Achievement
 Digging Through the
 REWARD: Ooze con
 Fall of Dun Mode
 Fire Longears
 Five Babes
 REWARD: 10 Spoo
 In Search of The Ex
 In Search of The Ex
 James Hyal
 Journey to Ashford
 Journey to Meech
 Journey to Theron
 Lifting the Curse
 MacKrow's Mosaic
 Hak'resh's Gumbel
 Ormer's Revenge
 Ormer's Revenge
 Ormer's Revenge
 REWARD: Recipe:
 Piece To The Altim
 Reclaiming Good
 REWARD: 5 Health
 Report to Captain
 Report to Mount
 Return the Statue
 Search More Hov
 The Algae Growth
 The Curand Crew
 The Dark Iron Wo
 The Eye of Polaris
 The Fury Run De
 CHOICE OF: 1 Bel
 The Greenwarden
 The Search Cont
 REWARD: 10 Dwe
 The Thendol Spa
 The Thendol Spa
 The Thendol Spa
 CHOICE OF: 1 Dwe
 The Third Fleet
 Transporting Prov
 Uncovering the
 REWARD: Silk Ma
 War Banners
 Young Creaks

QUESTS

QUEST	IN LEV	OUT LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	CASH REWARD
Wish Well	26	34	Longbrad the Grim	Longbrad the Grim	N	340	675	1350	2000	2700	3350	None
WISD OF: 1 Gold Iron Shield or 1 Tranquil Ring												
Agent's Duties	18	26	James Halloran	James Halloran	N	210	420	850	1250	1700	2100	None
WISD OF: Gwathik Gumbo and CHOICE OF: 1 Meddable Chain Legging or 1 Resident Pouch												
Baron the Land	20	26	Rethiel the Greenwarden	Rethiel the Greenwarden	N	270	525	1050	1600	2100	2650	None
WISD OF: 1 Ice Kasper Kaba or 1 Forest Chain or 1 Phylloids												
Baron the Land	20	22	Karl Boron	Karl Boron	Y	180	350	700	1050	1400	1750	14 00 00
Baron the Land	22	30	Gloria Steelbrow	Archbishop Benedictus	N	250	490	975	1450	1950	2450	None
Baron the Land	18	21	Esar Stronggrip	James Halloran	N	85	170	330	500	675	825	7 00 00
Baron the Land	25	30	Rogge Harbrow	Rogge Harbrow	N	60	120	240	370	490	600	None
WISD OF: Knowledge: Dark Iron Dwarf Disguise												
Baron the Land	23	32	Dragonmew Catapult (Ob)	Captain Stoutfist	N	260	500	1000	1550	2050	2550	None
WISD OF: 1 Ancient War Sword or 1 Barraling Reager												
Baron the Land	23	32	Captain Stoutfist	Captain Stoutfist	N	260	500	1000	1550	2050	2550	None
WISD OF: 1 Ancient War Sword or 1 Barraling Reager												
Baron the Land	19	24	Sida	Sida	N	240	480	950	1450	1900	2400	25 00 00
WISD OF: 1 Ancient War Sword												
Baron the Land	18	25	Harlo Burnside	Longbrad the Grim	N	100	200	400	600	800	1000	None
Baron the Land	25	25	Red Jack Fleet	Fors Longers	Y	80	160	310	470	625	775	None
Baron the Land	20	23	Rethiel the Greenwarden	Rethiel the Greenwarden	Y	190	370	750	1100	1500	1850	None
WISD OF: 10 Springy Mural												
Baron the Land	21	24	Martin Rockweaver	Torrel Rockweaver	N	50	95	190	290	390	490	None
Baron the Land	21	24	Torrel Rockweaver	Martin Rockweaver	Y	95	190	390	575	775	975	None
Baron the Land	30	35	Vincant Ryal	Clark Landry	N	70	140	280	410	550	700	None
Baron the Land	1	1	Captain Pincabolder	Captain Pincabolder	N	0	0	0	0	0	0	None
Baron the Land	1	1	Captain Noto	Captain Noto	N	0	0	0	0	0	0	None
Baron the Land	1	1	Captain Noto	Captain Pincabolder	N	0	0	0	0	0	0	None
Baron the Land	1	1	Captain Pincabolder	Captain Pincabolder	N	0	0	0	0	0	0	None
Baron the Land	22	30	First Mate Fitzsimmons	Intrepid's Locked Strongbox (Ob)	Y	120	240	480	725	950	1200	None
Baron the Land	28	30	Foggy Macfines	Brewmeister Bilger	N	310	600	1200	1850	2450	3050	55 00 00
Baron the Land	23	31	Captain Stoutfist	Dragonmew Catapult (Ob)	Y	190	380	750	1150	1500	1900	None
Baron the Land	22	24	Ormer Ironbraid	Ormer Ironbraid	Y	200	390	775	1150	1550	1950	17 00 00
Baron the Land	22	27	Ormer Ironbraid	Ormer Ironbraid	Y	220	440	875	1300	1750	2200	27 00 00
Baron the Land	22	29	Ormer Ironbraid	Ormer Ironbraid	N	300	600	1200	1750	2350	2950	None
WISD OF: Gwathik Tasty Onset and CHOICE OF: 1 Rapier's End or 1 Rapierstone Arrow or 1 Excavation Rod												
Baron the Land	28	31	Rhag Gormeson	Captain Noto	N	130	250	500	750	1000	1250	None
Baron the Land	20	25	Karl Boron	Damaged Crate (Ob)	Y	50	100	200	310	410	500	None
WISD OF: 1 Healing Potion												
Baron the Land	23	28	Yehing Ironrow	Captain Stoutfist	Y	25	45	90	140	180	230	None
Baron the Land	20	21	Mountainner Radroll	Mountainner Rockger	Y	15	35	65	100	130	170	None
Baron the Land	20	25	Hall-Suried Barrel (Ob)	Karl Boron	N	150	300	600	900	1200	1500	None
WISD OF: 1 Ice Rod or 1 Marine Book												
Baron the Land	20	25	Sealed Barrel (Ob)	Hall-Suried Barrel (Ob)	Y	100	200	400	600	800	1000	None
Baron the Land	20	21	Mountainner Rockger	Yehing Ironrow	N	130	250	500	750	1000	1250	10 00 00
Baron the Land	22	29	First Mate Fitzsimmons	First Mate Fitzsimmons	Y	180	350	700	1050	1400	1750	19 00 00
Baron the Land	25	30	Mofley Gormeson	Mofley Gormeson	N	250	490	975	1450	1950	2450	25 00 00
Baron the Land	22	30	Intrepid's Locked Strongbox (Ob)	Gloria Steelbrow	Y	120	240	480	725	950	1200	None
Baron the Land	22	27	Mofley Gormeson	Mofley Gormeson	N	280	550	1100	1650	2200	2750	None
WISD OF: 1 Ball of Vindication or 1 Headbasher												
Baron the Land	20	21	First Mate Fitzsimmons	Rethiel the Greenwarden	Y	85	170	330	500	675	825	None
Baron the Land	20	25	Damaged Crate (Ob)	Sealed Barrel (Ob)	Y	50	100	200	310	410	500	None
WISD OF: 10 Overrun MIM												
Baron the Land	28	31	Rhag Gormeson	Ebenezer Restlecker's Corpse (Ob)	Y	250	500	1000	1500	2000	2500	None
Baron the Land	28	31	Ebenezer Restlecker's Corpse (Ob)	Rhag Gormeson	Y	250	500	1000	1500	2000	2500	None
Baron the Land	28	31	Rhag Gormeson	Rhag Gormeson	Y	250	500	1000	1500	2000	2500	None
WISD OF: 1 Overrun Guard or 1 Swampyland Rovers												
Baron the Land	22	27	First Mate Fitzsimmons	First Mate Fitzsimmons	Y	20	45	90	130	180	230	None
Baron the Land	20	21	Rethiel the Greenwarden	Rethiel the Greenwarden	Y	130	250	500	750	1000	1250	None
Baron the Land	25	28	Prospector Whalger	Prospector Whalger	N	230	460	925	1400	1850	2300	25 00 00
WISD OF: 10 Mounds of Gums												
Baron the Land	23	28	Captain Stoutfist	Captain Stoutfist	Y	230	460	925	1400	1850	2300	25 00 00
Baron the Land	18	22	James Halloran	James Halloran	Y	180	350	700	1050	1400	1750	14 00 00

HOW TO

AZIROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



LORDAERON

UNDERCITY



The seat of Lordaeron, where Humans sat in power and majesty has become a silent place. Beneath the abandoned streets of this lost capital, however, there is "life" anew, as the Undead build their own capital. This Undercity is home of the Forsaken, caught between the mindless death of the Scourge and the foulness of life that they have happily left behind. These Undead are sentient, willful, and prepared to fight against both the Human crusaders that seek to destroy them AND the Scourge that would enslave them at a moment's weakness.



RUINS OF LO

1 ENTRANCE

ELEVATORS

2 ELEVATORS

Undercity Gate

3 TRADE QUARTER

Undercity Gate

Tawny Grift

4 INN

Anyo Munk

Innkeeper No

5 REAGENTS

Thomas Merd

6 GENERAL GO

Eleanor Kerk

7 GENERAL TR

Felix Doo

Genevieve Gull

8 BAT HANDLER

Michael Gorr

Patrick Gorr

9 WEAPONS M

Gordon Warr

Louis Warr

10 HEAVY ARM

Timothy We

Valera Nitt

Walter Ell

11 GENERAL T

Lauran New

Daniel Bur

12 BANK

Bankers 40

13 GUILD CRE

Royal Over

Edward Re

Christopher

Marill Plac

14 UNDER ST

Jeremiah P

15 COOKING

Tunica Bur

Randall Bur

Rothelf Ang

16 CANALS O

Apothecary

Apothecary

Edrick Kille

Mortie Al

Hawbinger

Selina Pick

Reginald G

Davitt Hic

ROGUE Q

17 BAG VEN

Jonathan

LOWS OF LORDAERON ENTRANCE ENTRANCE

LEVATORS

LEVATORS
Industry Guardians 75

STAGE QUARTER- UPPER TIER

Industry Guardians 75
Tony Grizzle 30 Mushroom Vendor

INN

Joe Huskey 30 Stable Keeper
Morgan Norman 30 Innkeeper

DEAGENTS

Thomas Morden 30 Reagent Vendor

GENERAL GOODS

Isaac Ruck 30 General Goods Vendor

GENERAL TRADE GOODS

John Doe 30 General Trade Goods Vendor
Isaac Gallow 32 Quest

MINI HANDLER

Michael Garrett 55 Bat Handler
Nadia Garrett 55 Quest

WEAPONS MERCHANT

Jack in the Box 30 Weapons Merchant
Jack Warren 30 Weapons Merchant

HEAVY ARMOR MERCHANT

Timothy Walden 30 Heavy Armor Merchant
Isaac Nixley 45
Halter Ellington 30 Heavy Armor Merchant

GENERAL TRADE AND LIGHT ARMOR

Isaac Newcomb 30 Light Armor Merchant
David Bartlett 30 General Trade Supplier

BANK

Isaac 40

GUILD CREATION AND TABARDS

Isaac Overseer 30 Guilds 40 Undercity Census
Isaac Lexington 25 Guild Tabard Designer
Christopher Drake 50 Guild Master
North Phoenix 25 Tabard Vendor

UNDER STEPS

Isaac Payson 30 Cadronch Vendor

COOKING

Isaac Ruck 30 Cooking Trainer
Isaac Ruck 30 Cooking Supplier
Isaac Anderson 14 Ex-Chef Quest

ISLANDS (WANDERERS)

Isaac Ruck 30 Royal Apothecary Society
Isaac Ruck 30 Royal Apothecary Society

ISLAND

Isaac Ruck 20
Isaac Ruck 20
Isaac Ruck 20
Isaac Ruck 20
Isaac Ruck 20

ROQUE QUARTER

Isaac Ruck 30 Bag Vendor

LEATHER WORK

Killian Hagey 35 Skinning Trainer
Joseph Moore 30 Leatherworking Supplies
Gillian Moore 30 Leather Armor Merchant
Arthur Moore 35 Expert Leatherworker
Dan Gallow 25 Journeyman Leatherworker

FIRST AID

Mary Edris 35 First Aid

POISON

Ezekiel Graves 30 Poison Vendor

DAGGERS

Charles Sutton 30 Blade Merchant
Nathaniel Stearnick 30 Thrown Weapons Vendor

ROGUE TRAINER BUILDING

Gordon Winslow 35
Mannet Carrol 30 Quest
Miles Dexter 30 Rogue Trainer
Carolyn Ward 50 Rogue Trainer
Gregory Charles 60 Rogue Trainer

ENGINEERING

Estel Gendry 25 Quest
Lucian Fennar 35
Franklin Uley 33 Expert Engineer
Elizabeth Van Telen 30 Engineering Supplier
Gregory Van Telen 26 Journeyman Engineer

MAGIC QUARTER

Isaac Ruck 30 Book Dealer

CARTOGRAPHY

Isaac Ruck 30

RESEARCH LIBRARY

Andrew Brownell 40 Quest
Samantha Shuckleton 20
Oran Snakebite 50 Quest

TAILOR

Sheldon Van Croy 30 Cloth Armor Merchant
Victor Ward 24 Journeyman Tailor Trainer
Rhannon Davis 32 Expert Tailor
Isaac Gregorian 45 Artisan Tailor
Milla Gregorian 30 Tailoring Supplies
Lucie Castleton 30 Robe Vendor

STAFF MERCHANT

Zane Bradford 10 Wand Vendor
Sydney Upton 30 Staff Vendor

DEMON CIRCLE

Victor Bartholomew 20
Jacqueline Pratt 40
Isaac Bartlett 20

MAGIC TRAINER BUILDING

Hannah Akeley 30 Reagent Supplier
Silas Zimmer 30
Gudrick Farson 15
Karlinsky 60 Magic Trainer
Pierce Dunsen 50 Magic Trainer
Martha Strain 20 Demon Trainer
Karl Sadraper 60 Warlock Trainer
Luther Picken 50 Warlock Trainer
Richard Kerwin 40 Warlock Trainer
Bethor Isardard 60 Quest
Lexington Marwin 35 Portal Trainer

SUMMONING CIRCLE

Caroline Hagey 30 Quest

FISHING PIER

Armand Cromwell 35 Fishing Trainer
Elizabeth Cromwell 30 Fishing Supplier

WARRIOR QUARTER

33 Helena Atwood 20

GUNS MITH

Nicholas Atwood 30 Gun Merchant

BLACKSMITH

Wesley Tramm 30 Heavy Armor Merchant
Samuel Van Brunt 30 Blacksmith Supplier
James Van Brunt 35 Expert Blacksmith
Beal Frye 26 Journeyman Blacksmith

WEAPONS MERCHANTS

Francis Elot 30 Axe Merchant
Beal Frye 26 Journeyman Merchant
Geoffrey Hartwell 30 Blade Merchant
Archibald 30 Elite Weapon Master

MINE

Sarah Killian 30 Mining Supplier
Brun Killian 35 Mining Trainer

BOW MERCHANT

Abigail Sawyer 30 Bow Merchant

GATHERING OF NPCs

Leona Thorne 40
Joanna Whitfield 40
Gerald Abernathy 40
Theresa 5 Gerard's Mindslave (wonders)

WARRIOR TRAINING

Sergeant Hauer 40 Sergeant
Travis Partridge 20
Alyssa Hays 20
Sergeant Butler 45 Sergeant

CROWD

Richard Van Brant 20
Robert Gresson 20
Andrew Hartwell 20
Tyler 20
Edward 20
Riley Walker 20
Chloe Carthen 20
Marie Fowler 20
Brother Malach 20
Lydia Bonerath 20

WARRIOR AND PRIEST BUILDING

Father Lankaster 40 Priest Trainer
Aethelyst 60 Priest Trainer
Father Lazarus 50 Priest Trainer
Balthus Fowler 40 Warrior Trainer
Angela Carthen 50 Warrior Trainer
Christopher Walker 60 Warrior Trainer

ENTRANCE TO SEWERS

44 EXIT TO TIRISFAL GLADES

APOTHECARIUM

45 Keeper Bel' dagger

HERBALIST

Martha Allister 35 Herbalist Trainer
Katrina Allister 30 Herbalist Supplier

BLUE MOON ODDS AND ENDS

Alexandro Luca 25 Quest

ENCHANTMENT

Malcolm Wynn 23 Journeyman Enchanter
Thaddeus Webb 30 Enchanting Supplies
Levinia Crowe 35 Expert Enchanter

PARQUET FINTALIAS

50 Andron Gant 15 Quest

ALCHEMY

Alphar 30 Alchemy Supplies
Doctor Morgan 35 Expert Alchemist

ALCHEMIST

Doctor Herbert Halsey 50 Artisan Chemist
Chemist Faily 30

APOTHECARIUM

Doctor Martin Faleen 25 Journeyman Alchemist
Trainer
Theodore Griffin 50
Chemist Cady 30 Quest
Theresa Windson 45
Master Apothecary Farnell 50 Royal Apothecary
Society
Apothecary Zingo 29 Royal Apothecary Society
Quest
Apothecary Kever 20 Royal Apothecary Society

Gnomish

54 Gnomish

ROYAL QUARTER

Vormathrus 100 Quest
Sherindra 25
Lady Sylvanus Windrunner 63 Elite Banquet Queen

Boyle

56 Boyle

HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

QUESTS



QUEST	M LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHAMP	XP	XP	XP	XP	XP	XP	XP	CASH PRIZE
Another Power Source?	38	46	Chief Engineer Bilgewater	Chief Engineer Bilgewater	N	0	0	0	0	0	0	0	None
REWARD: Model 4711-FZ Power Source													
Bring the End	37	42	Andrew Bravell	Andrew Bravell	N	430	850	1700	2600	3450	4300	0	None
REWARD: Vanziquier's Sword, Ambarglow Talmant													
Erased for Apothecary Zinge	38	45	Apothecary Zinge	Alexandra Luca	Y	40	80	160	230	310	290	0	None
Erased for Apothecary Zinge	38	45	Alexandra Luca	Apothecary Zinge	Y	40	80	160	230	310	290	0	None
Going, Going, Gooone!	30	33	Master Apothecary Faranell	Master Apothecary Faranell	Y	330	650	1300	2000	2650	3300	0	None
Hearts of Zael	30	33	Master Apothecary Faranell	Master Apothecary Faranell	N	330	650	1300	2000	2650	3300	0	None
Into the Field	38	46	Apothecary Zinge	Chief Engineer Bilgewater	Y	200	400	800	1200	1600	2000	0	None
Into The Scarlet Monastery	33	42	Variations	Variations	N	525	1050	2050	3100	4100	5150	0	None
CHOICE OF: 1 Sword of Orion or 1 Prophetic Case or 1 Dragon's Blood Necklace													
Journey to Green'gall	1	1		Hin Denburg	N	0	0	0	0	0	0	0	None
Journey to Orginimari	1	1		Hin Denburg	N	0	0	0	0	0	0	0	None
Lines of Communication	42	47	Oras Snakewithe	Oras Snakewithe	N	320	625	1250	1900	2500	3150	700	100
Reclaimed Treasures	33	43	Patrick Garrett	Patrick Garrett	N	360	725	1450	2150	2900	3600	600	100
Returns to Apothecary Zinge	38	46	Chief Engineer Bilgewater	Apothecary Zinge	N	500	1000	2000	3050	4050	5050	100	200
CHOICE OF: 1 Skilled Handling Gloves or 1 Master Apothecary Cape or 1 Lorekin Shoulder													
Sample for Halbrin	10	15	Apothecary Zinge	Apothecary Halbrin	N	110	210	420	625	850	1050	0	None
CHOICE OF: 1 Brewer's Gloves or 1 Long Drapping Cape													
Singing Corruption	45	52	Chemist Coody	Therisa Windsong	N	50	100	200	310	410	500	0	None
Singing Corruption	45	52	Chemist Coody	Therisa Windsong	N	50	100	200	310	410	500	0	None
Singing Corruption	45	52	Chemist Coody	Chemist Coody	N	260	500	1000	1550	2050	2550	400	100
Singing Corruption	45	52	Chemist Coody	Chemist Coody	N	500	1000	2050	3050	4100	5100	750	100
Slake That Thirst	38	46	Chief Engineer Bilgewater	Chief Engineer Bilgewater	N	310	600	1200	1850	2450	3050	0	None
REWARD: Model 4711-FZ Power Source													
The Book of Ur	16	26	Keeper Bel'dagor	Keeper Bel'dagor	N	210	420	850	1250	1700	2100	0	None
CHOICE OF: 1 Grizzled Boots or 1 Steel-capped Breast													
The Crown of Will	33	38	Shardira	Meliora	Y	30	55	110	170	230	290	0	None
The Lich's Identity	5	8	Bether Icehard	Bether Icehard	Y	55	110	210	320	420	525	100	100
The Star, the Hand and the Heart	30	44	Keeper Bel'dagor	Keeper Bel'dagor	Y	550	1100	2250	3350	4500	5600	0	None
To Steal From Thieves	27	36	Genavia Collow	Genavia Collow	N	280	550	1100	1700	2250	2800	0	None
CHOICE OF: 1 Green Pauldrons or 1 Golden Cuffs													
Zinge's Delivery	10	15	Apothecary Rastrell	Apothecary Zinge	Y	10	20	40	65	85	110	0	None



LOC
MINI
METAL
Iron
Mithril



The Alterac Mountains are home to many powerful Ogres and to the Dalarans (a group of mystics who use old and dangerous Elven magic to wreak vengeance against the Undead). While standing on the northwest shores of the area, a person can see over to the grim canopy of Silverpine Forest, a land filled with the walking dead. Yeti hold many of the high, snow-filled areas of Alterac, while the Dalarans and the dangerous Syndicate control the lowlands.



MINING

HTL	AVAILABILITY
Free	Abundant
Wired	Abundant

HERB	AVAILABILITY
Goldthorn	Abundant
Fadeleaf	Moderate
Khadgar's Whisker	Trivial
Wintersbite	Abundant

Quantity of Skinnable Creatures: Moderate
Levels of Skinnable Creatures: 30-34 (Skinning 150-170)



HOW TO

AZEROTH**KHAZ MODAN**

LORDAIRON

NORTHERN
MAINTENANCESOUTHERN
WASHINGTON

10

MAP LEGEND

1 LORDAMERE INTERIOR CAMP

Alone 33 Quest Target
 Delorian Shield Guard 31-32
 Delorian Thougtrist 32-33
 Dornat 34 Quest Target
 Elder Gray Bear 25-26
 Giant Moss Creeper 24-25
 Mountain Lion 32-33
 Nether 33 Quest Target

2 DALARAN

Archmage Andrian Runewaver 40
 Delorian Shield Guard 32
 Delorian Summoner 34-35
 Delorian Thougtrist 33
 Delorian Worker 33-34
 Elder Gray Bear 25-26
 Elemental Slave 33-34
 Genie's Nose
 Giant Moss Creeper 25-26
 Giant Moss Creeper 25-26
 Halking Mountain Lion 33-34
 Mountain Lion 32-33
 Snowjow 30-31

3 THE HEADLAND

Mountain Lion 32-33

4 CORRAHN'S DAGGER

Halking Mountain Lion 33-34
 Mountain Lion 32-33
 Syndicate Footpad 33
 Syndicate Thief 33-34

5 GROWLESS CAVE

Giant Yell 33-34
 Mountain Yell 32-33

6 RUINS OF ALTERAC

Bu'Xin 49 Specialty Alchemist
 Crashbridge Inferior 30-39 Elite
 Crashbridge Mage 37-38 Elite
 Crashbridge Monk 37-38 Elite
 Crashbridge Warmonger 39-40 Elite
 Mubake 40 Elite

7 THE UPLANDS

Argus Shadow Mage 30
 Giant Yell 33-34
 Grondge Visions 34 Elite
 Halking Mountain Lion 33-34
 Heavy Visions 33 Elite
 Syndicate Saboteur 37-38
 Syndicate Sentry 36-37

8 MUSTY SHORE

Snowjow 30-31

9 DANDRIE'S FORD

Halking Mountain Lion 33-34
 Snowjow 30-31
 Syndicate Assassin 36-39
 Syndicate Inferior 30-40

10 SLAUGHTER HOLLOW

Crashbridge Brute 35-36
 Crashbridge Ogre 34-35

11 CRUSHBRIDGE HOLD

Crashbridge Brute 35-36
 Crashbridge Ogre 34-35

12 GALLOW'S CORNER

Crashbridge Brute 35
 Crashbridge Ogre 35

13 STRAHLROAD

Syndicate Spy 35
 Syndicate Wizard 35

14 CHILLWIND POINT

Bath'vah the Windcatcher 35 Quest
 Halking Mountain Lion 33-34
 Mountain Lion 32-33
 Snowjow 30-31
 Stunefury 37

15 SOFERA'S NAZE

Honchman Valk 30
 Syndicate Footpad 32
 Syndicate Thief 33-34

QUESTS

QUEST	IN LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHARM	XP	XP	XP	XP	XP	XP	EXP
Born's Dentine	30	40	Magistrate Henry Mole	Magistrate Henry Mole	N	390	775	1550	2325	3100	3900	1000
Born's Family Fortune	52	60	Alvin Baron	Alvin Baron	Y	650	1300	2600	3900	5200	6500	1000
Born's Family Fortune	52	60	Weldon Baron	Weldon Baron	Y	650	1300	2600	3900	5200	6500	1000
Born's Family Fortune	52	60	Ussid Bartholomew the Reverend	Betha Bagglezick	Y	170	330	650	1000	1300	1650	1000
Crashbridge Bounty	30	36	Marshal Radgosh	Marshal Radgosh	Y	350	700	1400	2100	2800	3500	750
Crashbridge Warmongers	30	40	Marshal Radgosh	Marshal Radgosh	N	470	950	1900	2800	3750	4700	1000
CHOICE OF: 1 Burning Silver or 1 Loner Buckle												
Dark Council	30	40	Magistrate Henry Mole	Magistrate Henry Mole	N	320	625	1250	1900	2500	3150	1000
Doctor Thaelen Krenshaw, the Butcher	55	60	Eve Sarkhoff	Eve Sarkhoff	Y	650	1300	2600	3900	5200	6500	1000
Encrypted Letter	30	34	Syndicate Documents (06)	Lorenmaster Dikla	Y	140	270	550	800	1100	1350	1000
Encrypted Letter	30	34	Syndicate Documents (06)	Lorenmaster Dikla	Y	140	270	550	800	1100	1350	1000
Encrypted Letter	30	34	Syndicate Documents (06)	Lorenmaster Dikla	Y	140	270	550	800	1100	1350	1000
Forfeiting Plans	26	34	Syndicate Documents (06)	Magistrate Henry Mole	Y	140	270	550	800	1100	1350	1000
Forfeiting Plans	26	34	Syndicate Documents (06)	Magistrate Henry Mole	Y	140	270	550	800	1100	1350	1000
Forfeiting Plans	26	34	Syndicate Documents (06)	Magistrate Henry Mole	Y	140	270	550	800	1100	1350	1000
Further Mysteries	30	34	Prospector Strompike	Magistrate Henry Mole	Y	140	270	550	800	1100	1350	1000
Honchman the Herald	55	60	Eve Sarkhoff	Eve Sarkhoff	N	825	1650	3300	5000	6650	8300	1000
REWARD: Spectral Essence and CHOICE OF: 1 Penelope's Rose or 1 Mithril's Song												
Krenshaw's Bag of Honors	55	60	Eve Sarkhoff	Eve Sarkhoff	Y	650	1300	2600	3900	5200	6500	1000
Krenshaw's Bag of Honors	55	60	Eve Sarkhoff	Eve Sarkhoff	Y	650	1300	2600	3900	5200	6500	1000
Letter to Strompike	30	34	Lorenmaster Dikla	Prospector Strompike	Y	140	270	550	800	1100	1350	1000
Mob's Death	26	34	Magistrate Henry Mole	Magistrate Henry Mole	N	280	550	1100	1700	2250	2800	650
Plagued Hatchlings	55	58	Betha Bagglezick	Betha Bagglezick	N	625	1250	2500	3700	4950	6200	1000
Strompike's Deciphering	28	40	Lorenmaster Dikla	Prospector Strompike	N	160	310	625	925	1250	1550	1000
Syndicate Assassin	26	33	Magistrate Henry Mole	Magistrate Henry Mole	N	200	390	775	1150	1550	1950	1000
CHOICE OF: 1 Crusader Belt or 1 Insulated Sage Gloves												
The Lich, Ben Frostchaper	57	63	Magistrate Mubake	Magistrate Mubake	N	1100	2200	4350	6550	8700	10900	1000
REWARD: Darnowhite Strongguard and CHOICE OF: 1 Warblade of Cae Darnow or 1 Crown of Cae Darnow or 1 Darnowhite Valk												
Valk	29	34	Honchman Valk	Honchman Valk	N	75	55	110	160	220	270	1000
REWARD: Syndicate Mission												



LORDAERON

ARATHI HIGHLANDS

A fragrant wind of pollen, grass, and other living things blows over those who enter the Highlands of Arathi. People from both the Horde and Alliance settle here, trying to farm the arable land of the north and struggle against the many natural dangers of the land. Raptors walk across the flatlands, hunting for prey, and there are many aggressive Ogres and Trolls out in the wild as well. Beware the deadly elementals that spawn near old and forgotten shrines, for they have tremendous power. Seek Hammerfall in the northeast for safety (as the Horde), or walk into the small gorge of Refuge Point in the center of the Highlands.



LOCAL RESOURCES

MINING

MIN	AVAILABILITY
Tu	Trivial
Im	Moderate
Md	Trivial

HERBALISM

HERB	AVAILABILITY
Kingblood	Moderate
Wild Stoolbloom	Abundant
Liferoot	Trivial

SKINNING

Quantity of Skinnable Creatures: Moderate
Levels of Skinnable Creatures: 30-36 (Skinning 150-180)



HOW TO

ATEROOTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

MAP LEGEND

1 THORADIN'S WALL

Highland Soldier 30-31
Plains Creeper 32-33
Young Moss Buzzard 31-32

2 CIRCLE OF WEST BINDING

Burning Exile 38-39

3 NORTHFOLD MANOR

Plains Creeper 32-33
Syndicate Highwayman 30-31
Syndicate Marauder 31-32
Syndicate Pathfinder 32-33
Young Moss Buzzard 31-32

4 STORMGARDE KEEP

Boulderfist Lord 29-40 Elite
Boulderfist Warrior 37-38 Elite
Boulderfist Shaman 38-39 Elite
Lord Falconcrest 40 Elite
Ottu 38 Elite
Prince Galen Trailblazer 44 Elite
Stormgarde Defender 38-39 Elite
Stormgarde Trail Hunter 37-38 Elite
Stormgarde Windrider 40 Elite
Syndicate Confessor 36 Elite
Syndicate Mage 38 Elite
Syndicate Prowler 36 Elite

5 ARATHI HIGHWAY

Forekhan Cavalier 35
Forekhan Bodyguard 35
Unwound Vindicator 38 Elite
Stormgarde Cavalryman 37-38 Elite

5 BOULDER'GOR

Boulderfist Ogre 32-33
Highland Thresher 33-34
Witherbark Troll 31-32

6 BOULDERFIST OUTPOST

Boulderfist Explorer 33-34
Witherbark Witch Doctor 33

7 FAULDER'S COVE

Lulu the Lookout 29 Quest
Shakes O'Bron 40 Quest

8 THE DROWNED REEF

Deggspine Raider 38-39
Deggspine Sorcerer 39-40

9 CIRCLE OF INNER BINDING

Highland Thresher 33-34
Moss Buzzard 34-35
Rumbling Exile 38-39

10 REFUGE POINTE

Apprentice Krytan 30 Quest
Captain Nials 41 Quest
Cedrik Prose 55 Gryphon Master
Highland Soldier 30-31
Young Moss Buzzard 31-32

11 CIRCLE OF OUTER BINDING

Thundering Exile 38-39

12 DABYRN'S FARMSTEAD

Dabyrn's Laborer 30-31
Dabyrn's Militia 21-32
Farrel Dabyrn 33 Quest Target
Marcel Dabyrn 34 Quest Target

13 CIRCLE OF EAST BINDING

Shards of Myzrael

14 GO'SHEK FARM

Kinsley 38 Quest
Ooze 38 Quest
Ghost Plains Creeper 35-36
Hammerfall Goat 34-35
Hammerfall Peon 33-34
Moss Buzzard 34-35

15 BOULDERFIST HALL

Boulderfist Brute 35-36
Boulderfist Mage 27
Highland Fleckstalker 36-37
Kor'gash
Moss Buzzard 34-35
Witherbark Berserker 36-37 Elite

16 WITHERBARK VILLAGE

Ghost Plains Creeper 35-36
Witherbark Axe Thrower 32-33
Witherbark Head Hunter 34-35
Witherbark Windrider 32-34

17 WITHERBARK CAVE

Witherbark Headhunter 34-35
Witherbark Shadow Hunter 35-36

18 HAMMERFALL

Drum Fel 30 Quest
Go'mal 40 Quest
Iskneper Adagwa 30 Iskneper
Slogg 38 Superior Butcher
Thuridim 30 Stickle Master
Tor'gon 40 Quest
Urde 55 Wind Rider Master
Zarak 60 Quest
Zenge 40 Quest
Highland Soldier 30-31

19 DRYWHISKER GORGE

Drywhisker Kebab 35-36

20 DRYWHISKER CAVE

Drywhisker Oligor 36-37
Drywhisker Surveyor 37-38

QUEST

An Apprentice's Enchant
Attack on the Tower
Breaking the Keystone
Breaking the Keystone
Call to Arms
Call to Arms
CHOICE OF: 1 Silent
Death from Below
CHOICE OF: 1 Caldw
Deep Sea Salvage
REWARD: Black Wit
Desecrated Graves
REWARD: Snowfl
Foul Magic
Foul Magic
CHOICE OF: 1 White
Gaule of the Raptor
Gaule of the Raptor
REWARD: Call of the
Gaule of the Raptor
Hammerfall
Lord Hal
Malor's Request
CHOICE OF: 1 Vigil
Myzrael's Allies
Myzrael's Allies
Myzrael's Allies
Myzrael's Allies
Myzrael's Allies
Northfold Mass
Raising Spirits
Raising Spirits
Raising Spirits
Sight of Aethon
Sight of Stron
Sight of Theodan
Sight of Trollbane
Stones of Binding
Stones of Binding
Stormgarde Bod
REWARD: Storm
Summoning the
REWARD: Pulver
Sunken Treasure
Sunken Treasure
Sunken Treasure
Sunken Treasure
CHOICE OF: 1 G
Sunken Treasure
Sunken Treasure
The Broken Sig
The Lost Fragment
The Princess Tr
The Real Thron
CHOICE OF: 1 F
Thaldrin the I
Thaldrin the I
Trolana's Defe
Trol'kalar
CHOICE OF: 1
Trol'kalar
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REWARD: Arc
Worsted! Ott
CHOICE OF: 1 F
Worth Its We

QUESTS

QUEST	N LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	CASH REWARD
Apprentice's Enlightenment	30	39	Apprentice Kryten	Skavetto	Y	30	60	120	180	240	300	None
Lost in the Tower	30	39	Skavetto	Skavetto	Y	300	600	1200	1800	2400	3000	None
Waiting for Keystone	30	42	Iridescent Shards (Obj)	Keystone (Obj)	N	350	700	1400	2050	2750	3450	None
Waiting for Keystone	30	42	Stone of Inner Binding (Obj)	Keystone (Obj)	N	350	700	1400	2050	2750	3450	None
Drum Fel	30	32	Drum Fel	Drum Fel	Y	260	500	1000	1550	2050	2550	None
Drum Fel	30	38	Drum Fel	Drum Fel	Y	290	575	1150	1700	2300	2850	None
Drum Fel	30	40	Drum Fel	Drum Fel	N	320	625	1250	1900	2500	3150	50 00
QUEST DP: 1 Saint Hunter ✂ or 1 Skullsplitter ➤												
Shakes O'Brien	35	44	Shakes O'Brien	Shakes O'Brien	N	470	925	1850	2800	3700	4650	None
QUEST DP: 1 Cobblestone Ring ○ or 1 Sealfire Band ○												
First Mate Mäliz	35	40	First Mate Mäliz	First Mate Mäliz	N	320	625	1250	1900	2500	3150	None
QUEST: Black Water Hammer ⚔												
Captain Steelgut	35	40	Captain Steelgut	Captain Steelgut	N	320	625	1250	1900	2500	3150	None
QUEST: Sewell's Gloves												
Tar'gen	30	33	Tar'gen	Tar'gen	N	270	525	1050	1600	2100	2650	None
Tar'gen	35	40	Tar'gen	Tar'gen	N	320	625	1250	1900	2500	3150	None
QUEST DP: 1 White Brokenkin Cup ☪ or 1 Radiant Silver Bracers ☪												
Tar'gen	29	37	Tar'gen	Tar'gen	N	30	55	110	170	230	290	None
Tar'gen	29	37	Tar'gen	Tar'gen	N	290	575	1150	1700	2300	2850	None
QUEST: Gal of the Raptor												
Tar'gen	29	37	Tar'gen	Tar'gen	Y	290	575	1150	1700	2300	2850	None
Tar'gen	29	37	Tar'gen	Tar'gen	Y	25	55	110	160	220	270	None
Shakes O'Brien	35	35	Shakes O'Brien	Shakes O'Brien	N	70	140	280	410	550	700	None
Archmage Mälin	30	39	Skavetto	Archmage Mälin	N	380	750	1500	2250	3000	3750	90 00
QUEST DP: 1 Elystan Buckler 🛡 or 1 Wingshorne Boots												
Gerrig Benegrip	30	40	Iridescent Shards (Obj)	Gerrig Benegrip	Y	240	470	950	1400	1900	2350	None
Gerrig Benegrip	30	40	Keystone (Obj)	Gerrig Benegrip	Y	240	470	950	1400	1900	2350	None
Gerrig Benegrip	30	40	Keystone (Obj)	Zarak	Y	240	470	950	1400	1900	2350	None
Gerrig Benegrip	30	40	Shards of Myzrael (Obj)	Gerrig Benegrip	Y	240	470	950	1400	1900	2350	None
Gerrig Benegrip	30	40	Stone of Inner Binding (Obj)	Gerrig Benegrip	Y	240	470	950	1400	1900	2350	None
Captain Nial	30	31	Captain Nial	Captain Nial	N	250	500	1000	1500	2000	2500	None
Tar'gen	29	34	Tar'gen	Tar'gen	Y	270	550	1100	1600	2150	2700	None
Tar'gen	29	34	Tar'gen	Gor'mal	Y	25	55	110	160	220	270	None
Tar'gen	29	34	Tar'gen	Tar'gen	Y	25	55	110	160	220	270	None
Zengo	32	41	Zengo	Zengo	Y	330	650	1300	2000	2650	3300	55 00
Zengo	32	37	Zengo	Zengo	Y	290	575	1150	1700	2300	2850	40 00
Zengo	32	40	Tar'gen	Zengo	Y	30	65	130	190	250	320	None
Zengo	32	42	Zengo	Zengo	Y	350	700	1400	2050	2750	3450	55 00
Stone of Inner Binding (Obj)	30	38	Iridescent Shards (Obj)	Stone of Inner Binding (Obj)	Y	290	575	1150	1700	2300	2850	None
Stone of Inner Binding (Obj)	30	38	Shards of Myzrael (Obj)	Stone of Inner Binding (Obj)	Y	290	575	1150	1700	2300	2850	None
Captain Nial	30	37	Captain Nial	Captain Nial	N	360	700	1400	2150	2850	3550	None
QUEST: Stronghold's Conquest Loggings												
Theldurin the Lost	30	50	Theldurin the Lost	Shards of Myzrael (Obj)	N	700	1400	2850	4250	5700	7100	None
QUEST: Polishing Crystalline Shards												
Shakes O'Brien	35	40	Fleet Master Seashorn	Shakes O'Brien	N	320	625	1250	1900	2500	3150	None
Professor Mälizthorpe	35	40	Professor Mälizthorpe	Doctor Drazelganga	Y	320	625	1250	1900	2500	3150	None
Doctor Drazelganga	35	40	Doctor Drazelganga	Doctor Drazelganga	Y	390	775	1550	2350	3100	3900	None
QUEST DP: 1 Gumball Zapper ⚡ or 1 Servomechanic Shockhammer ⚡												
Shakes O'Brien	35	40	Doctor Drazelganga	Shakes O'Brien	Y	160	310	625	925	1250	1550	None
Fleet Master Seashorn	35	40	Shakes O'Brien	Fleet Master Seashorn	Y	320	625	1250	1900	2500	3150	None
Tar'gen	30	42	Zengo	Tar'gen	N	320	625	1250	1900	2500	3150	50 00
Theldurin the Lost	30	41	Theldurin the Lost	Theldurin the Lost	N	330	650	1300	2000	2650	3300	None
Shards of Myzrael (Obj)	30	37	Shards of Myzrael (Obj)	Iridescent Shards (Obj)	Y	290	575	1150	1700	2300	2850	None
Karin Fel	30	37	Karin Fel	Karin Fel	N	390	775	1550	2350	3100	3900	None
QUEST DP: 1 Montgomery Kilt ☠ or 1 Sword of Hommerfall												
Theldurin the Lost	30	40	Gerrig Benegrip	Theldurin the Lost	Y	160	310	625	925	1250	1550	None
Zarak	30	40	Zarak	Theldurin the Lost	Y	160	310	625	925	1250	1550	None
Apprentice Kryten	30	39	Skavetto	Apprentice Kryten	Y	300	600	1200	1800	2400	3000	None
Trellbowe's Tomb (Obj)	32	42	Trellbowe's Tomb (Obj)	Zengo	N	430	850	1700	2600	3450	4300	None
QUEST DP: 1 Blood-tinged Armor ☠ or 1 PH Fighter's Shield 🛡												
Trellbowe's Tomb (Obj)	32	42	Zengo	Trellbowe's Tomb (Obj)	Y	85	170	340	525	700	850	None
Skavetto	30	39	Skavetto	Skavetto	N	300	600	1200	1800	2400	3000	None
Wanted Board (Obj)	30	39	Wanted Board (Obj)	Captain Nial	N	380	750	1500	2250	3000	3750	None
QUEST: Arcane Runed Bracers												
Wanted Board (Obj)	30	40	Wanted Board (Obj)	Captain Nial	N	390	775	1550	2350	3100	3900	None
QUEST DP: 1 Rod of Sorrow ☠ or 1 War Rider Bracers												
Apprentice Kryten	30	36	Apprentice Kryten	Apprentice Kryten	N	350	700	1400	2100	2800	3500	None



HOW TO

AZEROTH

KNAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



LORDAERON

THE EASTERN PLAGUELANDS

Beyond Darrowmere Lake are the Eastern Plaguelands, home of disease, sorrow, and some of the Scourge's greatest troops. Plague spirits and spidery beings of magic have changed the land to suit their purposes, growing massive and poisonous fungal trees to promote their plague. Poison fills the air and the water is dangerous. Only the Scarlet Crusaders and the Argent Dawn are brave enough to stay here and fight against impossible odds. All wise adventurers avoid the Scarlet Crusade, who see the world as everything, but the Argent Dawn camp, in the east, is a safe haven for the Alliance.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Thorium	Moderate

HERBALISM: NONE

SKINNING

Quantity of Skinnable Creatures: Trivial
Levels of Skinnable Creatures: 53-56 (Skinning 265-280)

1 THONDOR
Tirion Ferdi
Corinn Gr
Plagueland
Plagueland

2 THE MARRIS
Abominat
Death Sing
Disowned
Darkwing
Eyeless
Scourge Ch

3 CROWN GU
Corinn Gr
Maxwell Pl
Plagueland

4 DARROWSH
Corinn Gr
Plagueland
Plagueland
Patrici G

5 CORIN'S CR
Dark Cont
Gibbering
Hate Shri
Scourge W
Stitched H
Unseen S
Vile T

6 THE FUNGA
Abominat
Crypt Slay
Dark Adap
Dark Slay
Disowned

QUEST

A Strange Hic
Argent Dawn
REWARD: Argent
Argentes: "B
Auntie Mar
Brother Carl
Corinn's Son
REWARD: Argent
Defenders of
Fragments of
Honey's Pies
REWARD: Argent
Heron of Over
Hidden Treas
REWARD: King
Invader's Son
REWARD: Argent
Little Pamela
Lord Maxwell
Marauders of
Marauders' G
Marauders' S
REWARD: Argent
Return to Ch
Sister Pamela
The Annals of
The Argent H
CHOICE OF: 1
The Battle of
REWARD: Te
The Last Tab
The Barren S
Venerated B
Uncle Carl
Zandera the

MAP LEGEND

1000000 RIVER
 Nine Feeding 61 Quest
 Carlini Grah 54-55
 Plaguehead 54
 Plaguehead Hunt 53-54

THE MARRIS STRAD
 Junction 59-60
 Dark Singer 57-59
 Diamond Player 59
 Looking 60 Elite
 Yelless Watcher 58
 Scourge Champion 60

1000000 GUARD TOWER
 Carlini Grah 55
 Scourge Plaguehead 55-56
 Plaguehead 55-56

1000000 SHIRE
 Carlini Grah 55
 Plaguehead 53
 Plaguehead Hunt 53-54
 Pined Gorge 54

1000000 CROSSING
 Dark Singer 58
 Glimmering Ghoul 57
 Nine Watcher 55-57
 Scourge Watcher 58
 Stretched Horror 58
 Unseen Servant 55
 Vile Tater 56-57

THE FUNGAL WALL
 Aetherstone 59-60
 Crypt Slayer 58-59
 Dark Adapt 57
 Dark Singer 59
 Diamond Player 59

Yelless Watcher 58
 Scourge Champion 59-60
 Shadoweater 59-60

7 BLACKWOOD LAKE
 Blighted Horror 56-57
 Plague Monstrosity 58

8 LAKE MERELDAR
 Plague Worgs 55-56

9 SCARLET BASE CAMP
 Scarlet Cleric 54 Elite
 Scarlet Enchanter 55 Elite
 Scarlet Warrior 53-54 Elite

10 TRY'S HAND
 Scarlet Archmage 55-57 Elite
 Scarlet Cleric 54-55 Elite
 Scarlet Curator 55-56 Elite
 Scarlet Enchanter 55-55 Elite
 Scarlet Priestess 56-57 Elite
 Scarlet Warrior 53-54 Elite

11 PESTILENT SCAR
 Living Derry 55-56
 Rotting Sludge 54-55

12 LIGHT'S HOPE CHAPEL
 Argent Guard 55
 Argent Rider 55
 Belton Blagoluk 57
 Carlini Redpath 58
 Duke Nicholas Zverevskii 60
 Lancel Bartholomew the Reverend 60
 Lord Maxwell Tyrosus 61
 Quartermaster Miranda Brecknock 60
 Smoky Lefee 55

13 BROWMAN HILL
 Death Singer 58-59
 Diamond Player 58
 Grand Weaver 58-59
 Scourge Champion 59-60

14 EASTWALL TOWER
 Bardgore 61 Elite
 Carlini Grah 55
 Crypt Horror 57-58
 Diamond Player 59
 Diamond Plaguehead 55-56
 Plaguehead 55-56
 Scourge Guard 57-58

15 THE NOXIOUS GLADE
 Crypt Slayer 58-59
 Death Singer 59
 Diamond Player 59
 Grand Weaver 59
 Scourge Champion 60

16 NORTHPASS TOWER
 Aurora Skycaller 62
 Krita Goldsight 60
 Carlini Grah 55
 Marlowe Plaguehead 55-56
 Plaguehead 55-56

17 NORTHDALE
 Death Singer 57-59
 Yelless Watcher 57-58
 Franzied Plaguehead 57
 Plague Monstrosity 58

18 QUE'LEUTHEN LODGE
 Pathetide 57-58
 Ranger 59-60
 Ranger Lord Hawksworn 60 Elite
 Woodstone 59-59

19 ZULMASHAR
 Mastiffayer Canthel 57-59
 Mastiffayer Scout 57-59
 Mastiffayer Shadowhunter 58-59

20 PLAGUEWOOD
 Canthel Ghoul 54
 Cursed Mage 54-55
 Patrial Gorge 54
 Scourge Soldier 53-54
 Scourge Watcher 58
 Stretched Horror 57

21 TERRORDALE
 Carlini Devourer 58
 Crypt Guard 53-54
 Crypt Walker 55-56
 Dark Center 58
 Glimmering Ghoul 57
 Hate Sleeker 55-57
 Scourge Soldier 53
 Scourge Warrior 56
 Stretched Horror 57-58
 Stretched Horror 58
 Tarn Scourge 53-55
 Unseen Servant 55
 Vile Tater 56-57

22 STRATHOLME
 Entrance to Stratholme World Dungeon
 Hate Sleeker 55-56
 Necromancer 54
 Stretched Horror 58
 Tarn Scourge 53-55

QUESTS

QUEST	N LVL	Q LVL	QUEST GIVER	QUEST FINISHER	CHARM	XP	XP	XP	XP	XP	CASH REWARD
Change Mortician	50	56	Marlowe Redpath	Chromie	Y	440	875	1750	2600	3500	None
Argent Dawn Consecration	50	55	Duke Nicholas Zverevskii	Duke Nicholas Zverevskii	N	55	110	220	340	450	None
EMERALD Argent Dawn Consecration											
Argent: Average Bank	50	55	Augustine the Touched	Augustine the Touched	N	280	550	1100	1700	2250	None
John Redpath	50	56	Pamela Redpath	Marlowe Redpath	Y	290	575	1150	1750	2300	None
John Carlini	50	56	Chromie	Carlini Redpath	Y	290	575	1150	1750	2300	None
Argent: Scourge Hunter	50	55	Duke Nicholas Zverevskii	Duke Nicholas Zverevskii	N	55	110	220	340	450	None
EMERALD Argent Dawn Valor Taken											
Minion of Desecration	50	55	Carlini Redpath	Carlini Redpath	N	575	1150	2250	3400	4500	None
Argent of the Past	53	56	Aurora Skycaller	Aurora Skycaller	Y	575	1150	2300	3500	4650	5800
Murphy's Plot	54	60	Tarn Scourge (Oh)	Mound of Dirt (Oh)	N	650	1300	2650	3950	5300	6600
EMERALD Murphy's Slaves, Murphy's Clock											
Minion of Desecration	50	56	Carlini Redpath	Carlini Redpath	N	0	0	0	0	0	None
John Redpath	50	60	Pamela Redpath	Joseph's Chest (Oh)	N	1000	2000	4000	5950	7950	None
EMERALD Ring of Protection, Archlight Tablets, Magelaine's Seal											
Argent: Scourge Hunter	50	55	Duke Nicholas Zverevskii	Duke Nicholas Zverevskii	N	55	110	220	340	450	None
EMERALD Argent Dawn Valor Taken											
John Redpath	50	55	Marlowe Redpath	Pamela Redpath	Y	280	550	1100	1700	2250	None
Lord Maxwell Tyrosus	55	62	Duke Nicholas Zverevskii	Lord Maxwell Tyrosus	Y	700	1400	2800	4250	5650	7050
Minion of Desecration	50	60	Carlini Redpath	Carlini Redpath	Y	650	1300	2650	3950	5300	6600
Marlowe's Gift	57	62	Marlowe's Gift (Oh)	Lancel Bartholomew the Reverend	Y	875	1750	3500	5300	7050	8800
Argent: Scourge Hunter	50	55	Duke Nicholas Zverevskii	Duke Nicholas Zverevskii	N	55	110	220	340	450	None
EMERALD Argent Dawn Valor Taken											
Minion of Desecration	50	55	Pamela Redpath	Pamela Redpath	N	280	550	1100	1700	2250	None
Minion to Chromie	50	60	Carlini Redpath	Chromie	Y	330	650	1300	2000	2650	3300
John Redpath	50	55	Jessica Redpath	Pamela Redpath	Y	55	110	220	340	450	None
Minion of Desecration	50	56	Chromie	Chromie	N	575	1150	2300	3500	4650	5800
The Argent Field	55	62	Lord Maxwell Tyrosus	The Argent Field (Oh)	N	1050	2100	4200	6350	8450	10550
EMERALD 1 Argent Avenger, 1 Argent Defender, 1 Argent Crusader											
Minion of Desecration	55	60	Chromie	Pamela Redpath	Y	825	1650	3300	5000	6650	8300
EMERALD See with Tager											
The Last Tablet of World Tree	40	58	Prospector Ironblood	Prospector Ironblood	Y	775	1550	3100	4650	6200	7750
The Broken Seal	55	61	Caroline Allen	Egan	Y	675	1350	2700	4050	5400	6750
Minion of the Past	53	58	Aurora Skycaller	Necromancer Highborn	Y	470	925	1850	2800	3700	4650
John Carlini	50	56	Pamela Redpath	Carlini Redpath	N	290	575	1150	1750	2300	None
John the Outcast	50	55	Caroline Allen	Caroline Allen	N	420	850	1700	2550	3350	4200

HOW TO

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LORDAERON

NORTHERN

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HOW TO

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NORTHERN

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SOUTHERN

KALIMDOR



MAP LEGEND

SOUTHPONT TOWER

Southpont Lash 22
Elder Gray Bear 25-26
Forest Mass Creeper 20-21

LAURELWOOD MINE

Elder Gray Bear 25-26
Giant Mass Creeper 25-26
Mikael Foreman 28
Mikael Sonny 27-28
Mikael Sonny 27-28
Blue Racket 29 Quest target

WESTERN STRAND

Ten To Cacthemar 29-30
Ten To Muckswallow 28-29
Ten To Oracle 30-31
Ten To Talshester 31-32

HILLBRAD FIELDS

Mikael Toller 24 Toller (Alliance)
Raknith Varrington 26 Quest Target
Raknith (Alliance)
Owl Horse Whitesteed 26 Quest Target
Jesse Ray 23 Quest Target
Jesse Ray 23 Quest Target
Jesse Ray 23 Quest Target
Gray Bear 21-22
Mikael Apprentice Blacksmith 24-25
Mikael Apprentice 23-24
Mikael Farmer 23-24
Mikael Foreman 23-23
Mikael Foreman 23-26
Mikael Foreman 24-25
Regina Bernice 30

Storing Mountain Lion 23-24
Vicious Gray Bear 23-24

5 DAWG HILL

Cave Titi 30-31
Storing Mountain Lion 23-24
Vicious Gray Bear 22-23

6 YETI CAVE

Cave Titi 30-31

7 SOUTHWEST

Bartolo Gosselt 32 Quest
Chef Jesse 35 Quest
Darnon Malvew 30 Quest
Junkyard Anderson 30 Junkyard
Lieutenant Farren Orville 25 Quest
Lorenmaster Diba 30 Quest
Magistrate Henry Malob 30 Quest
Marshal Redpath 41 Quest
Merleth Carlson 32 Horse Trainer
Pilo Delak 36 Quest
Wesley 30 Stable Master
Snajlow 30-31
Storing Mountain Lion 23-24
Vicious Gray Bear 22-23

8 TARRIN HILL

Applereary Lydon 35 Quest
Arachne Venomblood 29 Herbalist
Daryl Stak 56 Master Teller
Deathguard Hunkert 32 Quest
Deathguard Sanna 32 Quest
High Executor Durlhal 50 Quest

Linkkeeper Skay 30 Linkkeeper

Kayran Southsaw 30
Keeper Bel'vord 34 Quest
Krack 25 Quest
Mager Warden Vaidgare 42 Quest
Malvew 25 Quest
Navia Talshester 30 Quest
Serge Huxot 32 Expert Alchemist
Tallow 27 Quest
Theodore Man Chiro 30 Stable Master
Zavus 55 Bat Handler
Elder Gray Bear 23-26
Forest Mass Creeper 20-21
Giant Mass Creeper 24-25
Gray Bear 21-22
Snajlow 30-31

9 DURNHOLDE KEEP

Elder Gray Bear 25-26
Forest Mass Creeper 20-21
Giant Mass Creeper 24-25
Syndicate Roges 21-22
Syndicate Shadow Mage 21-22
Syndicate Watchman 20-21
Vicious Gray Bear 22-23

10 THORADIN'S WALL

Elder Gray Bear 25-26
Elder Mass Creeper 24-27
Giant Mass Creeper 24-25

11 NETHANDER STEAD

Elder Gray Bear 25-26
Elder Mass Creeper 24-27

Feral Mountain Lion 27-28

Giant Mass Creeper 24-25
Mudsnout Gault 26-28
Mudsnout Shaman 27-28
Snajlow 30-31
Syndicate Roges 21-22
Syndicate Shadow Mage 21-22
Syndicate Watchman 20-21

12 DUN GAROK

Dun Garok Mountaineer 28-29 Elite
Dun Garok Priest 28-30 Elite
Dun Garok Rifleman 29-30 Elite
Elder Mass Creeper 26-27
Feral Mountain Lion 27-28

13 EASTERN STRAND

Daggerspine Screamer 29-30
Daggerspine Shoresifter 30-31
Daggerspine Shoresifter 29-30
Daggerspine Scow 30

PURGATION ISLE

Judge Thelgarn 34 Friendly to Alliance
Corrad Palatin 30-31
Corrad Aslyne 30-31
Commander Hawk 31-32
Whitting Mugs 31-32
Corrad Justice 33
Aradot the Damned 35 Quest Target
Commander Chris 31-32

QUESTS

QUEST	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHAMP	XP	XP	XP	XP	XP	XP	EXP	EXP
Bartolo's Yeti Fur Cook	29	34	Bartolo Giaratti	Bartolo Giaratti	N	270	550	1100	1600	2150	2700	None	
REWARD: Yeti Fur Cook													
Battle of Hillbald	19	24	High Executor Dorthello	High Executor Dorthello	Y	200	290	775	1150	1550	1950	10	10
Battle of Hillbald	19	25	High Executor Dorthello	High Executor Dorthello	Y	200	400	800	1200	1600	2000	10	10
Battle of Hillbald	19	26	High Executor Dorthello	High Executor Dorthello	Y	210	420	850	1250	1700	2100	10	10
Battle of Hillbald	19	26	High Executor Dorthello	High Executor Dorthello	Y	210	420	850	1250	1700	2100	10	10
Battle of Hillbald	19	28	High Executor Dorthello	High Executor Dorthello	Y	230	460	925	1400	1850	2300	10	10
Battle of Hillbald	19	30	High Executor Dorthello	High Executor Dorthello	Y	250	490	975	1450	1950	2450	10	10
Battle of Hillbald	19	32	High Executor Dorthello	High Executor Dorthello	N	260	500	1000	1550	2050	2550	None	
REWARD: Band of the Undercity or CHOICE OF: 1 Sacred Burial Ties or 1 Deathkull Shield or 1 Rustic Dorkblade													
Blackstone's Legacy	29	36	Go'dir	Krak	Y	210	420	850	1250	1700	2100	10	10
Bracers of Binding	30	34	Keeper Bel'varil	Keeper Bel'varil	N	270	550	1100	1600	2150	2700	10	10
Cooly Menace	30	34	Darren Malvew	Darren Malvew	N	270	550	1100	1600	2150	2700	None	
REWARD: Recipe: Tasty Lion Steak, 5 Tasty Lion Steak and CHOICE OF: 1 Shepherd's Girdle or 1 Shepherd's Gloves													
Darshan Patrols	30	35	Major Worden Voldglate	Major Worden Voldglate	N	210	410	825	1250	1650	2050	10	10
Dangerous!	19	28	Dangerous (Oh)	High Executor Dorthello	N	230	460	925	1400	1850	2300	10	10
REWARD: Needled Cow and CHOICE OF: 1 Bow of Plunder or 1 Scenty Buckler or 1 Charmed Wand													
Down the Coast	25	30	Lieutenant Farren Orinelle	Lieutenant Farren Orinelle	Y	190	370	750	1100	1500	1850	10	10
Elbow of Agency	24	28	Apothecary Lydon	Apothecary Lydon	Y	230	460	925	1400	1850	2300	10	10
REWARD: 3 Swiftness Potions, 5 Healing Potions													
Elbow of Agency	24	28	Apothecary Lydon	Master Apothecary Farsnell	Y	120	230	460	700	925	1150	None	
Elbow of Agency	24	30	Apothecary Lydon	Dusty Rug (Oh)	N	370	725	1450	2200	2900	3650	None	
Elbow of Agency	24	30	Master Apothecary Farsnell	Apothecary Lydon	Y	310	600	1200	1850	2450	3050	None	
CHOICE OF: 1 High Apothecary Cook or 1 Medicative Sash													
Elbow of Agency	24	30	Apothecary Lydon	Apothecary Lydon	Y	120	240	480	725	950	1200	None	
Elbow of Pain	21	24	Apothecary Lydon	Stanley's Dish (Oh)	N	150	290	575	875	1150	1450	None	
Elbow of Pain	21	24	Apothecary Lydon	Apothecary Lydon	Y	200	390	775	1150	1550	1950	None	
REWARD: Recipe: Hot Lion Chops and CHOICE OF: 1 Gloves of Brines or 1 Stomping Boot or 1 Firewalker Boots													
Elbow of Suffering	19	22	Apothecary Lydon	Ungi	N	180	350	700	1050	1400	1750	None	
Elbow of Suffering	19	22	Apothecary Lydon	Apothecary Lydon	Y	20	35	70	110	140	180	10	10
Farmers' Proof	25	32	Lieutenant Farren Orinelle	Lieutenant Farren Orinelle	Y	260	500	1000	1550	2050	2550	10	10
Farmers' Proof	25	32	Lieutenant Farren Orinelle	Marshall Redgosh	Y	25	50	100	150	200	260	None	
Farmers' Proof	25	32	Marshall Redgosh	Lieutenant Farren Orinelle	Y	25	50	100	150	200	260	None	
Go'dir	29	36	Krak	Go'dir	Y	280	550	1100	1700	2250	2800	None	
Halculer's Revenge	29	33	Novice Thainard	Halculer's Grove (Oh)	N	330	650	1300	2000	2650	3300	None	
Halculer's Revenge	29	33	Novice Thainard	Novice Thainard	Y	270	525	1050	1600	2100	2650	None	
Hints of a New Plague?	30	33	Phin Odels	Quon	N	0	0	0	0	0	0	None	
Hints of a New Plague?	30	36	Quon	Kinlery	N	0	0	0	0	0	0	None	
Hints of a New Plague?	30	36	Quon	Quon	Y	280	550	1100	1700	2250	2800	None	
Hints of a New Plague?	30	37	Quon	Phin Odels	N	360	700	1400	2150	2850	3550	None	
CHOICE OF: 1 Deathkull Robes or 1 Lightning Luggings													
Hints of a New Plague?	30	37	Kinlery	Quon	Y	290	575	1150	1700	2300	2850	None	
Humber's Sword	26	30	Deathguard Humbert	Deathguard Humbert	N	310	600	1200	1850	2450	3050	None	
CHOICE OF: 1 Robbed Bracelate or 1 Mercenary Luggings													
In the Name of the Light	34	40	Raleigh the Devout	Raleigh the Devout	N	470	950	1900	2800	3750	4700	None	
CHOICE OF: 1 Sword of Severity or 1 Bevelizer or 1 Black Menace or 1 Orb of Larcas													
Infiltration	29	34	Krak	Krak	Y	270	550	1100	1600	2150	2700	10	10
Lord Alden Penarable	29	40	Krak	Elys	Y	320	625	1250	1900	2500	3150	None	
Prison Break Is	30	34	Major Worden Voldglate	Major Worden Voldglate	Y	340	675	1350	2000	2700	3350	10	10
Reassignment	25	32	Lieutenant Farren Orinelle	Major Sarnoban	N	320	650	1300	1900	2550	3200	None	
Soothing Turtle Bique	28	31	Chief Jexan	Chief Jexan	N	250	500	1000	1500	2000	2500	10	10
REWARD: Recipe: Soothing Turtle Bique, 3 Soothing Turtle Bique													
Sovereigns of Death	20	25	Deathguard Samea	Deathguard Samea	N	260	500	1000	1550	2050	2550	None	
REWARD: Skull Ring													
Stone Tokens	30	32	Keeper Bel'varil	Keeper Bel'varil	N	260	500	1000	1550	2050	2550	10	10
Stormwind Hat	25	32	Lieutenant Farren Orinelle	Lieutenant Farren Orinelle	Y	200	390	775	1150	1550	1950	None	
REWARD: Fish Gutter													
Tower's Gift	29	40	Elys	Krak	N	390	775	1550	2350	3100	3900	None	
CHOICE OF: 1 Mantis Boots or 1 Pillager's Pouches													
The Crown of Will	34	39	Mellara	Mellara	Y	230	450	900	1350	1800	2250	None	
The Crown of Will	34	41	Mellara	Mellara	Y	230	450	900	1350	1800	2250	None	
The Crown of Will	34	43	Mellara	Shorlindra	N	360	725	1450	2150	2900	3600	None	
REWARD: Eternated Salmons													
The Crown of Will	34	43	Mellara	Mellara	Y	450	900	1800	2650	3550	4450	None	
The Hammer May Fall	30	32	Tallow	Drum Fel	Y	260	500	1000	1550	2050	2550	10	10
The Rescue	17	22	Krak	Krak	N	220	440	875	1300	1750	2200	None	
REWARD: Recipe: Big Beer Steak and CHOICE OF: 1 Great Vest or 1 Orich War Chain													
Time to Strike	19	20	Deathkuller Lash	High Executor Dorthello	N	80	160	310	470	625	775	10	10
WANTED: Karen Vardas	35	40	Wanted Poster (Oh)	High Executor Dorthello	N	320	625	1250	1900	2500	3150	None	
REWARD: Inferno Robe													
WANTED: Syndicate Personnel	17	22	Wanted Poster (Oh)	High Executor Dorthello	N	180	350	700	1050	1400	1750	10	10



SILVERPINE FOREST

The gloom of Silverpine is now a calming force for many of the area's residents. The Undead control this area with a loose and rotting hand, and there are only a couple of areas that are hotly contested. Over on the east, in the middle of Lordaeron Lake is a fortress where many Gnolls resist the attacks of the Forsaken. On the southern front, there are a number of Dalarans who maintain a keep from which to launch strikes against their eternal foes. Apart from these enemies, the various elements of Wollmen and disloyal Undead are dangerous forces for unwary travelers. Heroes from both the Horde and Alliance sometimes come here to battle Arugal, the lord and master of Shadowfang Keep.



LOCAL RESOURCES

MINING

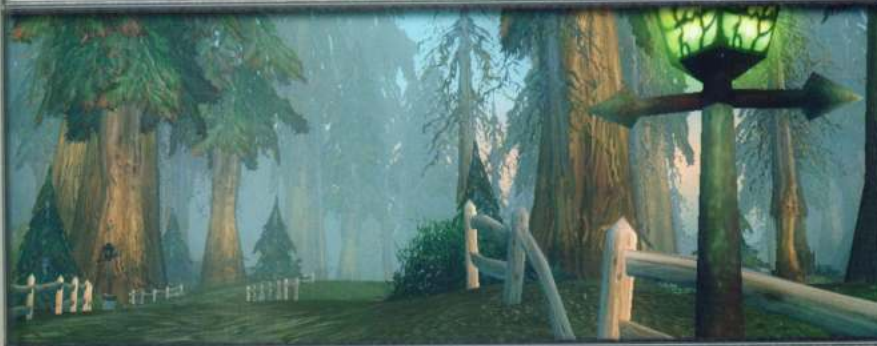
MINE	AVAILABILITY
Copper	Abundant
Iron	Moderate

HERBALISM

HERB	AVAILABILITY
Peacebloom	Abundant
Silverleaf	Abundant
Earthroot	Moderate
Mageweed	Trivial
Briarthorn	Trivial
Brackenweed	Trivial

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 10-21 (Skinning 50-105)



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

22 BEREN'S PERIL
 Dalaran Watcher 18-19
 Dalaran Wizard 18-19
 Ravenshow Drudger 19-20
 Ravenshow Guardian 20-21



QUESTS

QUEST	N LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHANCE	XP	XP	XP	XP	XP	XP	CASH REWARD
Historic's Revenge	10	20	Raleigh Anderson	Raleigh Anderson	N	140	310	625	925	1250	1550	12 00 00
DMO: Ring of Scars												
Chape For Death	9	12	Apothecary Ranferal	Master Apothecary Ranferal	Y	90	180	360	550	725	900	5 00 00
DMO: 5 Sanguin Root												
Chape For Death	9	15	Master Apothecary Ranferal	Apothecary Ranferal	Y	140	270	550	800	1100	1250	14 00 00
Chape For Death	9	18	Apothecary Ranferal	Master Apothecary Ranferal	N	210	410	825	1250	1650	2050	None
DMO: Star of Minor Fortitude, Swiftness Potion and CHOICE OF: 1 Highflow Concoction or 1 Acidproof Cloak												
Edgeland Investigations	10	16	Shadow Priest Allister	Shadow Priest Allister	Y	120	230	440	700	925	1150	8 00 00
High West Die	18	27	Dolar Downweaver	Dolar Downweaver	N	330	650	1300	2000	2650	3300	None
DMO: Seal of Sphynx												
Highly Holy	9	11	Dolar Downweaver	Dolar Downweaver	Y	90	180	350	525	700	875	None
Highly Holy	9	14	Dolar Downweaver	Dolar Downweaver	Y	100	200	390	600	775	975	6 00 00
Highly Holy	9	15	Dolar Downweaver	Dolar Downweaver	N	140	270	550	800	1100	1350	None
DMO: OF: 1 Loggitter or 1 Bonegrinding Pickle or 1 Cinder Wood												
Highly Holy	9	15	Dolar Downweaver	Dolar Downweaver	Y	110	210	420	625	850	1050	7 00 00
Island on Fern's Isle	10	24	High Excavator Hadrex	High Excavator Hadrex	N	200	390	775	1150	1550	1950	None
DMO: OF: High Robe of the Adjudicator or 1 Tolukstrike												
Island's Pearl	16	21	Shadow Priest Allister	Shadow Priest Allister	N	130	250	500	750	1000	1250	None
DMO: Word of Deceit												
Island's Conspire	10	14	Shadow Priest Allister	Doloren Crute (Obj)	Y	100	200	390	600	775	975	None
Island's Intentions	10	14	Dolar Downweaver	Shadow Priest Allister	Y	10	20	40	60	80	100	None
Island's Intentions	10	14	Shadow Priest Allister	Dolar Downweaver	Y	10	20	40	60	80	100	None
Island's Intentions	18	25	High Excavator Hadrex	Deathstalker Vincent	N	200	400	800	1200	1600	2000	18 00 00
DMO: Chubby Merle												
Island's Intentions	10	11	Deathstalker Erland	Rane Yorick	Y	90	180	350	525	700	875	None
Island's Intentions												
DMO: Deathstalker Shortward												
Island's Intentions	10	12	Rane Yorick	Rane Yorick	N	70	140	270	410	550	675	3 00 50
DMO: OF: 1 Quilted Brocade or 1 Weathered Belt												
Island's Intentions	19	20	Apothecary Ranferal	Apothecary Lyden	N	120	230	460	700	925	1150	9 00 00
Island's Intentions	10	12	High Excavator Hadrex	Rane Yorick	Y	25	45	90	140	180	230	None
Island's Intentions	10	14	Doloren Crute (Obj)	Shadow Priest Allister	Y	75	150	300	440	600	750	5 00 00
Island's Intentions	9	10	Dolar Downweaver	Dolar Downweaver	Y	85	170	340	500	675	850	3 00 50
Island's Intentions	12	15	Deathstalker Fourlein	Deathstalker Fourlein	N	140	270	550	800	1100	1350	14 00 00
DMO: OF: 1 Faerie's Shield or 1 Stretched Leather Trousers or 1 Mystic Shawl												
Island's Intentions	10	16	Magistrate Severn	Raleigh Anderson	Y	60	120	230	350	440	575	None
Island's Intentions	10	16	Apothecary Ranferal	High Excavator Hadrex	Y	60	120	230	350	440	575	None
DMO: Medium Armor Kit and CHOICE OF: 5 Course Weightstone or 5 Course Sharpening Stone												
Island's Intentions	10	11	Apothecary Ranferal	Quito Yorick	N	65	130	260	400	525	650	None
Island's Intentions	10	16	Corpse Laden Boat (Obj)	High Excavator Hadrex	Y	30	60	120	170	230	290	None
Island's Intentions	10	17	High Excavator Hadrex	Apothecary Ranferal	Y	130	250	500	750	1000	1250	9 00 00
Island's Intentions	10	17	Apothecary Ranferal	Berthor Ischard	N	30	65	130	190	250	320	None
Island's Intentions	10	12	High Excavator Hadrex	Apothecary Ranferal	Y	10	20	35	55	70	90	None
Island's Intentions	10	14	High Excavator Hadrex	High Excavator Hadrex	Y	100	200	390	600	775	975	6 00 00
DMO: Rejuvenation Root												
Island's Intentions	10	11	Rane Yorick	High Excavator Hadrex	Y	45	90	180	260	350	440	2 00 00
Island's Intentions	10	16	High Excavator Hadrex	Corpse Laden Boat (Obj)	Y	90	180	350	525	700	875	None
Island's Intentions	10	16	High Excavator Hadrex	Magistrate Severn	Y	60	120	230	350	440	575	None
Island's Intentions	12	18	Shadow Priest Allister	Dusty Shell (Obj)	Y	70	140	270	410	550	675	5 00 00
Island's Intentions	10	22	Shadow Priest Allister	Shadow Priest Allister	N	180	350	700	1050	1400	1750	None
DMO: OF: 1 Carusian Rod or 1 Camouflaged Tunic												
Island's Intentions	10	16	Berthor Ischard	Apothecary Ranferal	Y	30	60	120	170	230	290	None
DMO: Berthor's Potion												
Island's Intentions	12	18	Dusty Shell (Obj)	Berthor Ischard	N	170	340	675	1000	1350	1700	None
DMO: OF: 1 Sharped Trousers or 1 Rugged Mail Glove or 1 Serrated Knife												
Island's Intentions	10	11	Rane Yorick	Apothecary Ranferal	Y	45	90	180	260	350	440	None
DMO: Recipe: Discolored Healing Potion, Discolored Healing Potion												

HOW TO

AZEROTH

KHAZ MODAN

LODARON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



LORDAERON

THE HINTERLANDS

In the far northeast is a land that is almost forgotten by those who fight for survival throughout the Eastern Kingdoms. The Hinterlands is an expanse of pine trees and valleys where Wolves, Owlbeasts, and even Dragonkin live. On the southern ridge are many outposts of Trolls, all powerful and very much steeped in a bloody philosophy that even divides them from the Horde Trolls. Along the northwest end are Dwarves and Elves who also live on their own, apart from the aid or interference of the Alliance. Hunting up in Hinterlands is usually safe and quiet, making it a place beloved by crafters throughout the world.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Iron	Trivial
Mithril	Abundant

HERBALISM

HERB	AVAILABILITY
Goldthorn	Moderate
Khodgar's Whiskers	Moderate
Songgrass	Abundant

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 40-49 (Skinning 200-245)



1 AERIE PEAK
Fabled W
Killum Bo
Wildmane
Mangy Sil
Razorbak
Trained Ra

2 HIRI'WATH
Witherback
Witherback

3 OUTL'D
Highvale M
Highvale O
Highvale R
Highvale S

QUEST

Conan's Master G
Grim Message
Serpent Master
Journal of the P
CHOICE OF: 1 R
Nokum's Madell
Rescue GIX-09/W
CHOICE OF: 1 G
Return to Fel Z
Return to the H
Rhapsody's Shindig
Rhapsody's Kale
Rhapsody's Tale
Rin's is trapped!
Rin's Secret
Spring Shorpb
CHOICE OF: 1 G
Skull Rock Clea
Summoning Sho
Thadus Grimshe
The Abse of Zul
The Ancient Egg
The Divination
Trail Necklora Bo
Trail Necklora Bo
Undersung Vaso
Venom Barrels
Venom to the Und
CHOICE OF: 1 R
Witherback Cope

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MAP LEGEND

LORE PEAR
Viald Wilhammer 50
Viald Recluteg 50 Stable Master
Wilhammer Sentry 35
Raggs Silvermane 41-42
Fistback Gryphon 45
Tand Razzbrack 40-41

LORE WATHA
Vilback Hiderkasser 42-43
Vilback Vessmlood 43

LORE TANI LODGE
Vilback Blackman 45-46
Vilback Outrigger 42-44
Vilback Ranger 46-47
Vilback Scout 44-45

4 AGOL'WATHA
Carolan Draggensman 48-49
Green Sludge 48-47
Jade Ooze 48
Primitive Owlbeast 44

5 SKULK ROCK
Green Sludge 48-47
Jade Ooze 47-48
Savage Owlbeast 48-47

6 SERADANE

7 JINTNA'ALOR
Silvermane Staffer 47-48
Vilback Warrior 46 Elite
Vilback Witch Doctor 46-47 Elite

8 SHAO'WATHA
Silvermane Staffer 47-48

9 THE TEMPLE OF ZUL
Master's Gya The Keeper 50 Elite
Giga The Keeper 52 Elite Quest Target
Vilback Sentry 47
Vilback Axe Thrower 48
Vilback Sculper 47
Vilback Wolf Pup 46-47

10 VALORWIND LAKE
Primitive Owlbeast 44-45
Razzbrack Gryphon 45
Silvermane Howler 46

11 THE CREEPING RUIN
Green Sludge 48-47
Jade Ooze 48

12 SHADRA'ALOR
Atal'ai Exile 45 Quest
Vilback Broadguard 44-45
Vilback Caller 45-46
Vilback Soldier 44-45

13 THE OVERLOOK CLIFFS
Gummuth 48 Elite Quest Target
Salwater Snapper 49-50



QUESTS

QUEST	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHALLENGE	XP	XP	XP	XP	XP	XP	CASH REWARD
Local Master Gadrin	40	45	Apothecary Lydon	Master Gadrin	Y	290	575	1150	1750	2300	2900	None
Life Message	35	42	Wimbaya	Wimbaya	N	350	700	1400	2050	2750	3450	5500 00
Gryphon Master Tolonox	38	43	Falstad Wilhammer	Gryphon Master Tolonox	Y	90	180	360	525	700	900	None
Search for the Prophet	38	53	Atal'ai Exile	Atal'ai Exile	N	650	1300	2600	3950	5250	6550	None
100% XP: 1 Razzbrack Luggage or 1 Helm of Exile												
Ward's Boudoir	40	47	Thadus Grimschade	Thadus Grimschade	Y	525	1050	2100	3150	4200	5250	7500 00
Ward's Boudoir (2)	43	48	Ward's Boudoir (2)	Oglarharpe Obelisk	N	550	1100	2200	3300	4400	5500	None
100% XP: 1 Gummuth Investor Booth or 1 Gummuth Water Sinking Device												
Ward's Boudoir (3)	38	44	Atal'ai Exile	Atal'ai Exile	Y	380	760	1520	2280	3040	3750	None
Ward's Boudoir (4)	40	47	Thadus Grimschade	Gryphon Master Tolonox	Y	210	420	840	1260	1700	2100	None
Ward's Boudoir (5)	38	43	Gryphon Master Tolonox	Rhaphody Skindigger	Y	180	360	720	1080	1440	1800	None
Ward's Boudoir (6)	38	43	Rhaphody Skindigger	Rhaphody Skindigger	N	360	720	1440	2160	2880	3600	None
Ward's Boudoir (7)	38	43	Rhaphody Skindigger	Brahma Cuckoo	Y	270	540	1080	1620	2160	2700	None
Ward's Boudoir (8)	42	47	Rin's Secret	Rin's Secret (Obj)	Y	420	840	1680	2520	3360	4200	None
Ward's Boudoir (9)	42	47	Rin's Secret (Obj)	Oran Snakeworm	N	210	420	840	1260	1700	2100	None
Ward's Boudoir (10)	40	53	Gryphon Master Tolonox	Gryphon Master Tolonox	N	800	1600	3200	4800	6400	7900	2000 40 00
100% XP: 1 Gryphon Rider's Stormhammer or 1 Gryphon Rider's Luggage												
Ward's Boudoir (11)	40	48	Fragger Thunderbolt	Fragger Thunderbolt	N	440	880	1760	2640	3520	4400	5000 00
Ward's Boudoir (12)	40	50	Master Gadrin	Apothecary Lydon	N	700	1400	2800	4200	5600	7000	None
Ward's Boudoir (13)	40	47	Gryphon Master Tolonox	Thadus Grimschade	Y	210	420	840	1260	1700	2100	None
Ward's Boudoir (14)	40	48	Gryphon Master Tolonox	Gryphon Master Tolonox	Y	440	880	1760	2640	3520	4400	None
Ward's Boudoir (15)	40	50	Yak King	Yak King	Y	600	1200	2400	3600	4800	5900	None
Ward's Boudoir (16)	40	47	Thadus Grimschade	Thadus Grimschade	Y	110	220	440	660	880	1090	None
Ward's Boudoir (17)	40	45	Fragger Thunderbolt	Fragger Thunderbolt	N	40	80	160	240	320	390	None
Ward's Boudoir (18)	40	45	Fragger Thunderbolt	Fragger Thunderbolt	N	390	775	1550	2325	3100	3900	6500 00
Ward's Boudoir (19)	40	45	Apothecary Lydon	Apothecary Lydon	Y	390	775	1550	2325	3100	3900	None
Ward's Boudoir (20)	40	43	Ward's Boudoir (Obj)	Apothecary Lydon	Y	360	720	1440	2160	2880	3600	None
Ward's Boudoir (21)	40	55	Apothecary Lydon	Master Apothecary Farnell	N	850	1700	3400	5100	6800	8450	2000 50 00
100% XP: 1 Razzbrack Investments or 1 Razzbrack Chests or 1 Razzbrack Battle												
Ward's Boudoir (22)	40	45	Gryphon Master Tolonox	Gryphon Master Tolonox	Y	290	575	1150	1750	2300	2900	None

HOW TO

AZEROTH

KNAZ MODAN

LODARION

NORTHERN

KALIMOD

SOUTHERN

KALIMOD



LORDAERON

TIRISFAL GLADES

Tirisfal Glades has seen the ravages of plague and the Scourge. The once vibrant villages and grand city of Lordaeron lie in ruins. Remnants of the Scourge still roam the land and the Undead who have awakened of their own free will are hunted by the Scarlet Crusade. Murlocs infect the northern shore and Rothide Gnolls have been seen taking over a farmstead just south of Brill. It is a land in constant turmoil.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Copper	Abundant

HERBALISM

HERB	AVAILABILITY
Peacebloom	Abundant
Silverleaf	Abundant
Earthroot	Common

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 1-10 (Skinning 1-50)



- 1 DEATHKNELL
Underdark
Excavator A
Deathgarden
Duskshot 1
Young Scar
Windchill 2
Mindless 2
Rattlesnake
Mangy De
Rugged-S
Scarlet Cr
Mavin Kar
Calvin Mar
- 2 NIGHT WY
Young Wyl
Night Wyl
- 3 SOULDEN
Deathgarden
Greater De
Droopit De
Tirisfal Pa
Tirisfal Pa
Scarlet W
- 4 NIGHTMAR
Droopit H
Greater De
Carrot De
Scarlet Ze
Scarlet M
Captain P

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HOW TO
AZEROH
KHAZ MODAN
LORDAERON
NORTHERN
KALIMDOR
SOUTHERN
KALIMDOR

MAP LEGEND

13 DAWNELL

Indurakar Mardo 5 Quest
Locusteer Aeron 5 Quest
Darkguard Seltale 75 Quest
Junkies 1-2
Hung Scavenger 1-2
Washed Zandale 1-2
Raiders Zandale 1-2
Rathgore Skulthorn 2-3
Ramp Zandale 3-4
Rugged Scavenger 2-3
Scarlet Convert 3
Risks Ranged 5
Cabin Mantagon 5 Quest

14 NIGHT WIND'S MOWLOW

High Night Wind Spider 2-3
High Wind Spider 3-4

15 FOLDEN FARMSTEAD

Darkguard Steamer 23 Quest
Deathguard 6-7
Deathguard Canyon 5-6
Stable Freshblood 5-6
Stable Farmer 7
Scarlet Warrior 6-7

16 KITCHEN VALLE

Deathguard 5-6
Deathguard 6-7
Scarlet Zandale 7-8
Scarlet Zandale 8-9
Scarlet Zandale 9-10
Captain Parishes 7

5 STILLWATER POND

Deathguard Darkhound 5-6
Scarlet Darkhound 7-8
Greater Darkhound 6-7
Rattling Dead 5-6
Revenge Corpse 6-7

6 AGAMAND HILLS

Scarlet Darkhound 7-8
Rattling Soldier 6-7
Lost Seal 6
Devil's Agamand 9
Darkness Center 7-8
Cracked Skull Soldier 8-9
Nives Agamand 10
Thornless Agamand 10
Granger Agamand 10
Rattling Ancestor 10-11
Wailing Ancestor 9-11

7 COLD HEARTH MANOR

Bowen Bribal 24 Journeyman Teller
Revenge Corpse 6-7
Rattling Dead 5-6
Vampiric Darkhound 6-9
Scarlet Darkhound 7-8
Greater Darkhound 6-7

8 BRILL

Deathguard Dillinger 22 Quest
Junior Apothecary Holland 20 Quest
Furax 5 Reproductive Herbalist
Margous 30 Stable Master
Zachariah Post 30 Undead Horse Merchant
Vehno Warman 30 Undead Horse Riding Instructor
Excecutor Zyggand 14 Quest
Eliza Cullen 12 Leather Armor Merchant

Abigael Shield 9 Trade Supplies
Mrs. Winters 10 General Supplies
Selma Weston 12 Alchemy & Herbalism Supplies

9 GARREN'S HAUNT

Rat Hole Gosh 6-7
Rat Hole Graveyard 6-7
Rat Hole Mound 7-8
Maggot Eye 10

10 RUINS OF LORDAERON

11 UNDERCITY

12 BRIGHTWATER LAKE
Clyde Kellen 16 Fisherman
Scarlet Darkhound 7-8
Vampiric Darkhound 8-9

13 BALINIR FARMSTEAD

Scarlet Darkhound 7-8
Vampiric Bat 8-9
Blooding Horse 9-11
Wandering Spirit 10-11

14 THE BULWARK

Argent Quartermaster Hasome 58 Quest
Argent Officer Garuch 60 Quest
High Executor Derrington 61 Quest
Apothecary Others 58 Quest
Shadow Priestess Vundis 60 Quest
Alexi Borev 60 Quest

15 CRUSADER OUTPOST

Scarlet Zandale 8-9
Scarlet Zandale 9-10
Captain Yachow 11

16 VENOMWEB VALLE

Vampiric Darkhound 8-9
Revenge Darkhound 9-10
Vicious Nightweb Spider 9-10

17 FAGE'S BEST

Revenge Darkhound 9-10

18 WHISPERING GARDENS-ENTRANCE TO SCARLET MONASTERY INSTANCE

Scarlet Scout 29-30+
Scarlet Magician 29-30+
Scarlet Preserver 29-30+

19 SCARLET WATCH POST

Scarlet Friar 9-10
Scarlet Vanguard 10-11
Scarlet Bodyguard 10-11
Scarlet Magphys 10-11
Captain Malruke 12

20 ZEPHYRUS TO OGRIMMAR AND GROM'GOL-OUTPOST

Deathguard Linnea 22 Quest
Shelene Khabart 23 Journeyman Leatherworker
Rand Khabart 13 Skinner
Martine Bramblay 15 Fiddling Supplies

21 NORTH COAST

Vile Fin Minor Oracle 9-9
Vile Fin Padlockjumper 7-8
Vile Fin Blacksmith 9-10

22 GUNTHER'S RETRIKAT

Genther Arcanes 53 Quest
Shambaling Horse 7-8
Hanging Dead 7-8
Genther's Mission 7-8

LOC
MINI



LORDAERON

THE WESTERN PLAGUELANDS

Above the Alterac Mountains is the entrance to the Western Plaguelands. Tainted beasts, vicious Humans from the Scarlet Crusade, and a number of Scourge Undead live there. Cauldrons of bubbling liquids are guarded by the mindless dead. The Horde and the Alliance, so seldom to agree on matters, are both at war with the dangers posed by the Scourge, and this is the frontline of that battle. To the east is Darrowmere Lake, where Scholomance sits quietly in a deserted town. Walk here not, lest your group face trials of epic and deadly proportions.



LOCAL RESOURCES

MINING: NONE

HERBS: NONE

SKINNING

Quantity of Skinnable Creatures: Trivial
Levels of Skinnable Creatures: 51-54 (Skinning 255-270)



HOW TO

AZEROTH

ENAZ NODAN

LORDAERON

NORTHERN

KALIMDOR

SOUTHERN

KALIMDOR

1 THE BULWARK Corvian Vulture 52-53 Diamond Black Bears 51-52 Vexum Mist Larkens 51-52 2 FELSSTONE FIELDS Scarlet Hunter 52-54 Scarlet Leaker 52-54 Scarlet Mole 52-54 Skakled Player 50-52 Skakled Torser 50-52 Sheering Ghoul 50-52 3 DALSON'S TEARS Highest Zenbia 52-54 Corvian Lark 53-54 Diamond Wolf 53-54 Battering Cadaver 52-54 Skakled Torser 52-54 4 NORTHDRIDGE LUMBER Corvian Lark 50-57 Scarlet Knight 54-56 Scarlet Landwyrlch 54-56	5 SCARTHEGLIN Furrowed Jervis 47 Elite High Proteasus Lark 61 Elite Scarlet Paladist 55-56 Elite Scarlet Priest 56-57 Elite Scarlet Sentinel 55-56 Elite Scarlet Worker 55-57 Elite 6 SCARLET TOWER High Claret 63 Elite Scarlet Weaver 56-57 Scarlet Knight 55-55 Scarlet Mage 55-56 Scarlet Spellbinder 57-58 7 THE WEEPING CAVE Draying Horror 55-56 Drowning Ogre 55-56 Scarlet Lark 54-55 Battering Behemoth 55-56 Vile Slime 54-55	8 GAMHORN'S WITHERING Hanging Wrath 54-58 Plague Larkens 54-55 Tearing Vision 54-58 Widing Death 54-58 9 THE WRITHING HAUNT Felid Zenbia 55-56 Freezing Ghoul 55-56 Plague Lark 54-55 Battering Ghoul 55-56 10 RUINS OF ANDERHOL Cold Wrath 54-56 Elite Desecrpt Guardian 56-57 Elite Flesh Golem 56-57 Elite Screaming Hunt 54-56 Elite Tearing Ghoul 54-56 Elite Skakled Analyte 54-56 Elite Skakled Executioner 55-56 Elite Skakled Warlord 55-56 Elite Soulless Ghoul 54-56 Elite	11 SORROW HILL Skakled Players 50-51 Slewing Ghoul 50-51 12 OTHER'S TOMB High Priest The'Vain 65 13 SORROW HILL (CRYPT) Lord Maldezzor Skakled Players 50-51 Skakled Sorcerer 51-52 Slewing Ghoul 50-51 14 DARRROWME LAKES 15 CAER DARROW 16 ENTRANCE TO SCHOLOMANC WORLD DOME
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QUEST	M-LEVEL	Q-LEVEL	QUEST LAUNCHER	QUEST FINISHER	CHIEFT	XP---	XP---	XP---	XP---	XP---	XP---	XP---	COST (GOLD)
A Call to Arms: The Pioushensel	50	50	Warrior's Garbush	High Executor Derrington	Y	45	95	190	280	380	470	None	
A Call to Arms: The Pioushensel	50	50	Herbivore Bulfinchad	High Executor Derrington	Y	45	95	190	280	380	470	None	
A Call to Arms: The Pioushensel	50	50	Bluff Runner Windwider	High Executor Derrington	Y	45	95	190	280	380	470	None	
A Matter of Time	53	56	Chronie	Chronie	N	575	1150	2300	3500	4650	5800	None	
CHOICE OF: 1 Orchid Amice or 1 Gold Link Belt													
A Pious Upon Thee	48	55	Mathiasel Damsel	Mathiasel Damsel	N	575	1150	2250	3400	4500	5650	1100	
A Pious Upon Thee	48	55	Mathiasel Damsel	Mathiasel Damsel	Y	575	1150	2250	3400	4500	5650	None	
All Along the Watchtowers	50	56	Commander Ashban Valorist	Commander Ashban Valorist	N	575	1150	2300	3500	4650	5800	1100	
All Along the Watchtowers	50	56	High Executor Derrington	High Executor Derrington	N	575	1150	2300	3500	4650	5800	1100	
Arce's Scorch	55	60	Alchemist Arshington	Alchemist Arshington	N	500	1000	2000	2950	3950	4950	None	
Arce's Scorch	55	60	Apothecary Dithers	Apothecary Dithers	N	500	1000	2000	2950	3950	4950	None	
Argent Down Commission	50	55	Argent Officer Parahurst	Argent Officer Parahurst	N	55	110	220	340	450	550	None	
REWARD: Argent Down Commission													
Argent Down Commission	50	55	Argent Officer Garush	Argent Officer Garush	N	55	110	220	340	450	550	None	
REWARD: Argent Down Commission													
Better Late Than Never	50	52	Janice Felstone	Janice's Parcel (Obj)	N	260	500	1000	1550	2050	2550	None	
Better Late Than Never	50	52	Janice's Parcel (Obj)	Royal Factor Betherlur	Y	260	500	1000	1550	2050	2550	None	
Better Late Than Never	50	52	Janice's Parcel (Obj)	Royal Overseer Emhoush	Y	260	500	1000	1550	2050	2550	None	
Blood Tinged Skies	52	56	Tirion Fordring	Tirion Fordring	N	575	1150	2300	3500	4650	5800	None	
Blood Tinged Skies	52	56	Tirion Fordring	Tirion Fordring	Y	575	1150	2300	3500	4650	5800	None	
Broochplate of the Chromatic Flight	57	62	Catalogue of the Wayward (Obj)	Jacobi	N	1050	2100	4200	6350	8450	10550	None	
REWARD: Broochplate of the Chromatic Flight													
Carrian Grubbage	52	56	Tirion Fordring	Tirion Fordring	N	575	1150	2300	3500	4650	5800	None	
Carrian Grubbage	52	56	Lord Tirion Fordring	Tirion Fordring	N	575	1150	2300	3500	4650	5800	None	
Catalogue of the Wayward	57	62	Jacobi	Catalogue of the Wayward (Obj)	N	70	140	280	420	550	700	None	
Clear the Way	50	52	Commander Ashban Valorist	Commander Ashban Valorist	N	500	1000	2050	3050	4100	5100	7500	
Corruptor's Scourgestones	50	55	Argent Officer Parahurst	Argent Officer Parahurst	N	55	110	220	340	450	550	None	
REWARD: Argent Down Valor Taken													
Corruptor's Scourgestones	50	55	Argent Officer Garush	Argent Officer Garush	N	55	110	220	340	450	550	None	
REWARD: Argent Down Valor Taken													
Counting Out Time	53	56	Chronie	Chronie	N	575	1150	2300	3500	4650	5800	None	
REWARD: Attuned Dampener													
Counting Out Time	53	56	Chronie	Chronie	N	60	120	240	360	480	575	None	
REWARD: Attuned Dampener													
Daksh's Tears Cauldron	50	55	Scourge Cauldron (Obj)	Scourge Cauldron (Obj)									

Good Luck Charm
Jennifer's Scourges
REWARD: Argent D
Invader's Scourges
REWARD: Argent D
Jugglotes of the Ch
CHOICE OF: 1 Lugg
Lucked Away
REWARD: Fernan B
Lucked Away
Meinen's Scourges
REWARD: Argent D
Meinen's Scourges
REWARD: Argent D
Meinen Accomplish
REWARD: Heroric C
Meinen Accomplish
REWARD: Heroric C
Mold Rhythms With
Mold Rhythms With
Mrs. Dalton's Diary
Return to Chiffwind
Return to Chiffwind
Return to Chiffwind
Return to Chiffwind
Return to the Bulwer
Return to the Bulwer
Return to the Bulwer
Return to the Bulwer
Scarier Diversions
Scholence
Skeletel Fragments
Skeletel Fragments
Skelosand Keepers
Target: Dalton's T
Target: Dalton's T
Target: Dalton's T
Target: Feltone F
Target: Feltone F
Target: Feltone F
Target: Fernan's V
Target: Gohrnan's V
Target: Gohrnan's V
Target: Gohrnan's V
Target: Whitting H
Target: Whitting H
The Dying, Rio Fra
The Human, Rio Fra
The Key to Scholen
REWARD: Skeleton
The Last Barrow
REWARD: Barrow P
The Last Barrow
REWARD: Barrow P
The Scourge Colored
The Scourge Colored
The Wildlife Sufferer
The Wildlife Sufferer
Two Halves Become
REWARD: Feltone F
Undefined Business
Undefined Business
Undefined Business
Villains of Darrowed
Wrath of the Blue H
Writhing Naan

HOW TO
AZEROTH
KHAZ MODAN
LORDAERON
NORTHERN
KALIMDOR
SOUTHERN
KALIMDOR

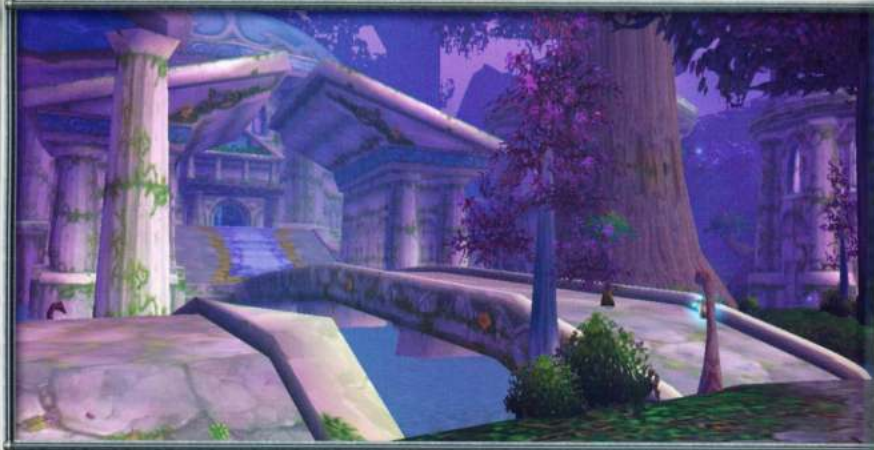


NORTHERN
KALIMDOR

DARNASSUS



The Night Elves have lost much, but they have not lost their hope! Darnassus is the rallying point where the Elves meet to plan their healing and restoration of the land. Locked away from many battles, safe on Teldrassil, this is an ideal place for quiet meditation and reflection. Even visitors feel safe under the boughs of the ancient trees, many of whom are wise and powerful, sworn to protect the Night Elven people. With all this to speak for the city's safety, there are still Druks who fear that the taint left by the Burning Legion could affect the forest and its creatures even in Teldrassil.



THE TEMPLE

1 TELEPORTER
Teleporter to:
Sarin Starlight
Sister Aquilon

2 BANK

Bankers 35
Darnassus 56

3 OUTSIDE

Chief Archon
Darnassus 56

4 INSIDE TEMPLE

Asriel Stars
Ellen Darnassus
Grisina Spirit
Jambin 30 P
Laurie 40 P
Princess A
Princess A
Sentinel Darnassus
Tyande White
Wing 15

CENARION

5 CENTRAL PATH
Cidder 55 P
Darnassus P
Dandy 35 P
Jortum 35 P
Leland 35 P
Rellian Green

6 SHADY TREE

Bulcher 50 P
Brian Shodas
Fualys 35 P
Kyal 30 P
Syron 40 P

QU

QUEST

A Call to Arms: The
Joining Arch Druid
Gala Before the Stars
CHOICE OF: 1 Oblivion
Game of the Ancients
In Search of Thendral
March of the Silted
Marrograin Rescues
REWARD: Cenarion G
Marrograin Rescues
REWARD: 20 P
Marrograin to Ther
REWARD: Cenarion G
Seth's Sacrifice
CHOICE OF: 1 Lane P
Tears of the Moon
The Temple of the Moon
Druks in Darkhous
Twilight Falls
REWARD: Mithras R
The Green Soil



NORTHERN
KALIMDOR

ORGRIMMAR



Orgrimmar never lacked for wood, stone, or defenders. Orcs understand the importance of a strong presentation, and Orgrimmar makes anyone think twice before causing problems near its walls. At the far end of this city, Thrall holds court, ever trying to promote unity between the many tribes of the Horde. Frustrated by internal conflicts, setbacks with the Alliance, and the tenuous "friendship" with the Forsaken, the Orcish leaders have much on their minds. One pressing concern is the rise in cults, especially those sworn to demonic magics. Orcs are well versed in the horrors of demons and their power of mortal beings; any who brook with the occult are a great risk to the Horde.



ORGRIMMAR

1 ENTRANCE
Orgrimmar

VALLEY OF WISDOM

2 ORGRIMMAR
Trick'gen 20
Shinoro 30

3 HORDE EM

Ultras Cl
Goryl 30

4 PASSAGE T

Orgrimmar
Horlus 30

5 SPIRITFUR

Horlus 30

6 THE SKYT

Orgrimmar
Dores 55

7 BOOMSTIC

Kaja 30 G

8 ORGRIMMAR

Auctioneer

9 INN

Inkeeper
Gamen 12

Zoso 14

Gema 12

Goryl 30

Burkney 30

Kerish 12

Serok 25

10 SORAM'S

Sena 20 M

Margum 30

Offonus 30

11 BANK OF

Bankers 35

Mailbox

12 THE SHAT

Ultras 30

13 THE CHOP

Olvia 50 M

14 OFFICER'S

ZANKAJA

16 STRANGLE

Shun'i 35



HOW TO
AZEROOTH
KHAZ MODAN
LORDAERON
NORTHERN
KALIMODOR
SOUTHERN
KALIMODOR



MAP LEGEND

OGGRIMMAR ENTRANCE
10 FRANKS
Dugma Grunts 75

VALLEY OF STRENGTH
10 OGGRIMMAR GENERAL STORE
Yak'gon 30 General Goods Merchant
Uvare 30 General Trade Goods Merchant

10 HORN DRESS
Uvare Outfitter 45 Guild Master
Geyl 30 Tailor Vendor

10 PASSAGE TO VALLEY OF SPIRITS
Dugma Grunt 75

10 PHOTURY REAGENTS
Hether 30 Reagents Vendor

10 THE SKYTOWER
Dugma Grunt 75
Jana 55 Elite Wind Rider Master

10 STOCKPORT IMPORTS
Nap 30 Gems and Ammo Merchant

10 OGGRIMMAR AUCTION HOUSE
Auctioneers 50

10 IN
Inkeeper Gryshka 30 Innkeeper
Jana 12
Jana 14
Jana 12
Jana 16 11
Jana 16 13
Jana 12
Jana 12

10 KAKAR'S LEATHER AND STEEL ARMORY
Jana 30 Mail Merchant
Beyan 30 Leather Armor Merchant
Hana 30 Light Armor Merchant

10 NAME OF OGGRIMMAR
Jana 25-40
Hana

10 THE SHATTERED AXE
Jana 30 Weapon Merchant

10 THE OPHIOUSE
Jana 30 Meat Vendor

10 HINGER'S QUARTERS

10 KHAJA 15 QUEST

10 STRAIGHTSHORN IMPORTED FRUITS
Jana 35 Fruit Vendor

VALLEY OF SPIRITS
17 DARKBRIAR LODGE
Baya 50 Mage Trainer
Uthel'way 40 Mage Trainer
Daina 40 Mage Trainer
Peylende 40 Mage Trainer
Thael 45 Portal Trainer

18 SPIRIT LODGE
With Doctor Muu'ri 55
U'rya 40 Priest Trainer

18A Xar'tish 30 Smoke Vendor (wonders)

19 SURVIVAL OF THE FITTEST
Arnak 35 First Aid Trainer

20 SKYFURY STAVES
Arnak'nae 30 Staff Merchant

20A Keldran 38 Quest

VALLEY OF WISDOM
21 THRALL'S FORTRESS- GROMMASH HOLD
Ogylmar Grunt 75
Zar Loustree 45 Elder Fan Seer Quest
Grukar 50 Shaman Trainer
Kandris Dreamseeker 60 Shaman Trainer
Seam Firewarder 15 Quest
Sien'tsu 40 Shaman Trainer
Elthagg 20
Vor'jin 60 Elite
Thrall 63 Warlock
Nazgrol 65 Advisor to Thrall Quest

22 ASOKAN'S MARKET
Asoran 30 General Goods
Magelens 30 Reagents Vendor

THE DRAG
23 Wierdaler Gerlach 3 (Wonders)

24 GODAN'S RUNEWORX
Kilhas 35 Enchanting Supplies
Guden 35 Expert Enchanter
Jhag 25 Journeyman Enchanter

25 YELMAK'S ALCHEMY AND POTIONS
Kar'gold 30 Alchemy Supplies
Wheat 23 Journeyman Alchemist
Yelmak 35 Expert Alchemist
Jec'rimon 50 Quest

26 DROFFERS AND SONS SALVAGE
Dus Droffers 45 Droffers and Sons Salvage Quest
Mahan Droffers 40 Droffers and Sons Salvage Quest

27 KODOWIDE LEATHERWORKERS
Karakul 35 Expert Leatherworker
Honder 30 Cloth and Leather Merchant
Therud 35 Skinning Trainer
Tamor 30 Leatherworking Supplies

28 MAGAR'S CLOTH GOODS
Snag 24 Journeyman Tailor
Mager 35 Expert Tailor
Kamert 26 Journeyman Leatherworker
Kur'ghan 30 Cloth and Leather Armor Merchant
Barya 30 Tailoring Supplies

29 GOTHRI'S TRAVELING GEAR
Gothi 30 Bag Vendor

30 BORSTANS FIREPIT
Zorjio 35 Cooking Trainer
Burston 30 Meat Vendor
Ken'tu 30 Cooking Supplier

31 JANDI'S ARBORIUM
Zraf'aya 30 Herbalism Supplier
Jandi 35 Herbalism Trainer

THE CLEFT OF SHADOW
32 Neeru Fireblade 37 Quest

33 RAGEFIRE CHASM 13- INSTANCE DUNGEON

34 DARK EARTH FUNGUS AND MUSHROOMS
Kar'jes 30 Mushroom Vendor

35 Kar'ghan Quest

36 DARKFIRE ENCLAVE
Mikret 50 Warlock Trainer
Zevrost 50 Warlock Trainer
Gens'ral Bloodeyes 40 Quest
Grol'dar 50 Warlock Trainer
Kargul 45 Demon Trainer
Seccolus 45 Kargul's Mission
Cezal 40 Quest

37 SHADOWDEEP REAGENTS
Hagrus 30 Reagents Vendor

38 IRONWOOD STAVES AND WANDS
Morgus 30 Staff Merchant
Katis 30 Wand Merchant

39 REKKUL'S POISONS
Rekkul 30 Poison Vendor
Gest 40 Reagent Trainer

40 SHADOWSWIFT BROTHERHOOD
Sheethel 60 Rogue Trainer
Theruk 20 Quest
Zando'zan 35 Quest
Ornak 50 Rogue Trainer

41 THE SLOW BLADE
Kareth 30 Blade Merchant

THE VALLEY OF HONOR
42 ENTRANCE TO THE VALLEY OF HONOR
Ogylmar Grunt 75

43 KIRO'S HARNESSES
Kiro 30 War Harness Maker

44 OGGRIMMAR BOWYER
Jin'sara 30 Bow Merchant

45 HALL OF THE BRAVE
Sarak 50 Warrior Trainer
Grezz Razorlist 60 Warrior Trainer
Sayor 50 Elite Weapon Master
Griming Dog 48 Elite
Zaf'mok 40 Warrior Trainer

46 RED CANYON MINING
Gorina 30 Mining Supplier
Makore 35 Mining Trainer

47 NOGO'S MACHINE SHOP
Savik 30 Engineering Supplies
Nagy 35 Expert Engineer
Korvik 46 Artisan Engineer
Thand 23 Journeyman Engineer

48 BLACKSMITHING
Ornak Omok 45 Quest
Khrath Maltanlist 33 Quest
Okharas Inavager 52 Artisan Smith
Ox 53 The Mithril Order Quest
Ugh'thok 25 Journeyman Blacksmith
Aturk the Anvil 50 Quest
Shayis Steelfury 60 Armor Crafter
Bargosh Carebender 51 Weaponsmith

49 THE BURNING ANVIL
Sara Steelfury 45 Artisan Blacksmith
Tund 30 Heavy Armor Merchant
Sami 30 Blacksmithing Supplier

50 ARMS OF LEGEND
Zando'zan 30 Axe Vendor
Shema 30 Blade Merchant
Gulhak 8 Two-Handed Weapons Merchant
Kolgrak Bloodaxe 60 Weapon Crafter
Koro 30 Maces and Staves Vendor

51 LUMAK'S FISHING
Lumak 35 Fishing Trainer
Shanlys 30 Fishing Supplier

52 THE RING OF VALOR
Belgram Rockmaul 35 Quest
Ogylmar Grunt 75

53 Xar'cho 30 Stable Master

54 WOLF RIDERS
Kidar 50 Wolf Riding Instructor
Ogawara Wolfrunner 45 Wolf Master
Riding Wolves 10

55 HUNTER'S HALL
Xar'tsu 40 Pet Trainer
Sien'dar 40 Hunter Trainer
Xar'Jaul 50 Hunter Trainer
Ornak Griesher 60 Hunter Trainer
Shin'tu 35

LOC
MINI
METAL
Silver
Tin
Iron



ASHENVALE

Ashenvale is a lush and vibrant area of forests, meadows and lakes. Once the home of the Night Elves, it sits with only ruins to remind adventurers of the glorious past it once had. Today Sayrs, Demons, Elementals, Centaurs and many more supernatural creatures rule this land. The Night Elves, inherently attuned to nature, have started to reclaim this land, but it will take many years before it is safe for travelers to roam freely through this land.

HOW TO

AZIROTH

KHAZ MORGAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

SOUTHERN KALIMDOR

SOUTHERN KALIMDOR

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SOUTHERN KALIMDOR



LOCAL RESOURCES

MINING

MINERAL	AVAILABILITY
Iron	Rare
Copper	Rare
Gold	Rare

HERBALISM

HERB	AVAILABILITY
Stranglekelp	Moderate
Briarthorn	Moderate

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 18-20 (Skinning 75-150)



MAP LEGEND

1 BATHRAN'S HAUNT
Forsaken Seeker 18-19
Forsaken Herbalist 18-19
Forsaken Thug 20

2 THE RUINS OF ORDO'
Dark Strand Catalyst 18-19
Imp (Minion) 18-19
Dark Strand Adept 18-19
Valdekuur Minion 18-19

3 THE ZORAM STRAND
Andruk 55 Wind Rider Master
Clattering Crawlers 19-20
Mystlock Hydra 20
Spined Crawlers 20-21
Wraithlike Succubus 18-19
Wraithlike Wavelider 18-19
Ghostpaw Runner 19-20
Wild Buck 18-19
Oozes World Drogone
Entrance to Blackfurn

3A FISHING VILLAGE
Tolun 17 Quest
Andruk 55 Elite Wind Rider Master

4 LAKE FALATHIM
Ghostpaw Runner 19-20
Mogghlin 22-23
Sahgipitri Mushwaller 20-21
Sahgipitri Oracle 20-21
Sahgipitri Puddingjumper 19-20
Wild Buck 18-19

5 MAESTRA'S POST
Feero Inland 20 Quest
Delgan the Parlier 19 Quest
Orendil Broadleaf 27 Quest
Lilidris Moonriver 42 Quest
Sentinel Omeyo 20 Quest
Wild Buck 18-19

6 THE SHRINE OF AESSINA
Ilyyano 24 Quest
Thyrill 17 Quest
Sentinel Malyris Frostshadow Quest
Llyo Darkriver Quest

7 THISTLEFLUR VILLAGE
Dul Bloodflew 25
Thistleflur Shaman 22-23
Thistleflur Avenger 22-23
Thistleflur Pathfinder 22-23

8 ASTRANAAR
Peltures Whitewomen 21 Quest
Nanter 21 Baker
Malersion 30 Stable Master
Renne Wolfman 25 Quest
Dagge 23 Renne Wolfman's Pet
Fidrus Skunkhide 28 Tools and Supplies
Malyon 19 Grower
Korre 20 Tiger
Huljo Oakheart 26 General Goods
Kinyso 30 Innkeeper
Dulvis 24 Trade Goods
Xia'ander 35 Weaponsmith
Aynidra Florshind 37 Leatherworker
Fiddrus Gueh'sheul 19 Quest
Sentinel Thyrill 23 Quest
Shindahl Leafblow 25
Dreulibis 55 Hippogriff Master
Lardon 25 Leatherworking
Ulane 25 Reagent Supplies
Tondan Lightmane 23 Leather Armor Merchant
Aynalyn 22 Clothier
Astranar Sentinel 40

9 FIRE SCAR SHRINE
Fahsipy 22-23
Burning Legionnaire 23-24

10 RUINS OF STARDUST
Shadrickster Raincaller 23-24
Shadrickster Woodchopper 23-24

11 IRIS LAKE
Shadrickster Moss Eater 21-23

12 THE HOWLING VALE
Terrorwall Flashlight 28-29
Terrorwall Shadow Weaver 29-30

13 TALONDEEP PATH
Shadrickster Stag 21-22
Acheronite Bear 21-22

14 MYSTICAL LAKE
Refused Water Elementals 23-25

15 SILVERWIND REFUGA
Harkins Buzzgiver 24 Alchemy Supplies
Shandrin 24 Trade Goods
Uthoon 26 Butcher
Doolan Ravenshield 35 Hunter Trainer
Joyle 23 Skinner Trainer
Bholdran Ravenshield 34 Bowyer
Cylonia Rootstalker 24 Herbalist
Kylama 31 Alchemist
Sentinel Valene Starstrike 25 Quest

16 GREENPAW VILLAGE
Faulswell Tecton 23-24
Faulswell Dura 23-24
Faulswell Shaman 23-24
Faulswell Warrior 23-24
Faulswell Den Watcher 23-24
Faulswell Pathfinder 23-24

17 RAYNEWOOD RETREAT
Kasper Ordanus 29
Laughing Sister 24-25
Cenarian Protector 28-29
Cenarian Violator 28-29

18 BLOODTOOTH CAMP
Ran Bloodtooth 30
Bloodtooth Guard 28-29
Ghostpaw Runner 19-20
Acheronite Bear 21-22

19 MOONWELL
Blink Dragon 28
Ghostpaw Howler 23
Withdura Vonnagittur 24

20 NIGHT RAIN
Withdura Vonnagittur 24-25
Elder Acheronite Bear 24-25
Falmack Satyr 25-26
Falmack Rogue 26-27
Falmack Felmara 27-28
Falmack Shadowstriker 26-27

21 SILVERWING OUTPOST
Acheronite Sentinel 40
Acheronite Warrior 40

22 FALLIN SKY LAKE
Shadrickster Stone Mover 25-26
Shadrickster Buck Rider 26-27
Withdura Sentinel 20-21

23 NIGHTSING WOODS
Withdura Stalker 20-21
Wersang Shadower 27
Rattling Slime 20-21
Ghostpaw Runner 19-20
Hards Shamen 28-29
Hards Great 29-30

24 THE DOR'DANIL BARROW DEN
Uthul Mouskeller 32
Rattling Slime (Outside) 21-22
Forsaken Inflictor 28-29
Forsaken Intruder 28-29
Forsaken Stalker 28-29
Forsaken Assassin 28-29
Severed Droid 28-29
Severed Drogone 29-30
Severed Rogue 29-30
Severed Slayer 29-30

25 SPLINTERTREE POST

26 MONUMENT TO GROM HILLSCREAM
Falgard 29-31
Legion Hound 29-31
Searing Infernal 29-31

27 DEMON FALL CANYON
Legion Hound 29-30
Mannore Lasher 29-30
Searing Infernal 29-30
Falgard 29-30

28 FETTER HILL

Mannore Lasher 29-30
Searing Infernal 29-30
Falgard 29-30

29 WARSONG LUMBER CAMP
Lark Foreststrider 44 Banker
Hards Great 29-30
Hards Shaman 28-29
Wersang Shadower 27-28
Hards Scout 26-27
Hards Peon 26-27

30 SATYRNAAR
Blackheart Trickster 28-28
Blackheart Shadowstriker 28-28
Blackheart Satyr 26-28
Blackheart Hellkicker 24-28

31 XAVIAN
Gothic 32
Xavian Felmara 28-30
Xavian Betrayer 28-30
Xavian Hellkicker 28-30
Xavian Rogue 28-30

32 FOREST SONG
Keyneth Stillwind 31 Quest
Giant Acheronite Bear 29-30
Withdura Bear 29-30

33 BOUGH SHADOW

QUEST

An Aggressive Defeat
REWARD: 10 Master

Answered Questions
CHOICE OF: 1 Luster

Bathran's Hair
Calling the Threat

REWARD: 2 Kestrel
Elemental Brothers

Ebene's Tor
Fallen Sky Lake

CHOICE OF: 1 Sough
Forsaken Diseases

Insane Devils
REWARD: End's Ring

Journey to Stonetide
Keyneth Stillwind

Mage Summoner
REWARD: Light of El

Mage Summoner
REWARD: Light of El

On Guard in Stonetide
On Guard in Stonetide

Orandil's Cure
Passage to Booby Bay

Prizefighting of Stonetide
Renne's Cleansing

Renne's Cleansing
Renne's Cleansing

Renne's Cleansing
Renne's Cleansing

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Renne's Cleansing
Renne's Cleansing

Renne's Cleansing
REWARD: Dural's Ring

Renne's Cleansing
Renne's Cleansing

Renne's Cleansing
REWARD: Glacial Sk

Renne's Cleansing
Rennel

REWARD: Rabes of
Satyr Slaying

Supplies to Auberdine
CHOICE OF: 1 Ever

The Ancient Statues
The Barren Part

The Branch of Cere
CHOICE OF: 1 Foe

The Caravan Road
The Carevin Family

The Howling Vale
The Ruins of Stonetide

The Scythe of Elune
The Zoram Strand

Thak to Acheronite
Volande Starwing

Volande's Effects
Wild Satyr Dryads

QUESTS

QUEST	M LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHAMP	XP	XP	XP	XP	XP++	XP+++	CASH REWARD
1. Ignorance Defense	18	24	Raene Wolfrunner	Raene Wolfrunner	N	200	390	775	1150	1550	1950	17
2. Most Gambles, 10 Miles Juice												
3. Great Desires	25	30	Jonathan Carviss	Thyn'el Bladeweaver	N	310	400	1200	1850	2450	3050	None
4. The 1st Lovers Bow or 1 Moonsword Wand	20	20	Orondil Broadleaf	Orondil Broadleaf	N	80	160	310	470	625	775	None
5. The 1st	18	25	Raene Wolfrunner	Raene Wolfrunner	N	200	400	800	1200	1600	2000	18
6. The 1st												
7. The 1st	20	24	Sentinel Velene Starstrike	Sentinel Velene Starstrike	Y	200	390	775	1150	1550	1950	None
8. The 1st	20	22	Pelurus Whitmoon	Pelurus Whitmoon	N	180	350	700	1050	1400	1750	14
9. The 1st	20	30	Pelurus Whitmoon	Pelurus Whitmoon	N	310	400	1200	1850	2450	3050	None
10. The 1st	24	29	Keyneith Silfwind	Keyneith Silfwind	N	240	470	950	1400	1900	2350	None
11. The 1st	24	32	Keyneith Silfwind	Keyneith Silfwind	N	320	450	1300	1900	2550	3200	None
12. The 1st												
13. The 1st	18	18	Faldress Gorth'Shoul	Kemper Albogarn	N	70	140	270	410	550	675	None
14. The 1st	24	29	Shindral Swiftfire	Keyneith Silfwind	N	40	120	240	350	470	600	None
15. The 1st	20	25	Sentinel Velene Starstrike	Sentinel Velene Starstrike	N	260	500	1000	1550	2050	2550	None
16. The 1st												
17. The 1st	20	25	Sentinel Velene Starstrike	Sentinel Velene Starstrike	N	260	500	1000	1550	2050	2550	None
18. The 1st	17	21	Kanki Shadowgear	Gecim Ruffizzle	Y	15	35	65	100	130	170	None
19. The 1st	17	21	Sentinel Thyn'el	Kanki Shadowgear	Y	85	170	330	500	675	825	None
20. The 1st	20	20	Orondil Broadleaf	Pelurus Whitmoon	N	200	390	775	1150	1550	1950	25
21. The 1st	25	30	Wharfmaster Dizzwig	Caravanser Ruzzgog	Y	40	120	240	370	490	600	None
22. The 1st	18	21	Shindral Swiftfire	Shindral Swiftfire	N	170	330	650	1000	1300	1650	13
23. The 1st	18	19	Raene Wolfrunner	Tercat's Carpa	Y	150	290	575	875	1150	1450	None
24. The 1st	18	21	Tercat's Carpa	Raene Wolfrunner	N	130	250	500	750	1000	1250	None
25. The 1st	18	21	Raene Wolfrunner	Shael'dryn	Y	85	170	330	500	675	825	None
26. The 1st	18	27	Shael'dryn	Shael'dryn	Y	220	440	875	1300	1750	2200	None
27. The 1st	18	28	Shael'dryn	Shael'dryn	Y	230	460	925	1400	1850	2300	None
28. The 1st	18	28	Hidden Shrine (Oh)	Shael'dryn	Y	25	45	90	140	180	230	None
29. The 1st	18	28	Shael'dryn	Raene Wolfrunner	Y	25	45	90	140	180	230	None
30. The 1st	18	28	Raene Wolfrunner	Krog	Y	170	340	675	1000	1350	1700	None
31. The 1st	18	28	Shael'dryn	Hidden Shrine (Oh)	Y	170	340	675	1000	1350	1700	None
32. The 1st												
33. The 1st	18	30	Krog	Raene Wolfrunner	N	310	400	1200	1850	2450	3050	None
34. The 1st	18	30	Krog	Krog	Y	250	490	975	1450	1950	2450	None
35. The 1st	20	25	Taken	Taken	N	260	500	1000	1550	2050	2550	None
36. The 1st												
37. The 1st	22	27		Hyane	N	0	0	0	0	0	0	None
38. The 1st	19	24	Ferra Ironhand	Dolgan the Purifier	N	290	575	1150	1750	2300	2900	50
39. The 1st	19	20	Taken	Taken	N	120	230	440	700	925	1150	9
40. The 1st	25	30	Thyn'el Bladeweaver	Wharfmaster Dizzwig	Y	120	240	480	725	950	1200	None
41. The 1st	26	32	Anlie	Hyane	N	260	500	1000	1550	2050	2550	None
42. The 1st												
43. The 1st	25	30	Caravanser Ruzzgog	Clerk Dalry	Y	120	240	480	725	950	1200	None
44. The 1st	25	30	Clerk Dalry	Jonathan Carviss	Y	25	50	100	150	200	250	None
45. The 1st	25	30	Sentinel Meloria Frostshadow	Sentinel Meloria Frostshadow	Y	250	490	975	1450	1950	2450	25
46. The 1st	20	23	Pelurus Whitmoon	Pelurus Whitmoon	N	190	370	750	1100	1500	1850	15
47. The 1st	25	30	Jonathan Carviss	Jonathan Carviss	Y	250	490	975	1450	1950	2450	25
48. The 1st	14	19	Shindral Swiftfire	Shindral Swiftfire	N	150	290	575	875	1150	1450	11
49. The 1st	15	19	Sentinel Salaris	Raene Wolfrunner	N	35	75	150	220	290	370	None
50. The 1st	25	30	Sentinel Meloria Frostshadow	Thyn'el Bladeweaver	Y	40	120	240	370	490	600	None
51. The 1st	25	30	Thyn'el Bladeweaver	Thyn'el Bladeweaver	Y	40	120	240	370	490	600	None
52. The 1st	26	32	Hyane	Anlie	Y	260	500	1000	1550	2050	2550	None

HOW TO

AZIROTH

ENHAZ MODAN

LORDAERON

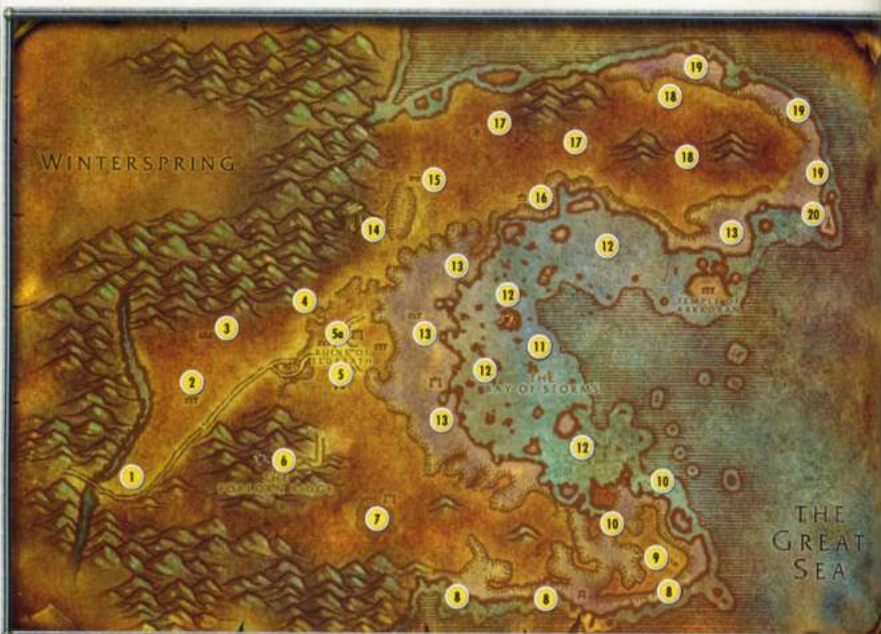
NORTHERN KALIMDOR

SOUTHERN KALIMDOR



AZSHARA

Azshara is located to the east of Ashenvale. Named after Queen Azshara that was corrupted and transformed into a Naga, Naga still make this land their home along with many other denizens that have flooded in. This zone has progressive increases of mobs as you travel through the area. To the south, creatures can be found in the mid to high ranges and they become more dangerous as you continue north.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Mithril	Abundant
Thorium	Moderate

HERBALISM

HERB	AVAILABILITY
Purple Lotus	Common
Sungrow	Rare
Stranglekelp	Rare
Dreamfoil	Rare

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 45-55 (Skinning 200-275)



1 SHADOWSON

Highland Apple
Highland Lichen
Marshmallow Root

2 HALDARR ENO

Chill Walker
Haldarr Felvorn
Haldarr Seryn
Haldarr Trick
Marshmallow Root
Scout's Kobold
Thunderhead

3 VALORMOK

Ag'Tor Blood
Haggrum Blood
Jeddo 49 Qu
Kreum 55 EH
Marshmallow Root

4 BEAR'S HEAD

Chill Walker
Timbermaw
Timbermaw
Timbermaw
Timbermaw

5 RUINS OF ELD

Lady Scorpion
Lingering High
Spitlash Stone
Spitlash Stone
Spitlash Stone
Spitlash Stone
Thunderhead
Timbermaw

5A. TEMPLE OF

Spitlash Stone
Spitlash Stone
Warlord Krall



QUEST

A Crow Under Fire
A Land Filled with H...
A Meeting with the H...
Andron's Payment to...
Archelos
Breaking the Word
Delivery to Andron G...
Delivery to Archmag...
Delivery to Je'vimon...
Delivery to Magatha...
Je'vimon's Payment...
Kim Jael's Indent...
REWARD: 3 M's Fra...
Kim Jael's Missing 'E...
Loreamus
Magatha's Payment...
Meeting with the Ma...
Return Trip
Spitlash Stone
Stealing Knowledge
The Formation of Fal...
The Name of the Be...
The Name of the Be...
The Name of the Be...
Zylen's Payment to...

to a Naga, the
aggressive level
they become

MAP LEGEND

UNDISCOVERED SHIRINE

Arise Apollonia 45-47
Arise Lullaby 45-47
Arise Rumer 45-46

UNDISCOVERED ENCAMPMENT

Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite

UNDISCOVERED

Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite

UNDISCOVERED HEAD

Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite

UNDISCOVERED ELIZABETH

Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite

UNDISCOVERED TEMPLE OF ZIN-MALOR

Arise 53-54 Elite
Arise 53-54 Elite
Arise 53-54 Elite

6 FORTIORN RIDGE

Arise 53-54
Arise 53-54

7 LAKE MINAR

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

8 THE RUINED REACHES

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

9 RAVENCLIFF MONUMENT

Arise 53-54
Arise 53-54

10 SOUTH RIDGE BEACH

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

11 HETARA'S CLUTCH

Arise 53-54

12 BAY OF STORMS

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

13 THE SHATTERED STRAND

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

14 TIMBERMAW HOLD

Arise 53-54
Arise 53-54
Arise 53-54
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Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

15 URSOLAN

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

16 THALASSIAN BASE CAMP

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

18 BITTER REACHES

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

19 JAGGED REACHES

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

20 TOWER OF ELPARA

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

21 TEMPLE OF ARKORAN

Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54
Arise 53-54

QUESTS

QUEST	M LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHARM	XP	XP	XP	XP	XP	XP	CASH REWARD
Line Order 50	48	57	Captain Vanessa Bellis	Captain Vanessa Bellis	N	40	170	240	360	480	600	None
Line Order 51	45	47	Loh'tu	Loh'tu	N	420	850	1700	2500	3350	4200	700 00 00
Line Order 52	45	48	Sewer Lins-yo	Sewer Lins-yo	N	220	440	875	1300	1750	2200	None
Line Order 53	45	52	Archeon Gern	Jedige	N	380	750	1500	2300	3050	3800	750 00 00
Line Order 54	45	58	Loramus Thaligodes	Loramus Thaligodes	N	775	1550	3100	4650	6200	7750	2 650 00 00
Line Order 55	45	58	Loramus Thaligodes	Loramus Thaligodes	Y	210	625	1250	1850	2500	3100	None
Line Order 56	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	600 00 00
Line Order 57	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 58	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 59	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 60	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 61	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 62	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 63	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 64	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 65	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 66	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 67	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 68	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 69	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 70	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 71	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 72	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 73	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 74	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 75	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 76	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 77	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 78	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 79	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 80	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 81	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 82	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 83	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 84	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 85	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 86	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 87	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 88	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 89	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 90	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 91	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 92	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 93	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 94	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 95	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 96	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 97	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 98	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 99	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00
Line Order 100	45	52	Jedige	Archeon Gern	Y	260	500	1000	1550	2050	2550	400 00 00

HOW TO

AZEROTH

KNAZ MODAN

LOKSAIVON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



Darkshore is the first port of call for Night Elves leaving their beloved Darnassus behind. This zone can easily support characters wishing to create a home until they gain a bit of experience. As a zone on the sea, it has many beaches and to go with them. While it's not as large a metropolis as Stormwind or Ironforge, Auberdun does a good job of supporting adventurers and boasts a fine dock in which ships ferry travelers into more dangerous territories.



MINING

METAL	AVAILABILITY
Copper	Abundant
Tin	Rare

HERBALISM

HERB	AVAILABILITY
Pearlbloom	Abundant
Silverleaf	Abundant
Briarhairs	Abundant
Bruteweed	Rare

SKINNING

Quantity of Skinnable Creatures: High
Levels of Skinnable Creatures: 10-16 (Skinning 50-80)



1. RUINS OF MAT

2 MYST'S EDGE
Gelbuk Gyron
Hoping Reef C
Grey mist Tidal
Grey mist Ora
Elder Durksa

- ## 2 MYST'S EDGE

- Gullink Gynom
- Hoging Reef C
- Groymist Tidel
- Groymist Oran
- Elder Ducksha

- Dark Strand F

Delaware's the
Dark Strand V
Dark Strand V
Baltimore Shod

- 4 CLIFFSPRING F

Emurented Tide
Reef Crawler
Moonstalker
Rapid Thistle
Forestrider 1

- ### S CLIFFSPRING

Stormwater S

- 6 BLACKWOOD

Blackwood T.

- 7 THISTLE BEAR

Thistle Club 1
Dad Mother



QUEST

A Lost Master
A Lost Master
An Water Concoction
Bachel' Aron
Bachel' Aron
Bachel' Aron
CHOICE OF: Explor
Bachel' Aron
Beached Sea Creat
Beached Sea Creat
Beached Sea Creat
Beached Sea Creat
Beached Sea Turtl
Beached Sea Turtl
Beached Sea Turtl
Beached Sea Turtl
Beached Sea Turtl
Beachbox 323
Beachbox 411
Beachbox 525
REWARD: Wizar
Beachbox 827
Cave Mushrooms
REWARD: Gushwe
Cleaning of the I
Deep Ocean, Vol
CHOICE OF: 1 Wo

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MAP LEGEND



- HOW TO
- AZEROTH
- KHAL MODAN
- LODARON
- NORTHERN KALIMOD
- SOUTHERN KALIMOD

100% OF RACHYSTRA
Jail Breaker 17-19
Jailbreaker Matric 19-20
Jailbreaker Sly 18-19
Jailbreaker 16 Moonsucker Matric 18-19
Jailbreaker Myrddin 18-19
Jailbreaker Sorcerer 19-20
Jailbreaker Warrior 20-21

100% OF THE EDGE
Jail Breaker 18-20
Jail Breaker 20-21
Jailbreaker 19
Jailbreaker 18-19
Jailbreaker 16-17

100% OF ALTHALAXX
Jail Breaker 16-17
Jailbreaker 17
Jail Breaker 16-17
Jail Breaker 16-17
Jail Breaker 16-17

100% OF THE RIVER
Jail Breaker 18-20
Jail Breaker 15-17
Jailbreaker 14-15
Jail Breaker 13-15
Jailbreaker 14-16

100% OF THE FALLS
Jailbreaker 15-16
Jailbreaker 16-17

100% OF THE VILLAGE
Jailbreaker 16-17
Jailbreaker 16

100% OF THE DEN
Jail Breaker 18
Jail Breaker 18

8 DARKSHORE GENERAL
Thistle Bear 11-12
Raided Thistle Bear 13-14
Moonsucker 10-11
Moonsucker 14-15
Forestside 11-12

9 BASHIA'ARAN
Asterion 15 Quest
Vile Spite 10-11
Wild Gull 11-12
Dark'nyl Sayer 12-13

10 AUBERDINE
Auberdine Sentinel 40
Therorian Treacher 18 Quest
Sentinel 15 Quest
Grinlow 13 Quest
Sentinel Elisea Starbreast 20 Quest
Therorian Nightwhisper 20 Quest
Thigram Stonehammer 30 Mining Supplier
Jenna Lemke 26 Journeyman Engineer
Kardam Stonehammer 35 Mining Trainer
Dulfram Flintbeard 25 Journeyman Blacksmith
Elisea Stonehead 30 Blacksmithing Supplier
Gorbald Steelhead 30 General Trade Supplier
Valduran 14 Telling Supplier
Gronald Moonsucker 29 Journeyman Teller
Sheldyn 15 Clothier
Almondar 22
Dolmont 17 General Goods
Naram Longlow 20 Weaponsmith
Therian Windweaver 15
Mordryn 18 Leather Armor and Leatherworking Supplier
Harion Thorogard 25 Armorer & Shieldsmith
Archaeologist Halls 12 Explorer's League Quest
Sentinel Glynda Nol'Shea 45 Quest
Barthram Moonsucker 14 Quest
Allyndia 15 Greaser
Talden 16 Drink Vendor

Impeker Shovry 20 Impeker
Kynid 13 Baker
Laird 14 Fish Vendor
Wichang Crankapple 15 Quest
Cerulean Whitecrow 15 Quest
Boots to Tol'dress 15 Quest
Gwenyth Bly Leggende 21
Cayleis Moonsucker 35 Elite Hippogryph Master
Yaldy 31
Judyen 30 Stable Master
Gobber Blomp 15 Quest

11 THE LONG WASH
Pygmy Tide Crowler 9-10
Greyminst Raider 11-12
Greyminst Coast Runner 12-13
Young Reef Crowler 10-11
Darkshore Thresher 13

12 MOONKIN CAVE
Moonkin 12-13
Young Moonkin 11-12

13 TWILIGHT VALE
Blackwood Wither 13-14
Blackwood Pathfinder 12-13
Moonsucker 14-15
Raided Thistle Bear 13-14
Grinlow Thistle Bear 16-17
Forestside 15
Blackwood Wither 16-17
Blackwood Tattler 17-18
Giant Forestside 17-19
Moonsucker Sly 18-19
Moonsucker Matric 19-20
Moonsucker 16 Moonsucker Matric 18-19
Moonsucker 16-17

14 AMETH'ARAN
Anaya Deewarmer 16 Quest
Cursed Highborn 10-11
Whirling Highborn 11-12
Walling Highborn 12-13

15 WILDBEND RIVER

16 GROVE OF THE ANCIENTS
One 55 Ancient of Lore Quest
Tyann 15 Greaser
Ullana 15 Trade Supplies

17 GRINLOW 13 Quest

18 BLACKWOOD DEN
Blackwood Urs 18-19
Blackwood Shaman 19-20

19 THE MASTER'S GLAIVE
Twilight Disple 16-17
Twilight Thug 17-18

20 RENTRAVEL'S EXCAVATION
Prospector Renrave 16 Explorer's League Quest
Cracked Golem 18-19

21 Sentinel Aynashu 20 Quest

QUESTS

QUEST	IN LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP--	XP-	XP	XP+	XP++	CASH REWARD	
100% of the River	10	20	Terrafix	Terrafix	N	140	310	425	975	1250	1500	None
100% of the Falls	10	20	Terrafix	Volcar	N	80	160	310	470	625	775	None
100% of the Village	12	14	Sentinel Glynda Nol'Shea	Mythorian Red Crystal (Obj)	Y	50	100	200	290	390	490	None
100% of the Den	7	12	Therian Windweaver	Asterion	Y	70	140	270	410	550	675	None
100% of the River	7	12	Asterion	Asterion	Y	90	180	360	550	725	900	None
100% of the Falls	7	13	Asterion	Asterion	N	70	140	270	410	550	675	None
QUEST 1 Explorer's Vest  or 1 Neophyte Luggage  or 1 Bone Wand 												
100% of the Den	7	13	Asterion	Asterion	Y	90	180	360	550	725	900	None
100% Sea Creature	11	13	Beached Sea Creature (Obj)	Gwenyth Bly Leggende	N	45	90	180	270	360	460	300 000
100% Sea Creature	12	14	Beached Sea Creature (Obj)	Gwenyth Bly Leggende	N	50	100	200	290	390	490	300 000
100% Sea Creature	12	16	Beached Sea Creature (Obj)	Gwenyth Bly Leggende	N	60	120	230	350	460	575	400 000
100% Sea Creature	13	19	Beached Sea Creature (Obj)	Gwenyth Bly Leggende	N	75	150	290	440	575	725	500 000
100% Sea Turtle	11	13	Beached Sea Turtle (Obj)	Gwenyth Bly Leggende	N	45	90	180	270	360	460	300 000
100% Sea Turtle	12	15	Beached Sea Turtle (Obj)	Gwenyth Bly Leggende	N	55	110	220	320	430	550	300 500
100% Sea Turtle	12	15	Beached Sea Turtle (Obj)	Gwenyth Bly Leggende	N	55	110	220	320	430	550	300 500
100% Sea Turtle	13	19	Beached Sea Turtle (Obj)	Gwenyth Bly Leggende	N	75	150	290	440	575	725	500 000
100% Sea Turtle	13	19	Beached Sea Turtle (Obj)	Gwenyth Bly Leggende	N	75	150	290	440	575	725	500 000
100% 123	7	14	Buzzbox 411 (Obj)	Buzzbox 323 (Obj)	Y	100	200	390	600	775	975	600 000
100% 411	7	12	Buzzbox 827 (Obj)	Buzzbox 411 (Obj)	Y	120	230	460	700	925	1150	1000 000
100% 125	7	16	Buzzbox 323 (Obj)	Buzzbox 525 (Obj)	N	120	230	460	700	925	1150	800 000
100% Wichang's Gummyguy, 5 Wichang's Special Brew												
100% 827	7	10	Wichang Crankapple	Buzzbox 827 (Obj)	Y	85	170	340	500	675	850	300 500
100% 100	11	16	Barthram Moonsucker	Barthram Moonsucker	Y	120	230	460	700	925	1150	800 000
100% Gumbald Clock  10 Red-speckled Moonstone												
100% of the Infernal	10	16	Therorian Treacherer	Therorian Treacherer	N	120	230	460	700	925	1150	None
100% Sea, Not Sea	12	14	Gorbald Steelhead	Gorbald Steelhead	N	100	200	390	600	775	975	None
100% 50, 1 Mithril, 50000 or 1 Mithrilian Gemstone												

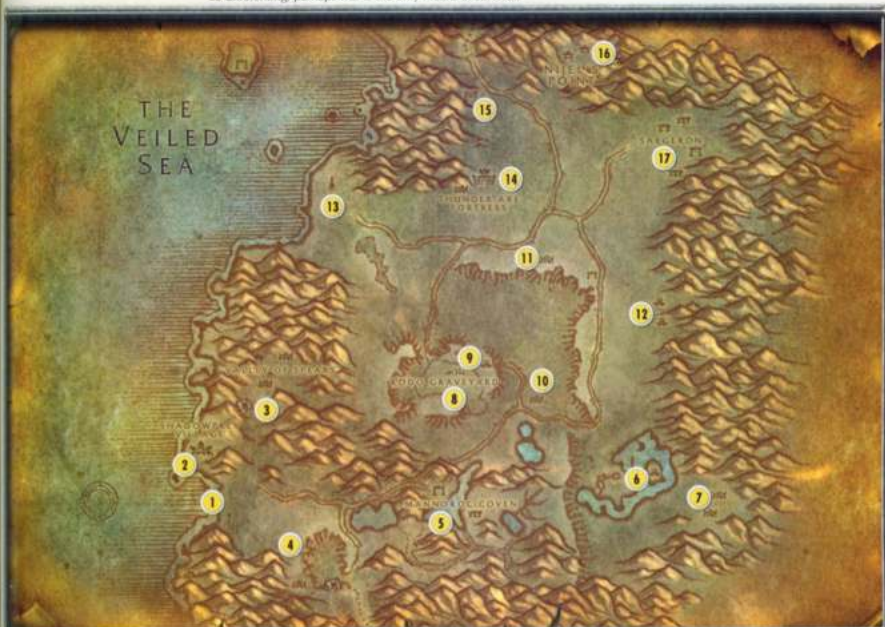
QUESTS continued

QUEST	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHART	XP	XP	XP	XP	XP	XP	CASH
Easy Strider Living	9	12	Alexandrian Highway	Alexandrian Highway	N	90	180	360	550	725	900	100
REWARD: Recipe: Strider Slew, 5 Strider Slew												
Escape Through Force	10	22	Valcar	Tarenthis	N	180	350	700	1050	1400	1750	140
REWARD: Smoothest Cloth												
Escape Through Force	10	22	Valcar	Valcar	Y	0	0	0	0	0	0	100
Escape Through Stealth	10	20	Valcar	Tarenthis	N	80	160	310	470	625	775	140
REWARD: Search Trainers												
Escape Through Stealth	10	20	Valcar	Valcar	Y	0	0	0	0	0	0	100
Far Love Eternal	11	16	Cerillion Whiteclaw	Cerillion Whiteclaw	N	90	180	350	525	700	875	100
REWARD: Year of Grief												
Frail of the Sea	15	17	Guldbur Blump	Guldbur Blump	N	120	250	500	750	1000	1250	100
CHOICE OF: 1 Shocking Gloves or 1 Crustacean Boots												
Gyranset's Retrieval	14	20	Gelkak Gyranset	Gelkak Gyranset	Y	160	310	625	925	1250	1550	130
Gyranset's Revenge	14	20	Gelkak Gyranset	Gelkak Gyranset	N	120	230	460	700	925	1150	140
REWARD: 5 Elair of Water Breathing												
How Big a Threat?	10	14	Tarenthis	Tarenthis	N	100	200	390	600	775	975	100
How Big a Threat?	10	14	Tarenthis	Tarenthis	Y	75	150	305	440	600	750	100
Journey to Darkhaven!	1	1	Captain Quirk	Captain Quirk	N	0	0	0	0	0	0	100
Journey to Meneath Harbor!	1	1	Captain Quirk	Captain Quirk	N	0	0	0	0	0	0	100
Meltyra's Belief	11	20	Onu	Onu	N	200	390	775	1150	1550	1950	100
CHOICE OF: 1 Hardwood Cogdial or 1 Woodman Sward												
Onu	11	16	Berithan: Moonblade	Onu	Y	60	120	230	350	460	575	100
Onu is meditating	1	1	Onu	Onu	N	0	0	0	0	0	0	100
REWARD: Phial of Scrying												
Onu is meditating	1	1	Onu	Onu	N	0	0	0	0	0	0	100
REWARD: Phial of Scrying												
Plagued Lands	10	14	Tharmanian Treantender	Tharmanian Treantender	Y	100	200	390	600	775	975	140
Return to Onu	11	17	Twilight Sune (Ob)	Onu	N	95	190	380	575	750	950	70
Tharmanian's Hope	10	18	Tharmanian Treantender	Tharmanian Treantender	N	140	270	550	800	1100	1350	100
CHOICE OF: 1 Evergreen Gloves or 1 Timberland Cape												
The Abant Mended Prospector	15	20	Archaeologist Holten	Prospector Rentravol	N	120	230	460	700	925	1150	100
The Abant Mended Prospector	15	20	Archaeologist Flagangot	Archaeologist Flagangot	N	200	390	775	1150	1550	1950	100
CHOICE OF: 1 Role Blade or 1 Skullripper												
The Abant Mended Prospector	15	20	Prospector Rentravol	Archaeologist Holten	Y	200	390	775	1150	1550	1950	100
The Abant Mended Prospector	15	20	Archaeologist Holten	Chief Archaeologist Greywhacker	Y	120	230	460	700	925	1150	100
CHOICE OF: 1 Hammered Gloves or 1 Windfield Boots or 1 Role Hunter Belt												
The Abant Mended Prospector	15	20	Chief Archaeologist Greywhacker	Archaeologist Flagangot	Y	160	310	625	925	1250	1550	100
The Blackwood Corrupted	15	18	Thundris Windweaver	Thundris Windweaver	N	170	340	675	1000	1350	1700	250
CHOICE OF: 1 Mountain Ward or 1 WAA-wiper Leggings or 1 Goshorn Leggings												
The Cliffgrip River	11	15	Thundris Windweaver	Thundris Windweaver	N	80	160	320	480	650	800	100
The Fall of Anethi Anu	9	12	Sentinel Tyke Moonblade	Sentinel Tyke Moonblade	N	90	180	360	550	725	900	140
The Family and the Fishing Pole	10	14	Guldbur Blump	Guldbur Blump	N	100	200	390	600	775	975	100
REWARD: Blump Family Fishing Pole												
The Fragment Within	12	14	Mysticium Red Crystal (Ob)	Sentinel Glynde Nel'Shne	N	180	200	390	600	775	975	100
CHOICE OF: 1 Briarsteel Shortsword or 1 Curvedwood Dagger or 1 Oakbrush Staff												
The Master's Glove	11	17	Onu	Scrying Bowl (Ob)	Y	65	130	250	380	500	625	100
The Red Crystal	12	14	Sentinel Glynde Nel'Shne	Sentinel Glynde Nel'Shne	Y	50	100	200	300	400	490	140
The Shogun Her Awakening	17	20	Karlsson Everblade	Uldris Meowmer	N	140	310	625	925	1250	1550	100
CHOICE OF: 1 Delightful Rifle or 1 Jodelinger Baton or 1 Stealing Shield												
The Tower of Athlax	13	18	Sentinel Elise Starbranza	Bathule Shadowstrike	Y	70	140	270	410	550	675	100
The Tower of Athlax	13	18	Bathule Shadowstrike	Bathule Shadowstrike	Y	140	270	550	800	1100	1350	140
The Tower of Athlax	13	18	Bathule Shadowstrike	Dalgen the Purifier	Y	100	200	400	600	800	1000	100
The Tower of Athlax	13	21	Dalgen the Purifier	Dalgen the Purifier	N	170	330	650	1000	1300	1650	100
The Tower of Athlax	13	24	Dalgen the Purifier	Dalgen the Purifier	Y	200	390	775	1150	1550	1950	100
CHOICE OF: 1 Clergy Ring or 1 Staff of the Purifier												
The Tower of Athlax	13	28	Dalgen the Purifier	Bathule Shadowstrike	Y	55	110	230	340	460	575	100
The Tower of Athlax	13	28	Dalgen the Purifier	Dalgen the Purifier	Y	230	460	925	1400	1850	2300	100
The Tower of Athlax	13	31	Bathule Shadowstrike	Dalgen the Purifier	N	250	500	1000	1500	2000	2500	100
CHOICE OF: 1 Pious Lappergs or 1 Seraph's Strike												
The Tower of Athlax	13	31	Bathule Shadowstrike	Bathule Shadowstrike	Y	250	500	1000	1500	2000	2500	100
The Twilight Lamp	11	17	Scrying Bowl (Ob)	Twilight Sune	Y	130	250	500	750	1000	1250	140
Therylene's Escape	10	18	Therylene	Therylene	N	140	270	550	800	1100	1350	140
Thundris Windweaver	11	15	Tarenthis	Thundris Windweaver	Y	10	20	40	65	85	110	100
Tools of the Highborn	9	12	Thundris Windweaver	Thundris Windweaver	N	90	180	360	550	725	900	140
REWARD: Joy Gifts												
WANTED: Workdeep	15	18	WANTED: Workdeep (Ob)	Sentinel Glynde Nel'Shne	N	170	340	675	1000	1350	1700	100
CHOICE OF: 1 Timberland Armguards or 1 Ridgeback Bracers												
Wished Ashes	11	13	Gwenyth Bly Leggende	Gwenyth Bly Leggende	Y	70	140	270	410	550	675	140
Wished Ashes	11	14	Gwenyth Bly Leggende	Gwenyth Bly Leggende	N	100	200	390	600	775	975	100
CHOICE OF: 1 Sandbarbar Boots or 1 Drywood Belt or 1 Clamshell Bracers												



DESOLACE

Appropriately named, Desolace is a land where there is little growth, joy, or hope. In the south, demons move about the hills, poisoning the territory and attacking anything that comes near. (They are thankfully lacking in greater demons or leadership.) Because the territory is so poorly held by any concentrated force, the Horde and Alliance both have a foothold here, with the Alliance in the north and the Horde farther down. Warring Centaur tribes stay of opposite sides of the lower central areas, east and west. It is possible to join with one of these and turn the tides against the other, improving relations with the first. In a land so unrelenting, perhaps war is the only means of survival.



LOCAL RESOURCES

MINING

MIN	AVAILABILITY
Iron	Rare

HERBALISM: NONE

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 30-40 (Skinning 100-175)



HOW TO

AZEROTH

KHAZ MODAN

LODHAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

- 1 **SARPHIS STRAND**
 - Dragonfly Crowler 33-34
 - Dragonfly Pincer 34-35
 - Elder Thunder Lizard 34-38
 - Dravid Ripper 37-40
 - Scorpachi Lashoe 34-35
 - Scorpachi Sengger 30-32
- 2 **SHADOWSPRY VILLAGE**
 - Tuolen 55+ Wind Rider Master
 - Jinn Zilken 40 Quest
 - Road Windstone 45 Quest
 - Inkeeper Sikawa 30 Imkeeper
 - Aksho 30 Stable Master
 - Talga Wiseman 60 Quest
- 3 **VALLEY OF SPIARS**
 - Maraudine Banepow 37-38+
 - Maraudine Khan Advisor 38-39+
 - Maraudine Khan Guard 39-40+
 - Maraudine Marauder 39-40+
 - Maraudine Master 38-39+
 - Maraudine Pack Runner 39-40
 - Maraudine Scout 37-38
 - Maraudine Windchaser 38-39
 - Maraudine Wrenger 37-38
- 4 **GELIX VILLAGE**
 - Gekiki Earthshaker 34-35
 - Gekiki Mercenary 35-36
 - Gekiki Masher 35-36
 - Gekiki Outrigger 22-33
 - Gekiki Scout 32-33
 - Gekiki Stomper 33-34
 - Gekiki Windchaser 33-34
 - Dravid Ripper 37-40
 - Elder Thunder Lizard 34-38
- 5 **MANHOCK COVEN**
 - Scorpachi Lashoe 34-35
 - Scorpachi Sengger 30-32
 - Elder Thunder Lizard 34-38
 - Lux Hunter 39-40
 - Demonwarder 37-38
 - Demonwarder Captain 38-39
 - Demonwarder Lord 39-40
 - Luxer Infernal 36-37
 - Warrior Hadesin 37-38
 - Mage Hunter 38-39
- 6 **MAGRAM VILLAGE**
 - Warag 44 Quest
 - Magram Banepow 37-38
 - Magram Marauder 35-36
 - Elder Thunder Lizard 34-38
 - Dravid Ripper 37-40
 - Whirlwind Shoulder 32-34
- 7 **SHADOWBREAK RAVINE**
- 8 **KODG GRAYVARD**
 - Agel Kodo 33-35
 - Ancient Kodo 37-38
 - Dying Kodo 37
 - Corvus Marrow 35-38
- 9 **GHOST WALKER POST**
 - Gerda Windstone 35 Quest
 - Felgar Towncra 44 Quest
 - Superior Mercantiler 40
 - Natasha Longhorn 40 Quest
 - Nary Hidesrafter 42 Expert Leathercrafter
 - Maurie Banepow 35 Quest
 - Harmer 40 Food & Drink
 - Kivens 41 Trade Goods
 - Ghost Walker Brave 50
- 10 **SCABBLESCREWS CAMP**
 - Scout Earthshaker 45
 - Grathon Caravan Kodo 35
 - Tamed Kodo 34-35
- 11 **KORMEK'S HUT**
 - Bibby Fritzbuckle 45 Quest
 - Rock Grathon 38 Quest
 - Ripper Grathon 38 Quest
 - Grathon Caravan Kodo 35
 - Naking Griglow Beaklik 37-38
 - Elder Thunder Lizard 34-38
 - Ranepow Hyena 20-32
 - Whirlwind Stormwarrior 36-38
 - Dravid Flyer 34-38
 - Scorpachi Lashoe 34-35
 - Scorpachi Sengger 30-32
- 12 **KOLKAR VILLAGE**
 - Elder Thunder Lizard 34-38
 - Raging Thunder Lizard 31-34
 - Dravid Swamp 31-33
 - Kalkar Battle Lord 32-33
 - Kalkar Centaur 30-31
 - Kalkar Destroyer 32-33
 - Kalkar Mauler 31-32
 - Kalkar Scout 30-31
 - Kalkar Windchaser 31-32
- 13 **ETHEL RETHOR**
 - Asave Aldemot 60 Quest
 - Scorpachi Lashoe 34-35
 - Scorpachi Sengger 30-32
 - Naking Griglow Beaklik 37-38
 - Whirlwind Stormwarrior 35-37
 - Whirlwind Ripper 32-34
 - Dravid Swamp 30-33
 - Silverblade Myriadon 34-35
 - Silverblade Wagon 32-33
- 14 **THUNDER AXE FORTRESS**
 - Burning Blade Adept 31-32
 - Burning Blade Archer 30-31
 - Burning Blade Falconer 31-32
 - Burning Blade Invader 38-39
 - Burning Blade Reaver 30-31
 - Burning Blade Shadowmage 22-33
 - Burning Blade Summoner 38-39
- 15 **TEHRIS ARAN**
- 16 **NUELI'S POINT**
 - Vahallur Demonlayer 37 Quest
 - Corporal Malkies 39
 - Captain Pestilgit 42
 - Kredlig Unger 35 Reclaimers Inc. Quest
 - Imkeeper Lythorne 30 Imkeeper
 - Jannet Monomers 40 Food & Drink
 - Shelgrape 30 Stable Master
 - Baritones Skyriver 55 Hypograph Maze
 - Nijeli's Point Guard 45
- 17 **SARGERON**
 - Hateley Destroyer 27-33
 - Hateley Falconer 30-32
 - Hateley Hellraiser 31-32
 - Hateley Ranger 30-32
 - Hateley Shadowraider 32-32
 - Hateley Stickster 31-32

QUEST	N Level	Q Level	QUEST LAUNCHER	QUEST FINISHER	CHARTER	EP...	XP...	XP...	XP...	XP...	XP...	LOOT VALUE
Arrest on the Kolkar	30	32	Warug	Warug	N	260	500	1000	1550	2050	2550	None
Bodysuited for Hire	30	35	Cork Gizothon	Smeed Scabblescrew	N	280	550	1100	1650	2200	2750	None
REWARD: Trender's Ring												
Bone Collector	33	39	Bibbly Futzbookle	Bibbly Futzbookle	N	230	450	900	1350	1800	2250	None
REWARD: Korbubone Necklace												
Book of the Ancients	34	40	Azore Aldamant	Azore Aldamant	N	390	775	1550	2350	3100	3900	560
Broken Tears	30	33	Warug	Warug	Y	270	525	1050	1600	2100	2650	None
Brother Antos	34	39	Brother Crowley	Brother Antos	Y	30	40	120	180	240	300	None
Brutal Politics	30	35	Captain Pentagist	Warug	Y	210	410	825	1250	1650	2050	None
Catch of the Day	32	37	Natsuko Langham	Natsuko Langham	N	210	420	850	1250	1700	2100	None
CHOICE OF: 2 Matted Ore or 5 Thick Lanthorn or 5 Mageweave Cloth												
Centaur Bounty	30	31	Felgur Tescuts	Felgur Tescuts	N	320	625	1250	1900	2500	3150	None
CHOICE OF: 1 Lifer Sash or 1 Brood Handguards												
Centaur Bounty	30	31	Corporal Melkins	Corporal Melkins	N	380	750	1500	2250	3000	3750	None
REWARD: Ring of Galm												
Chain Rockman's Treasure	30	36	Rockman's Log (Obj)	Rockman's Chest (Obj)	N	280	550	1100	1700	2250	2800	1 150
Clean Belt	31	35	Mai'Lehi	Mai'Lehi	N	280	550	1100	1650	2200	2750	None
Down the Scarlet Path	34	39	Brother Antos	Brother Antos	Y	300	600	1200	1800	2400	3000	450
Down the Scarlet Path	34	40	Brother Antos	Raleigh the Devout	N	140	310	625	925	1250	1550	None
Family Line	32	35	Offwatcher Langham	Natsuko Langham	N	210	410	825	1250	1650	2050	750
Fish in a Bucket	1	1	Jinar Zillen	Jinar Zillen	N	0	0	0	0	0	0	50
REWARD: Bloodthirsty Fish												
Gulkin Alliance	30	33	Gurdo Widmone	Utthek the Wise	Y	45	130	260	400	525	650	None
Get Me Out of Here!	34	39	Melkuz Brimbazole	Hornitz Brimbazole	N	230	450	900	1350	1800	2250	450
Ghost-o-plains Round Up	34	39	Hornitz Brimbazole	Hornitz Brimbazole	N	230	450	900	1350	1800	2250	450
CHOICE OF: 1 Candler Brevers or 1 Anchorhold Buckler												
Gzathron Caravan	32	38	Kiggar Gizothon	Smeed Scabblescrew	N	290	575	1150	1700	2300	2850	None
CHOICE OF: 1 Sidequiver Shatten or 1 Kado Brander or 1 Stashed Ring Shield												
Gzome for Warug	30	35	Warug	Warug	N	210	410	825	1250	1650	2050	None
Hand of Ironies	32	38	Tajgo Wisamone	Tajgo Wisamone	Y	290	575	1150	1700	2300	2850	450
Hunting in Strongpharm	28	31	Ryen Widmone	Hemer Wingspary	N	130	250	500	750	1000	1250	None
Khan Des'hepoh	30	35	Felgur Tescuts	Felgur Tescuts	N	350	700	1400	2050	2700	3450	None
Khan Hrethe	30	42	Utthek the Wise	Utthek the Wise	N	430	850	1700	2600	3450	4300	None
CHOICE OF: 1 Gulkin Morsader Chain or 1 Utthek's Finger												
Khan Hrethe	30	42	Warug	Warug	N	430	850	1700	2600	3450	4300	None
CHOICE OF: 1 Magran Hunter's Belt or 1 Ceremonial Centaur Brinker												
Khan Jahn	30	37	Utthek the Wise	Utthek the Wise	Y	290	575	1150	1700	2300	2850	None
Khan Shaka	30	37	Warug	Warug	Y	290	575	1150	1700	2300	2850	None

Lady Roundup
 CHOICE OF: 1 N
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 CHOICE OF: 1 F
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 Stealing Symp
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NORTHERN KALIMDOR

DUROTAR

Azeroth's Orcs and Trolls call Durotar their home. The Valley of Trials begins to temper the characters with its rugged, demanding landscape. Sen'jin is to the south and Razor Hill lies to the north. Orgrimmar, the capital city of the Orcs, sits on the extreme northern edge of the region. A new dungeon was recently discovered within Orgrimmar itself and adventurers who prove themselves often venture there before even leaving Durotar for far off lands.



LOCAL RESOURCES

MINING

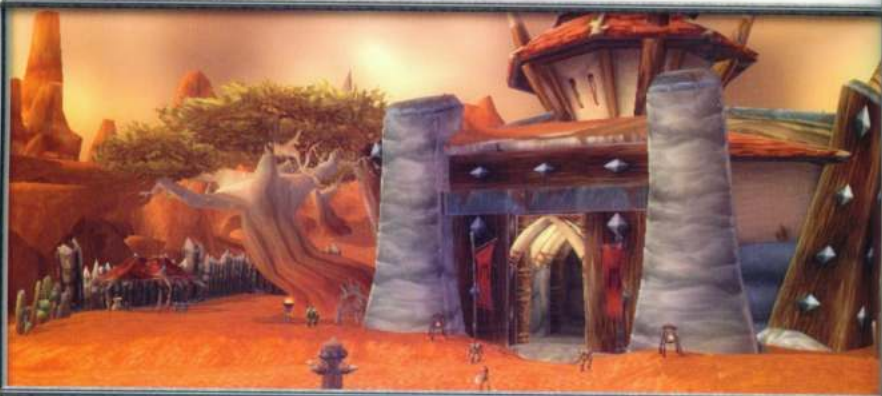
METAL	AVAILABILITY
Copper	Abundant

HERBALISM

HERB	AVAILABILITY
Silverleaf	Abundant
Poisonbloom	Abundant
Earthroot	Moderate

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 1-11 (Skinning 1-50)



- 1 THE VALLEY OF TRIALS
Kael Thorne
Raz 10 Arms
Haklok 11 Cq
Rwag 8 Rags
Garruk 5 Oat
Doo Grunt 25
Kor'jai 10 P
Shir'ik 10 Sh
Congoa Earls
Mal'ah 10 M
Razan 10 Q
Zaretha For
Jee'han 8 H
Frang 11 W
Moggo 5
Dookan 10 G
Zigok 9 B
Gulgar 8
Kathak 20
Mottled Bo
Sarkoth 4
Serpent Worl
Vile Fomali
Felsolkar 3
- 2 BURNING BL
Turing Rave
Vile Fomali
Felsolkar 3
- 3 ROKKAR CR
Kalkar Dred
Kalkar Out
- 4 SEN JIN VIL
Okar 4 Que
Sen'jin W
Minn'ram 2
Haf'ram 14
Val'rin Fan
Master Vor
Master Gar
K'wall 11
Tal'tasi 12
Xar'gyl 40

MIN
METAL
Mithril
Thorium



FELWOOD

Felwood is rife with corruption. The once green of the land is now filled predominantly with shades of ominous brown. The Emerald Circle works hard to push out the corruption that has taken over this land however, their efforts seem miniscule compared to the sheer devastation that surrounds them. This zone is located to the north of Ashenvale and serves as a passageway to both Moonglade and Winterspring. This area is a higher-level region best for those from Level 45 and up.



LOCAL RESOURCES

MINING

MIN.	AVAILABILITY
Min.	Moderate
Thum.	Rare

HERBALISM

Rare save for quest plants that grant bonuses.

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 48-53 (Skinning 175-250)



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LORDAERON

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SOUTHERN KALIMDOR

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Note



**NORTHERN
KALIMDOR**

MOONGLADE

Moonglade is a peaceful and serene setting with a small village named Nighthaven looking down on it. There isn't much as of yet, but the way in is dangerous if you aren't friendly with the Timbermaws that guard the way in.



LOCAL RESOURCES

MINING: NONE

HERBALISM: NONE

SKINNING: NONE



1. BATHING PLACE
2. SHRINE OF
Keeper Re

In order to
passageway
guard the v
find yoursel

3. N

Nighthaven
within Mo
high level
dress mak
a wedding
special day

4. S

There are
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catacombs
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MAP LEGEND

100000 Plainswind 60
TOWN OF REMULOS
Loper Remulos 62 Quest

3 NIGHTHAVEN
Bessany Plainswind 60
Gavin Sordakow 51 Specialty Dress Maker
Darnall 53 Tallowing Supplies

Mylantha Riverbend 60
Dendrite Stubbs 60
Maren Riverbend 60
Kasper Remulos 62
Rahine Satoru 60

Silva T'Noveth 60
Celen Earthborn 60
Tajeri 60
4 STORMRAGE BARROW DEN

GETTING THERE

In order to get into Moonglade you need to make your way down through the passageways of Timbermaw Hold. If you get friendly with the Timbermaws that guard the way, this can be an extremely easy task. If you're not so friendly, you'll find yourself either stealthing through, dying through or killing through to get there.



NIGHTHAVEN

Nighthaven is the only town currently within Moonglade. It offers a few select high level vendors including a specialty dress maker that does indeed have wedding dress for sale should that special day arrive for a lady of Azeroth.



STORMRAGE BARROW DENS

There are three entrances to Stormrage Barrow Dens that lead into the catacombs of the dens. There is currently nothing within the Dens but it can be expected that some high level mobs will be waiting for your visit.



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KALIMDOR



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STONETALON MOUNTAINS

Stonetalon Mountains can be found in the mountains between the Barrens and Desolace. The Tauren outpost of Sunrock Retreat lies off the beaten path near the middle of the mountain and provides the Horde with the only local inn. The Peak houses an Alliance flight path and an Alliance vendor. Though home to many beasts, the wilderness is constantly being eaten by expanding goblin deforesters. In addition to the Barrens and Desolace, explorers can travel to and from Ashenvale via a secret tunnel that burrows through the foothills.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Copper	Abundant
Tin	Abundant
Silver	Abundant
Iron	Moderate
Mithril	Rare

HERBALISM

HERB	AVAILABILITY
Kingblood	Abundant
Brackenweed	Abundant
Briarthorn	Abundant
Mageroyal	Abundant
Wild Strathbloom	Abundant

SKINNING

Quantity of Skinnable Creatures: Abundant

Levels of Skinnable Creatures: 18-26 (Skinning: 75-125)



1 CAMP AP...

2 GRIMTOT...

3 GREATWO...

4 MALAKA'...
Winch Do...
Ken'Zig...
Barand 3...

5 BOULDER...

6 WEB WIN...
Gavin Ri...
Kaela Sh...
Dagmar...
Dagmar...

7 SISHIR CA...

8 WINDSH...
Zia Fleck...
CMT Soun...
Kagling C...
Dagmar...
Dagmar...
Young Pe...
Ventura...
Ventura...
21:4 23...
21:9 23...

QUEST

A Gnome's Res...
A Scroll from M...
An Old Callous...
Camarion's Long...
Convent Ops - Al...
Convent Ops - Be...
Devils in Winste...
Emerald Spirits...
Further Instruct...
Further Instruct...
Geranias Wines...
CHOICE OF: 1-6...
Geranias's Orde...
REWARD: Unleas...
Geranias's Orde...
Golden Invaders...
Ingratitude - Ch...
Ingratitude - Ch...
Jin'Zhi Forest...
CHOICE OF: 1-6...
Kaela's Update...
Ordones...

Reception from...
REWARD: Band...
Reclaiming the...
CHOICE OF: 1-6...
Reclaiming the...
REWARD: Spelli...
Shredding Mar...
Special Delive...
Super Resper...
The Den...
REWARD: Sacra...
The Elder Crane...
The Spirits of S...
Updates for S...
Wounded Ance...

ost of Sun Rock
The Peak itself
y being cut back
entale forest via

MAP LEGEND

MAP AREA

SUN ROCK POST

SUN ROCK VILLAGE

SUN ROCK JIN

Wid Doctor Jin 25 Quest
Jin Taps 30 Quest
Jin 20 Bowyer

SUN ROCK RAVINE

SUN ROCK PATH

Sun Rock 30 Quest
Kao Shadogap 20 Quest
Jin 17-18
Jin 19-20

SUN CANYON

SUN SHEAR CRAG

Zu Fizzle 30 Quest
Jin 18-19
Jin 20
Jin 21-22
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Jin 100

9 WINDSHEAR MINE

Pink 20 Quest
Windshear Digger 21-22
Windshear Geomancer 21-22
Windshear Overlord 22-23
Windshear Tumbler 21

10 TALONDEEP PATH

Wing Dimp 35 Quest

11 CRAGPOOL LAKE

Nick 24 Vendor
Vulture Company Builder 22
Vulture Company Engineer 21-22
Vulture Company Machine Smith 22-23
Gorilla Wrenchwielder 27
Compost Harvest Ranger 22

12 SUN ROCK RETREAT

Imkenger Jynka 30 Imkenger
Thorn 55 Wind Ride Master
Gorilla Stable Master
Jeebs 24 Vendor
Kraut 27 Butcher
Ground 32 General Goods
Sunstone Grant

13 THE CHARRD VALE

Blackened Basilisk 24
Scarred Basilisk 25
Singed Basilisk 25
Rage Flame Split 24
Burning Ravager 24-25
Burning Destroyer 25-26
Charrd Ancient 25
Blackened Ancient 28
Furious Stone Split 24-27
Young Chimeras 24
Hedling Chimeras 25-27
Chimeras Mutators 28
Bloodfly Hazy 23-24
Bloodfly Ambusher 23-24
Bloodfly Mages 25-26
Bloodfly Rages Foe 25-26
Bloodfly Windwalker 24
Bloodfly Storm Wind 26-27

14 MURKFAHLL LAKE

Pridewing Wyvern 21-22
Pridewing Consort 22-23
Pridewing Skyhunter 23-24
Droptame Vonnegut 18-19
Raging Cliff Stormer 19-20
Antlered Caurer 22
Blackened Basilisk 24
Rage Flame Split 23

15 STONETALON MOUNTAIN

Braylyn Fishhead 30 Quest

Antlered Caurer 22-23

16 STONETALON PEAK

Telera Hippogriff Master
Chylene 24 Vendor
Keeper Alkagern 30 Quest
Sag Beast 22-23
Corrosive Sag Beast 25
Antlered Caurer 22-23
Great Caurer 25
Fey Dragon 24
Wily Fey Dragon 24
Twilight Hunter 23-24
Sea of Corrosion 25
Daughter of Corrosion 23-25
Corrosive Rotator 23-24
Treaty Ally 23

17 THE TALON DEN

Corrosive Drail 26-27 Elite
Corrosive Corrosive 25-26 Elite
Mithril Dryad 25 Elite
Gutkeeper Korrosus 25 Elite

QUESTS

QUEST	M-LEV	Q-LEV	QUEST LAUNCHER	QUEST FINISHER	CHARM	XP	XP	XP	XP	XP	XP	CASH REWARD
Quests	17	21	Goxin Rustfizzle	Goxin Rustfizzle	N	170	330	450	1000	1300	1450	Name
Quests	17	21	Goxin Rustfizzle	Goxin Rustfizzle	Y	85	170	330	500	675	825	Name
Quests	17	21	Goxin Rustfizzle	Goxin Rustfizzle	Y	85	170	330	500	675	825	Name
Quests	20	25	Braylyn Fishhead	Braylyn Fishhead	Y	150	300	450	900	1200	1500	Name
Quests	17	22	Goxin Rustfizzle	Goxin Rustfizzle	N	220	440	875	1300	1750	2200	Name
Quests	17	22	Goxin Rustfizzle	Goxin Rustfizzle	N	220	440	875	1300	1750	2200	Name
Quests	17	21	Goxin Rustfizzle	Goxin Rustfizzle	N	220	440	875	1300	1750	2200	Name
Quests	20	26	Kaio Shadogap	Kaio Shadogap	N	210	420	850	1250	1700	2100	2000 800
Quests	16	21	Zia Fizzle	Zia Fizzle	Y	85	170	330	500	675	825	Name
Quests	16	27	Squatters	Zia Fizzle	Y	110	220	440	650	875	1100	Name
Quests	16	27	Zia Fizzle	Zia Fizzle	N	220	440	875	1300	1750	2200	2200 800
Quests	17	22	Pink	Zia Fizzle	N	130	260	525	775	1050	1300	Name
Quests	17	22	Pink	Pink	Y	220	440	875	1300	1750	2200	Name
Quests	13	19	Seereth Stonebreak	Seereth Stonebreak	N	190	370	550	1100	1550	1950	1100 800
Quests	17	21	Lomac Gearstrip	Goxin Rustfizzle	N	85	170	330	500	675	825	Name
Quests	17	21	Lomac Gearstrip	Lomac Gearstrip	Y	170	330	500	1000	1300	1650	Name
Quests	20	26	Wid Doctor Jin 25	Wid Doctor Jin 25	N	210	420	850	1250	1700	2100	Name
Quests	17	22	Goxin Rustfizzle	Kaio Shadogap	N	20	35	70	110	140	180	Name
Quests	20	29	Braylyn Fishhead	Braylyn Fishhead	Y	240	470	950	1400	1900	2350	Name
Quests	17	28	Serfith Thermal	Tyranid Whigwind	N	340	675	1350	2050	2700	3400	Name
Quests	20	27	Keeper Alkagern	Fellendal Waywarder	N	220	440	875	1300	1750	2200	Name
Quests	20	27	Keeper Alkagern	Keeper Alkagern	Y	220	440	875	1300	1750	2200	Name
Quests	17	26	Goxin Rustfizzle	Goxin Rustfizzle	N	210	420	850	1250	1700	2100	Name
Quests	13	23	Seereth Stonebreak	Seereth Stonebreak	N	190	370	550	1100	1550	1950	1500 800
Quests	17	21	Goxin Rustfizzle	Goxin Rustfizzle	N	85	170	330	500	675	825	Name
Quests	16	21	Zia Fizzle	Zia Fizzle	Y	170	330	500	1000	1300	1650	Name
Quests	20	29	Braylyn Fishhead	Talon Den Hoard (Old)	N	300	600	1200	1750	2350	2950	Name
Quests	13	18	Seereth Stonebreak	Megathia Geomancers	N	70	140	270	410	550	675	Name
Quests	13	17	Zia Lomac	Seereth Stonebreak	Y	30	60	120	180	250	320	Name
Quests	17	22	Kaio Shadogap	Serfith Thermal	Y	85	170	330	500	675	825	Name
Quests	22	28	Kaio Shadogap	Kaio Shadogap	N	230	460	925	1400	1850	2300	2500 800

HOW TO

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TELDRASSIL

Teldrassil is the new home of the Night Elves. This distant homeland is far away from the safety of the Alliance lands, yet free from the focus of many enemies. Undead are not tolerated in this forest of life and beauty, and the Night Elves have no protectors that guard the land from any Demonic taint. Beware though; the Firbolg and Timberlings who once existed in great balance with this land, have grown aggressive of late. The Druids of Teldrassil seek answers before the beasts and people of the land suffer their own madness.



LOCAL RESOURCES

MINING: NONE

HERBALISM

HERB	AVAILABILITY
Panicleloom	Abundant
Silverleaf	Abundant
Earthroot	Common

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 1-10 (Skinning 1-50)

1 RUTHERFORD
Boat to
Daryn L
Erols A
Vespry

2 THE ORA
Alone R
Mist 10
Scuffed
Stranger
Wooden
Wooden
Wooden
Wooden
Wooden
Elder Hig
Aval Nig
Lady S
Minion
Sethy H
Strigil H
Snigil S
Wabron

3 WELLSPR
Blackm
Elder Tim
Timber

QUEST
A Friend in Need
A Good Friend
A Troubling Br
Crown of the Fe
Crown of the Fe
Crown of the Fe
Crown of the Fe
Crown of the Fe
CHOICE OF: A

ends, yet they are
elves have many
existed in perfect
and people of the



HOW TO

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MAP LEGEND

BUTHERAN VILLAGE

Just to Ashfordine
Drops Lightward 30 Quest
Enter Ambersky 30 Quest
Vagyrst 55 Hippogryph Master

THE ORACLE GLADE

Alana Runways 29 Enchanter
Mist 10 Quest
Sentinel Aryste Cloudbreak 10 Quest
Orange-Leafed Plant
Bloodthirster Fery 9-10
Bloodthirster Harpy 8-9
Bloodthirster Harvick 11
Bloodthirster Rague 9
Bloodthirster Succress 9
Glow Nightshade 8-9
Lord Nightshade 11
Lady Serfick 12
Mines of Seltin 10
Teller the Ancient 13 Quest Target
Virgil Hunter 8-9
Virgil Screamers 7-8
Wehwood Silkspinnen 9

WELLSPIRING RIVER

Weakness the Field 13 Quest Target
Sklar Timberling 11
Timberling Mire Beast 9

4 ROAD TO DARNASSUS

Nafyia Maneweaver 19 Leatherworker
Radnol Maneweaver 19 Skinner
Nightbreaker Stalker 7-8
Nightbreaker Stalker 7-8
Nightbreaker Stalker 7-8
Wehwood Vamplong 7-8

5 BAN'ETHIL HOLLOW

Agel 8 Quest Target
Gorlpine Ambusher 6-7
Gorlpine Defender 7
Gorlpine Shaman 8
Wehwood Vamplong 7-8

6 BAN'ETHIL BARROW DEN

Oben Ragnod 40 Quest
Gorlpine Augur 9
Gorlpine Defender 7
Gorlpine Shaman 8
Ragnod 10 Quest Target

7 POOLS OF ARLUTHRIEN

Nightbreaker Stalker 7-8
Nightbreaker Stalker 7-8
Nightbreaker Stalker 7-8
Wehwood Vamplong 7-8

8 GORLPINE HOLLOW

Strongest-Fruitful Plant
Gorlpine Augur 10
Gorlpine Pathfinder 9-10
Gorlpine Mole 12 Quest Target

9 LAKE AL'AMETH

Denolus 11 Quest
Fel Cone (Ground Spawns)
Timberling Seed (Ground Spawns)
Oakenscent 9+ Quest Target
Timberling Dark Ripper 7-8
Timberling Explorers 8-9
Timberling 5-8

10 DOLANAAR

Artides Bearmantle 11 Quest
Byranis 22 First Aid
Corithras Moorage 10 Quest
Cyndra KnifeWhisper 28 Alchemist
Junkkeeper Keldanny 30 Junkkeeper
Madame Madelard 17 Herbalist
Sentinel Kyra Starsong 12 Quest
Syrat Blackleaf 12 Quest
Tallenkai Swiftfoot 11 Quest
Zarrie 13 Cook

11 FEL ROCK

Dunk Spirit 6-7
Lord Melons 8 Quest Target
Razul Spirit 5-6
Shadow Spirit 5-6
Victims Groll 7

12 STARBREEZE VILLAGE

Georales Talvethren 7 Quest
Zene Fastball 7 Quest
Feralites Dream Eater 8 Quest Target
Gorlpine Gardener 5
Gorlpine Mystic 6-7
Gorlpine Ursa 5-6
Gorlpine Warrior 6-7

13 SHADOWGLEN

Iverran 5 Quest
Turbidelle 7 Quest
Groll 2-3
Griffin 3-4
Mossy Nightshade 2-3
Thrice Bear 2-3
Wehwood Spider 3-4
Young Nightshade 1-2
Young Thistlebush 1-2

14 ALDRASHIL

Conservator Hitholain 4 Quest
Divonis Silverbane 8 Quest
Githolain Windwalker 9 Quest
Tearon Stormspig 10 Quest

15 SHADOWTHREAD CAVE

Wehwood Egg (Ground Spawns)
Githolain the Vile 5 Quest Target
Wehwood Spider 3-4

QUESTS

QUEST	M LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP--	XP-	XP	XP+	XP++	XP+++	LOOT REWARD
Alford in Need	2	4	Iverran	Divonis Silvershine	Y	10	20	35	55	70	90	None
Alford Friend	2	4	Divonis Silvershine	Iverran	N	25	55	110	160	220	270	None
Crabbing Bronze	4	6	Artides Bearmantle	Georales Talvethren	Y	25	55	110	160	220	270	None
Deer of the Earth	1	5	Tearon Stormspig	Tearon Stormspig	Y	35	65	130	200	270	340	None
Deer of the Earth	1	5	Tearon Stormspig	Corithras Moorage	Y	25	45	90	140	180	230	None
Deer of the Earth	1	5	Corithras Moorage	Corithras Moorage	Y	35	65	130	200	270	340	None
Deer of the Earth	1	9	Corithras Moorage	Corithras Moorage	Y	80	160	310	470	625	775	None
Deer of the Earth	1	11	Corithras Moorage	Arch Druid Fardal Stagheim	N	110	220	440	650	875	1100	None

1000 XP 1 Advanced Bow 1 or 1 Thicket Hammer

QUESTS continued

QUEST	N LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHAIN?	XP--	XP-	XP	XP+	XP++	XP+++	QUEST REWARD
Crown of the Earth	1	11	Carlinhas Monastery	Carlinhas Monastery	Y	65	130	260	400	525	650	None
Dendaler's Earth	4	5	Syzal Blackfold	Dendaler	N	25	45	90	140	180	230	10
Dolaner Delivery	1	5	Parthenon	Invokaper Kaldonyer	N	10	20	45	65	90	110	None
CHOICE OF: 5 Dimensional Blow or 5 Refreshing Spring Water												
Druid of the Claw	3	10	Oben Ragerclaw	Oben Ragerclaw	N	110	210	420	625	850	1050	None
CHOICE OF: 1 Sleeping Robe or 1 Brackwood Blade												
Favored of Elms?	42	42	Erolas Ambarsky	Erolas Ambarsky	N	420	850	1700	2500	3350	4200	100 250 300
Favorette the Dream Eater	1	8	Talbaski Swiftnest	Talbaski Swiftnest	N	90	180	350	525	700	875	40 50
Ford Ranchella	52	52	Erolas Ambarsky	Ranchella	N	300	600	1200	1800	2400	3000	None
Georgiana Corruption	4	6	Georgiana Silverthorn	Athridas Beersmarte	Y	55	110	220	330	430	550	100 250
Heaven's Antidote	2	4	Dorian Silverthorn	Heaven	N	45	90	180	270	360	450	None
CHOICE OF: 1 Sedgewood Britches or 1 Barkwood Vest												
Heaven's Antidote	2	4	Dorian Silverthorn	Dorian Silverthorn	Y	35	70	140	210	280	360	None
Mist	6	11	Mist	Sentinel Aranya Cloudbreak	N	90	180	350	525	700	875	None
CHOICE OF: 1 Card Bracers or 1 Crag Buckler or 1 Scout's Cloak												
Montouched Wildkin	52	55	Erolas Ambarsky	Erolas Ambarsky	Y	575	1150	2250	3400	4500	5650	850 1000
Nightwoven Village	52	56	Daryn Lightwind	Wynl Nightwoven	Y	40	120	230	350	440	575	None
Odysseus	4	9	Dendaler	Dendaler	N	100	200	390	600	775	975	100 100
CHOICE OF: 1 Diamond Belt or 1 More-covered Goggles												
Planting the Heart	9	12	Dendaler	Dendaler's Plaster (Obj)	N	90	180	360	550	725	900	None
REWARD: Cleaned Timbering Heart												
Protection of the Grove	5	7		Sentinel Shayle Nightwoven	N	65	130	250	380	500	625	None
Recipe of the Kaldori	2	7	Zarin	Zarin	N	65	130	250	380	500	625	10
REWARD: Recipe: Kaldori's Spider Kabob, 3 Kaldori's Spider Kabob												
Railian Greenpines	4	7	Dendaler	Railian Greenpines	Y	30	65	130	190	250	320	None
Return to Dendaler	4	9	Railian Greenpines	Dendaler	Y	10	15	30	50	65	80	None
Seek Redemption!	4	7	Syzal Blackfold	Zann Foulhead	N	65	130	250	380	500	625	100 250
Seek Redemption!	4	7	Moan Princess Amara	Zann Foulhead	N	65	130	250	380	500	625	100 250
Seek Redemption!	4	7	Sentinel Shayle Nightwoven	Zann Foulhead	N	65	130	250	380	500	625	100 250
Seek Redemption!	4	7	Sentinel Ryan Starving	Zann Foulhead	N	65	130	250	380	500	625	100 250
Talldral	6	11	Sentinel Aranya Cloudbreak	Arch Druid Fendral Staghorn	Y	45	90	180	260	350	440	None
Talldral	6	11	Sentinel Aranya Cloudbreak	Arch Druid Fendral Staghorn	Y	45	90	180	260	350	440	None
Teasner's Sentences	1	5	Gibbelon Windwalker	Teasner Starving	Y	5	10	20	25	35	45	None
Teasner's Sentences	1	5	Melthier Staghorn	Teasner Starving	Y	5	10	20	25	35	45	None
The Balance of Nature	1	2	Concervator Mithakine	Concervator Mithakine	N	15	35	70	100	140	170	30
CHOICE OF: 1 Archery Training Gloves or 1 Skintail Bracers												
The Balance of Nature	1	3	Concervator Mithakine	Concervator Mithakine	N	25	50	100	150	200	250	50
CHOICE OF: 1 Draped Cloak or 1 Waxed Leather Belt												
The Emerald Dreamcatcher	1	6	Talbaski Swiftnest	Talbaski Swiftnest	Y	40	80	160	240	320	410	100 100
The Enchanted Glade	6	11	Sentinel Aranya Cloudbreak	Sentinel Aranya Cloudbreak	N	45	90	180	260	350	440	None
CHOICE OF: 1 Shakkled Grills or 1 Rain-spotted Cape												
The Glowing Fruit	4	10	Strange Foulhead Plant (Obj)	Dendaler	N	85	170	340	500	675	850	100 100
The Ranks of Wandering	4	9	Athridas Beersmarte	Athridas Beersmarte	Y	80	160	310	470	625	775	100 100
CHOICE OF: 1 Barkwood Leggings or 1 Grubst Staff												
The Road to Dendaler	5	8	Moan Princess Amara	Moan Princess Amara	N	70	140	280	420	550	700	100 250
The Shimmering Forest	4	10	Strange Foulhead Plant (Obj)	Dendaler	N	85	170	340	500	675	850	100 100
The Sleeping Druid	3	8	Oben Ragerclaw	Oben Ragerclaw	Y	70	140	280	420	550	700	None
The Sprouted Friends	4	10	Sprouted Friend (Obj)	Sprouted Friend (Obj)	N	10	15	35	50	70	85	None
REWARD: 5 Sprouted Friends												
The Woodland Protector	1	1	Melthier Staghorn	Terindrala	Y	5	10	15	25	30	40	None
The Woodland Protector	1	3	Terindrala	Terindrala	N	25	50	100	150	200	250	None
REWARD: 2 Healing Herb CHOICE OF: 1 Canopy Leggings or 1 Tracking Boots or 1 Viny Gloves												
Timbering Seeds	4	7	Dendaler	Dendaler	Y	65	130	250	380	500	625	None
REWARD: 10 Forest Mushroom Caps												
Timbering Sprouts	4	7	Dendaler	Dendaler	N	80	160	320	470	625	800	100 100
CHOICE OF: 1 Gardening Gloves or 1 Graystone Bracers												
Turners	4	9	Railian Greenpines	Railian Greenpines	N	100	200	390	600	775	975	100 100
REWARD: Pruning Tools												
Twined Hatred	4	7	Talbaski Swiftnest	Talbaski Swiftnest	N	65	130	250	380	500	625	None
Unlaid the Hunter	4	12	Athridas Beersmarte	Athridas Beersmarte	N	120	220	440	700	925	1150	None
CHOICE OF: 1 Defender Axe or 1 Throatcut Club												
Wooden Egg	1	5	Gibbelon Windwalker	Gibbelon Windwalker	N	55	110	220	340	450	550	None
CHOICE OF: 1 Woodland Shield or 1 Woodland Tunic or 1 Woodland Boots												
Wooden Vases	1	3	Gibbelon Windwalker	Gibbelon Windwalker	Y	25	50	100	150	200	250	None
CHOICE OF: 1 Thistlewood Axe or 1 Thistlewood Dagger or 1 Thistlewood Staff or 1 Thistlewood Blade or 1 Thistlewood Bow												
Zann's Bidding	4	5	Zann Foulhead	Zann Foulhead	N	45	90	180	270	360	450	100 100
REWARD: 5 Sacred Voodoo Claw												



THE BARRENS

The Barrens are one of the largest zones and a central hub for travel between regions. Savannah Providers roam the land and remain hidden from younger adventurers, while Raptors, Centaurs, Harpies and all sorts of other wildlife can be seen hunting or foraging. This provides plenty of skinning opportunities. Ore and herbs are also all across the landscape. Three dungeons are within the zone: The Walling Caverns, Razorfen Downs, and Razorfen Kraul. The Barrens offers access to many other zones including Stonetalon, Thousand Needles, Durotar, and Dustwallow Marsh; of course, that doesn't mention the Wyvern paths or the port town of Ratchet where adventurers can book passage on a ship.



LOCAL RESOURCES

MINING

ORE	AVAILABILITY
Copper	Abundant
Iron	Abundant
Silver	Uncommon
Gold	Rare
Platinum	Rare

HERBALISM

HERB	AVAILABILITY
Pencilbloom	Abundant
Briarbane	Abundant
Earthroot	Abundant
Silverleaf	Abundant
Magecrown	Abundant
Brackenroot	Uncommon
Kingsblood	Uncommon
Wild Steelbloom	Rare
Grave Moss	Rare

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 12-24 (Skinning 50-100)



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

MAP LEGEND

1 BAEI MODAN

Bael's Enforcer 21-22
Bael's Foreman 22-23
Bael's Officer 26
Bael's Rifleman 24, 25
Bael's Soldier 23, 24
Bael's Thug 24
General Tordwald 30
Lord Cyle Blackbeard 25
Madja Barleykew 25
Prospector Khargom 26
Captain George Hammerer 27 Elbe

2 BLACKTHORN RIDGE

Reconnaissance Pathfinder 20, 21
Reconnaissance Scout 23, 24
Reconnaissance Soldier 22, 23
Reconnaissance Warrior 24, 25
Kai Orchem 21
Kai Orchem 23
Kai Orchem 25
Raggy Tordwald 26 Elbe

3 SOUTHERN BARRENS

Gunn Sergeant 18 Quest
Hamm Bladeford 24 Elbe
Maras Bel 24 Elbe
Thorn Featherman 25 Elbe
Breton 27 Elbe
Barren Kado 18, 20
Greater Barren Kado 24, 25
Woody Kado 25, 26
Quest Thunderhawk 22, 24
Hickling Stalker 22, 23
Storahle 22, 23
Thunderstorm 24
Weebie Pavee 25

4 SULTH MOUNDS 18-24

Isden Waterscar 24 Elbe
Maras Bel 24 Elbe
Thorn Featherman 25 Elbe
Breton 27 Elbe
Siltid Grasp 20, 21
Siltid Grasp 20
Siltid Hunter 24
Siltid Protector 18, 19
Siltid Swarmer 21, 22
Barren Kado 19, 20
Woody Kado 25, 26
Greater Barren Kado 24, 25

5 FIELD OF GIANTS

Azure the Skyblade 25
Orestoka 24
Breton 27 Elbe
Hamm Bladeford 24 Elbe
Maras Bel 24 Elbe
Thorn Featherman 25 Elbe
Thunderhead 20-21
Woody Kado 25, 26
Zhena Caesar 20-21
Thunderhead Thunderstorm 20-21
Greater Barren Kado 24-25
Gastelle 2
Barren Kado 19, 20
Zhena Caesar 20-21

6 CAMP TAURAJ

Kelven 20 Stabmaster
Inkeeper Ryle 30 Inkeeper
Drek 15 Skinner
Jari Skynner 32 Quest
Yomde 25 Tailoring & Leatherworking Supplies
Mahat 31 Expert Tailor
Kralma Falmone 42 Expert Leatherworker
Galeost 25 Butcher
Rage Regeneration 30 Quest
Great Langer 20 Quest
Great Dragon 20 Quest
Hangletooth 17 Quest
Kings Sherdon 22
Tatarnack Steelrage 14
Takar the Seer 45 Quest

7 BRAMBLES

Brilfahad Commander 19-20
Brilfahad Hunter 18-19
Brilfahad Thawerover 17-18

8 RAPTOR GROUNDS

Sensale Synthelaw 15-16
Sensale Sorecher 13-15
Sensale Luchid 11-13
Floating Platebirds 12-13
Hickling Hyma 15-16
Onery Platebirds 16-17
Zhena Charger 17-18

9 MIDDLE BARRENS

Hamm Bladeford 24 Elbe
Maras Bel 24 Elbe
Thorn Featherman 25 Elbe
Barren Kado 15-16
Wandering Barren Kado 18-19
Barren Kado 19-20
Hickling Stalker 18-19
Thunderhead Thunderstorm 18-20
Gastelle 2
Storahle 18-19

10 AGAMA'GOR

Brilfahad Commander 19-20
Brilfahad Hunter 18-19
Brilfahad Thawerover 17-18
Brilfahad Water Seeker 16-17
Gaspert Galk'ruk 19
Sorecher Spunkish 22 Elbe

11 NORTHWATCH HOLD

Githrux Finkbeath 17 Quest
Thornax Marlin 15-16
Thornax Preserver 16-17
Commander Synthelaw 19
Commander Whisson 19
Captain Fairmont 20

12 THE MERCHANT COAST

Klamm Madood 45 The Islander, Quest
Isden Waterscar 24 Elbe
Maras Bel 24 Elbe
Sorecher Siltid 32 Quest
Sorecher Siltid 32 Quest
Sorecher Commander 13-14
Sorecher Commander 24-25
Sorecher Priestess 14-15
Polly 18
Tace 13
Barren Langshere 18
Sorecher Madura 18-19
Isden Kado 27

13 RATCHET

Brewmaster Drek 9 Quest
Captain Thale'vris Brighten 25 Quest
Wenix the Wretched 20 Quest
Vazaria Linkwage 40 Master Goblin Engineer, Quest Giver
Tinkwitz 25 Journeyman Engineer
Goggyruck 20 Engineering Goods
Gastelle 40 Quest Giver
Sprettel 13 Tink'vris, Quest Giver
Commander Ringlekz 18 Quest Giver
Zakal 30 Banker
Fetukale 27 Banker
Mahat Mizryia 17 Quest Giver
Ironer 23 Weaponsmith
Whitmerster Ditzwyl 15 Quest Giver
Shipmaster Grimbale 45 Shipmaster
Klax 24 Fisherman
Lix Rixel 17 Workshop Assistant
Gratix 25 Armorer & Shieldbearer
Vespiglad 34 Clerk & Leather Armer Merchant
Rank 22 Trade Supplies
Jazzik 22 General Supplies
Zizzik 22 Fisherman
Reggylux 25 Stabmaster
Inkeeper Wiley 35 Inkeeper
Monera Valdmor 50 Quest Giver
Storahle Feron 40 Quest Giver
Acolyte Mager 20 Quest Giver
Acolyte Feronik 20 Quest Giver
Acolyte Wylde 20 Quest Giver

14 NORTH RATCHET PLAIN

Thur'grim Fergoz 29 Quest
Onery Platebirds 16, 17
Sensale Synthelaw 15, 16
Sensale Synthelaw 15, 16
Zhena Charger 17, 18
Isden Kado 19
Sulfstone 21 Elbe
Hamm the Pribled 23 Elbe

15 SALTWATER OASIS

Kalkar Marauder 15-16
Kalkar Pack Runner 14-15
Kalkar Packbound 13
Kalkar Steamer 19-14
Kalkar Wrangler 13-13
Drek Snuggly 15-16
Brilfahad 17
Varyng the Devilish 18
Rocklame 17 Elbe

16 LUSHWATER OASIS/WAILING CAVERNS

Falla Sagewind 25 Quest
Kallian Felmont 27 Specialist Leatherworking
Supplies
Hedgah 14 Disciple of Nerale, Quest
Elby 14 Disciple of Nerale, Quest
Waldor 28 Journeyman Leatherworker
Deviate Coler 15, 16 Elbe
Deviate Creeper 15, 16 Elbe
Deviate Lark 16, 17 Elbe
Deviate Slayer 16, 17 Elbe
Deviate Stalker 15, 16, 17 Elbe
Deviate Stingshot 17 Elbe
Downing Knight 16, 17 Elbe
Cloud Nightgown 16, 17 Elbe
Hedgah 18 Elbe
Kalkar Marauder 15-16
Kalkar Pack Runner 14-15
Kalkar Packbound 13
Kalkar Steamer 19-14
Kalkar Wrangler 13-13
Drek Snuggly 15-16
Herald Blackhawk 19
Guthrux 20 Elbe

17 CROSSROADS

Inkeeper Boarded Platebird 30 Inkeeper
Kalkar 18 Beverage Merchant
Zarg 18 Butcher
Maras Hurling 18 Baker
Lizarr 19 Weapons Dealer
Serge Darkshore 34 Quest Giver
Kip'hal 25 Journeyman Tailor
Wark 18 Tailoring Supplies
Hedgah Whistling 19 Outfitter
Tage Revolver 22 Quest
Kallian Thunderstorm 23 Bogs and Socks
Mahat 15 Quest
Thak 42 Quest
Devrak 55 Wind Rider Master
Hulk'kai 30 Reagents and Herbs
Karon 12 Quest
Ulthak 16 Bowyer and Gensmith
Jahan Hawkwing 21 Leather & Mail Armer
Merchant
Margal Duthere 35 Weaponsmith
Targh 31 Expert Blacksmith
Silver 20 Stable Master
Burg 14 General Goods Vendor
Tair'Go 14 Trade Supplies
Gozog 25 Quest
Apothecary Melvin 22 Quest
Tarkon Heartgrain 22 Baker
Galk 13 Quest Giver
Dohng 18 Cook
Kram Fiss 15 Quest Giver

18 ORC RAMPART

Lum'gah 4
Raghez Dearthgrip 28 Quest
Kalkar Isenlar 16-17
Kalkar Steamer 15-16
Wardlaw Iron'ar 29

19 CENTRAL BARRENS

Barren Kado 15-16
Gastelle 2
Hickling Hyma 15-16
Lust Barren Kado 14-15
Onery Platebirds 16-17
Sensale Synthelaw 14-15
Sensale Synthelaw 15-15
Zhena Charger 17-18
Sorecher the Hatcher 17

20 HONOR'S STAND

Onery Platebirds 16-17
Sensale Synthelaw 15-16
Zhena Charger 17-18

21 THE FORGOTTEN POOLS

Kalkar Steamer 13-14
Kalkar Wrangler 12, 13
Barak Kaldum 16
Steamer 15

22 THORN HILL

Reconnaissance Defender 12, 13
Reconnaissance Defender 12, 13
Reconnaissance Hunter 11, 12
Reconnaissance Mystic 13, 14
Reconnaissance Thawerover 10, 11
Reconnaissance Water Seeker 10, 11
Reconnaissance Warrior 15 Elbe
Reconnaissance Warrior 15 Elbe

23 FAR WATCH POST

Al'Zeloth 22 Quest
Kargal Belferess 15 Quest
Ulthak 20 Quest

24 KODI BONES

Sensale Synthelaw 11-12
Sensale Synthelaw 14-15
Echeyak 16
25 Deviated Peak
Burning Blade Analyst 11-12
Burning Blade Braker 10-11
Rothlax 15

26 THE MOR'SHAN RAMPART

Vrang Wildgore 48 Weaponsmith & Armorer
Wenker Bladeford 19
Onery Platebirds 16-17
Sensale Synthelaw 15-16
Zhena Charger 17-18

27 THE DRY HILLS

Withwing Andahar 17, 18
Withwing Hap 14, 15
Withwing Hap 14, 15
Withwing Hap 14, 15
Withwing Hap 14, 15
Withwing Hap 14, 15
Withwing Hap 14, 15

28 NORTHERN BARRENS

Barren Kado 15, 16
Floating Platebirds 12, 13
Hickling Hyma 15, 16
Lust Barren Kado 14, 15
Sensale Synthelaw 14, 15
Sensale Synthelaw 13, 14
Zhena Steamer 13, 14
Gastelle 2

29 VENTURE COMPANY OPERATIONS

Taskmaster Fizzle 35 Elbe Quest
Venture Co. Pawn 13-14
Venture Co. Pawn 14-15
Taskmaster Fizzle 35 Elbe

30 SLUDGE FENS

Venture Co. Marauder 15-16
Venture Co. Dragger 14-15
Engineer Whistling 19
Furnace Galk' 19
Furnace Galk' 19
Overseer Galk' 19
Grand Foreman Palk Galk' 26 Elbe

31 NORTHERN PLAIN

Onery Platebirds 16-17
Sensale Synthelaw 15-16
Zhena Charger 17-18
Taki the Langer 19 Elbe

32 BUILDER LOLE MINE

Venture Co. Enforcer 16-17
Venture Co. Overseer 17-18
Bass Copperling 19

33 SOUTHWATER RIVER

Dreadnaw Crook 9-11

QUEST
A New Ore Sample
REWARD: Orech 1
Aggaggon's Appl
Aggaggon's Str
Alured Being
Apothecary Zare
REWARD: Cuddles
Betrayal from Wi
CHOICE OF: 1 Bar
Betrayal from Wi
Blood Shards of W
Blood Shards of W
REWARD: A Small
Centur Breaker
CHOICE OF: 1 Ore
Chen's Empty Keg
REWARD: 5 Stacks
Consumed by Hel
CHOICE OF: 1 Bar
Counterattack
Cry of the Thund
REWARD: Gloves
Despises Seldar
Dig Rat Stone
REWARD: Rupture
Disrupt the Attac
Echeyak
Egg Hunt
CHOICE OF: 1 Ha
Emerald Thunders
Free from the He
CHOICE OF: 1 Ba
Fargal Spores
Gena's Recluse
Harmal Barette
Heavy Limestone
Heavy Riders
Herald Warden
REWARD: Bounty
Ward's Presence
CHOICE OF: 1 W



QUESTS

QUEST	IN LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHAMP	XP	XP	XP	XP	XP	XP	CASH REWARD
Heirloom Sample	23	29	Tatterneck Steelbore	Tatterneck Steelbore	N	240	420	930	1400	1900	2250	25-00 00
Wargen's Agility	14	20	Mangletooth	Mangletooth	N	0	0	0	0	0	0	None
Wargen's Strength	14	20	Mangletooth	Mangletooth	N	0	0	0	0	0	0	None
Wargen's Dexterity	10	16	Tonga Runestom	Tonga Runestom	N	120	230	440	700	925	1150	8-00 00
Wargen's Dexterity	10	15	Apothecary Helbin	Apothecary Zench	N	80	160	320	480	650	800	None
Wargen's Dexterity	17	25	Mangletooth	Thark	N	310	400	1200	1850	2450	3050	None
Wargen's Dexterity	17	25	Mangletooth	Mangletooth	Y	150	300	600	900	1200	1500	None
Wargen's Dexterity	14	21	Mangletooth	Mangletooth	N	130	250	500	750	1000	1250	None
Wargen's Dexterity	20	26	Mabok Mizzyrix	Mabok Mizzyrix	N	210	420	850	1250	1700	2100	None
Wargen's Dexterity	9	14	Ragther Deathgate	Ragther Deathgate	N	130	250	500	750	1000	1250	None
Wargen's Dexterity	11	15	Brennmaster Draken	Brennmaster Draken	Y	140	270	550	800	1100	1350	None
Wargen's Dexterity	11	24	Brennmaster Draken	Brennmaster Draken	N	200	390	775	1150	1550	1950	None
Wargen's Dexterity	14	20	Mazrik	Mazrik	N	200	390	775	1150	1550	1950	None
Wargen's Dexterity	11	20	Ragther Deathgate	Ragther Deathgate	N	200	390	775	1150	1550	1950	25-00 00
Wargen's Dexterity	10	20	Jorn Skyner	Jorn Skyner	Y	200	390	775	1150	1550	1950	None
Wargen's Dexterity	17	20	Mabok Mizzyrix	Mabok Mizzyrix	N	200	390	775	1150	1550	1950	25-00 00
Wargen's Dexterity	15	23	Grub	Grub	N	190	370	750	1100	1500	1850	None
Wargen's Dexterity	9	12	Thark	Thark	N	90	180	360	550	725	900	None
Wargen's Dexterity	10	16	Sergin Darkhorn	Sergin Darkhorn	Y	150	290	575	875	1150	1450	None
Wargen's Dexterity	17	22	Karraz	Karraz	N	180	350	700	1050	1400	1750	None
Wargen's Dexterity	10	18	Jorn Skyner	Jorn Skyner	Y	170	340	675	1000	1350	1700	None
Wargen's Dexterity	13	20	Gilbarras Firebough	Captain Thol'hen Brightson	N	200	390	775	1150	1550	1950	25-00 00
Wargen's Dexterity	10	15	Apothecary Helbin	Apothecary Helbin	N	110	210	420	625	850	1050	7-00 00
Wargen's Dexterity	17	23	Gonn Stonegrip	Gonn Stonegrip	Y	190	370	750	1100	1500	1850	15-00 00
Wargen's Dexterity	10	16	Tonga Runestom	Arch Drazil Hazzard Runestom	Y	30	60	120	170	230	290	None
Wargen's Dexterity	12	16	Darzak Southbagger	Darzak Southbagger	Y	120	230	460	700	925	1150	8-00 00
Wargen's Dexterity	12	15	Darzak Southbagger	Darzak Southbagger	Y	110	210	420	625	850	1050	7-00 00
Wargen's Dexterity	11	19	Ragther Deathgate	Ragther Deathgate	N	110	220	440	650	875	1100	8-00 00
Wargen's Dexterity	15	29	Kadrok	Kadrok	N	300	600	1200	1750	2350	2950	None

HOW TO

AZEROTH

KHAZ MODAN

LODARCON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

QUESTS continued

QUEST	M LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP--	XP-	XP	XP+	XP++	XP+++	CASH	REWARD
Ignition	13	18	Wizczar's Shredder	Wizczar's Shredder	N	140	270	550	800	1100	1350	None	None
In Nightmares	10	25	Fella Sognard	Arch Druid Humal Runetotem	N	200	400	800	1200	1600	2000	None	None
CHOICE OF: 1 Teller Mantle or 1 Quagmire Gales													
In Nightmares	10	25	Fella Sognard	Mafrengral Beerwailer	N	200	400	800	1200	1600	2000	None	None
CHOICE OF: 1 Teller Mantle or 1 Quagmire Gales													
Industrial Espionage	13	18		Spattervalve	N	0	0	0	0	0	0	None	None
Idle Junk	10	27	Mulren Skyser	Mulren Skyser	N	280	550	1100	1650	2200	2750	None	None
REWARD: Deconstructer's Girdle or CHOICE OF: 1 Binding Red or 1 Word of the Vale													
Ironhorse	10	19	Jern Skyser	Jern Skyser	Y	180	360	725	1100	1450	1800	None	None
Jern Skyser	10	18	Serga Darkthorn	Jern Skyser	Y	15	25	55	80	110	140	None	None
Kaskar Leaders	11	16	Ragthor Deathgate	Ragthor Deathgate	N	90	180	350	525	700	875	100	100
Letter to Jax Zil	15	20	Darok Swiftlagger	Witch Doctor Jax Zil	N	160	310	625	925	1250	1550	None	None
Lost to Battle	14	20	Mankirk	Mankirk	N	120	230	460	700	925	1150	100	100
Mulren Skyser	9	27	Jern Skyser	Mulren Skyser	Y	55	110	220	330	440	550	None	None
Miner's Fortune	13	18	Wharfmaster Dizzwig	Wharfmaster Dizzwig	N	170	340	675	1000	1350	1700	None	None
REWARD: A Sack of Coins													
Mura Runetotem	10	15	Tonga Runetotem	Mura Runetotem	N	110	210	420	625	850	1050	None	None
CHOICE OF: 1 Jacked Bob or 1 Sower's Cloak													
Nara Wilderness	10	16	Arch Druid Humal Runetotem	Nara Wilderness	Y	10	25	45	70	90	120	None	None
Nugget Slugs	10	15	Wenkeke Ballbucket	Wenkeke Ballbucket	N	110	210	420	625	850	1050	None	None
Plainsider Mercia	10	12	Serga Darkthorn	Serga Darkthorn	Y	90	180	360	550	725	900	500	500
Prowlers of the Barrens	10	15	Serga Darkthorn	Serga Darkthorn	Y	110	210	420	625	850	1050	100	100
Raptor Horns	13	18	Mebok Mizzyria	Mebok Mizzyria	N	140	270	550	800	1100	1350	None	None
REWARD: 5 Raptor Punch, Barkeeper's Cloak													
Raptor Thawen	9	13	Gazrag	Gazrag	Y	90	180	360	550	725	900	100	100
Razzerbide	14	20	Mangletooth	Mangletooth	N	0	0	0	0	0	0	None	None
Revenge of Gonn	17	26	Gonn Stonegire	Gonn Stonegire	N	210	420	850	1250	1700	2100	200	200
REWARD: Isotonic Claw Ring													
Revenge of Gonn	17	26	Gonn Stonegire	Gonn Stonegire	Y	210	420	850	1250	1700	2100	200	200
Rib Greenygh	10	18	Wenkeke Ballbucket	Rib Greenygh	Y	35	70	140	200	270	340	None	None
Rising Spirit	14	20	Mangletooth	Mangletooth	N	0	0	0	0	0	0	None	None
Semaphlange	10	14	Spattervalve	Control Console (0b)	Y	75	150	300	440	600	750	None	None
Semaphlange	10	14	Control Console (0b)	Control Console (0b)	Y	50	100	200	290	390	490	None	None
Semaphlange	10	14	Control Console (0b)	Control Console (0b)	Y	75	150	300	440	600	750	None	None
Semaphlange	10	16	Control Console (0b)	Spattervalve	N	120	230	460	700	925	1150	None	None
CHOICE OF: 1 Engineer's Hammer or 1 Wedding Shield													
Semaphlange Mancel	10	19	Rib Greenygh	Rib Greenygh	N	180	360	725	1100	1450	1800	None	None
CHOICE OF: 1 Tark Wrench or 1 Semaphlange Screwdriver													
Serena Bloodfeather	12	20	Darok Swiftlagger	Darok Swiftlagger	N	200	390	775	1150	1550	1950	None	None
CHOICE OF: 1 Elegant Shortward or 1 Heavy Skinner or 1 Thorne Jew													
Serga Darkthorn	10	10	Mulren Stonehead	Serga Darkthorn	Y	65	130	250	380	500	625	None	None
Southlane Fireboosters	9	14	Geelwee	Geelwee	Y	75	150	300	440	600	750	None	None
Spirit of the Wind	14	20	Mangletooth	Mangletooth	N	0	0	0	0	0	0	None	None
Stolen Booty	9	14	Geelwee	Geelwee	N	120	230	460	700	925	1150	100	100
CHOICE OF: 1 Wayfaring Gloves or 1 Padded Lancello Boots													
Stolen Silver	9	18	Gazrag	Gazrag	N	140	270	550	800	1100	1350	100	100
CHOICE OF: 1 Rumbling Boon or 1 Settler's Luggage													
Supplies for the Grasswads	9	12	Thark	Thark	N	90	180	360	550	725	900	500	500
The Angry Synthesizers	10	17	Serga Darkthorn	Serga Darkthorn	Y	130	250	500	750	1000	1250	100	100
The Barren Oases	10	10	Arch Druid Humal Runetotem	Tonga Runetotem	Y	40	85	170	250	340	420	None	None
The Disruption Ends	9	15	Thark	Thark	N	110	210	420	625	850	1050	None	None
CHOICE OF: 1 Binding Girdle or 1 Cashed Bob													
The Escape	13	18	Wizczar's Shredder	Spattervalve	N	170	340	675	1000	1350	1700	200	200
CHOICE OF: 1 Hating Baton or 1 Greasy Tanker's Pants													
The Forgotten Pools	10	13	Tonga Runetotem	Tonga Runetotem	Y	70	140	270	410	550	675	None	None
The Gaze of Northweth	13	20	Captain Theda Yee Brightman	Captain Theda Yee Brightman	N	160	310	625	925	1250	1550	None	None
CHOICE OF: 1 Prisoner Market or 1 Sea Dog Berches													
The Missing Shipment	9	14	Wharfmaster Dizzwig	Geelwee	Y	10	20	40	60	80	100	None	None
The Missing Shipment	9	14	Geelwee	Wharfmaster Dizzwig	Y	10	20	40	60	80	100	None	None
The Stagnant Oases	10	16	Tonga Runetotem	Tonga Runetotem	Y	120	230	460	700	925	1150	None	None
The Sworn Grows	29	33	Korran	Belgrum Rockmad	Y	130	260	525	775	1050	1300	None	None
The Tear of the Moon	22	30	Foegly the Exiled	Foegly the Exiled	N	250	490	975	1450	1950	2450	250	250
The Zherne	10	13	Serga Darkthorn	Serga Darkthorn	Y	90	180	360	550	725	900	100	100
Tribes at War	14	21	Mangletooth	Mangletooth	N	170	330	650	1000	1300	1650	None	None
Verag the Derelict	11	18	Ragthor Deathgate	Ragthor Deathgate	Y	100	200	400	600	800	1000	100	100
WANTED: Baron Longshore	11	16	Wanted Poster (0b)	Geelwee	N	120	230	460	700	925	1150	100	100
Weapons of Choice	17	24	Tetherneck Steelforge	Tetherneck Steelforge	N	200	390	775	1150	1550	1950	None	None
CHOICE OF: 1 Devilhorn Hammer or 1 Everloop Lantern													
Wenkeke Ballbucket	10	14	Spattervalve	Wenkeke Ballbucket	Y	50	100	200	290	390	490	None	None
Wharfmaster Dizzwig	9	11	Apogheary Halbin	Wharfmaster Dizzwig	N	45	90	180	260	350	440	None	None
Wisdom of Apogheary	14	20	Mangletooth	Mangletooth	N	0	0	0	0	0	0	None	None
Zia Fiziks	16	21	Spattervalve	Zia Fiziks	Y	40	85	170	250	330	420	None	None



WINTERSPRING

The northern land of Winterspring is reached through a dangerous tunnel out of Felwood. The Furbolgs who live there are hard to befriend, and have a natural tendency to attack anything that hasn't been at war with their mutual enemies for quite some time. On the other side of the tunnel is Winterspring itself, where snow falls, geysers blast into the sky, and some of the greatest Yetis in all of Azeroth dwell. To escape from the cold and the monsters of Winterspring, look toward the center of the valley and speak with the Goblins who hold a neutral town there.



LOCAL RESOURCES

MINING

MIN	AVAILABILITY
Iron	Abundant

HERBALISM

HERB	AVAILABILITY
Ice Caps	Abundant

SKINNING

Quantity of Skinnable Creatures: Abundant
Level of Skinnable Creatures: 55-60 (Skinning 250-300)



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

❶ FROSTFIRE HOT SPRINGS
 fledgling Chillwind 54-55
 Ragged Owlbeast 53-55
 Rogue Ice Thistle 53-54
 Shardtooth Bear 53-54
 Winterfall Totemic 54-55
 Winterfall Pathfinder 53-54
 Winterfall Den Watcher 55-56

- 2 **TIMBERMAW POST**
Winterfall Totemic 54-55
Winterfall Pathfinder 53-54
Winterfall Den Watcher 55-56

- ① THE RUINS OF KEL'THERIL
Anguished Highborn 55-56
Suffering Highborn 54-55

- LAKE KEL'THERIL
Anguished Highborn 55-56
Suffering Highborn 54-55

- MAZTHORIL**
 Bramoran 58 Elite
 Chillwind Chimera 55
 Cobalt Broodlings 55-56
 Cobalt Scalebane 56-57 Elite
 Cobalt Magesweaver 57-58 Elite
 Cobalt Wolves 54
 Cobalt Wyrnkin 55-56 Elite
 Shardtooth Mauler 55
 Spell Eater 55-56
 Spellmaw 56 Elite

- Monodew 58 Elite
 Stryer 59 Elite
 Winterspring Owl 54-56

- **DUN MANDARR**
 Berserker Owlbeast 57-58
 Crazy Owlbeast 58
 Elder Shardtooth 57-58
 Moonfauched Owlbeast 58
 Winterspring Screecher 57-58

- 7 FROSTWHISPER GORGE**
Frostmaul Preserver 59-60 Elite
Frostmaul Giant 59-60 Elite

- **DARKWHISPER GORGE**
Hederrine Munstalker 59-60 Elite
Hederrine Slayer 59-60 Elite

- **OWLWING THICKET**
 - Ranchella 58
 - Berserk Owl Beast 58-59
 - Chilwind Ravager 59
 - Cruzed Owl Beast 56-57
 - Moontouched Owl Beast 57-58

- ❶ ICE THISTLE HILLS
 - Chillwing Chimera 55-57
 - Ice Thistle Yeti 55-56
 - Ice Thistle Patriarch 57-58
 - Ice Thistle Matriarch 56-57
 - Shardtooth Mauler 55-56
 - Winterspring Owl 55-56

- ❶ **WINTERFALL VILLAGE**
Shardtooth 54-55
Winterspring Owl 54-55
Winterfall Ursa 57-58
Winterfall Shaman 56-57
Winterfall Den Watcher 55-56

- EVERLOOK**
 Everlook Bruiser 65
 Monsthu 55 Elite Alliance Flight Master
 Yougok 55 Elite Horde Flight Master
 Meggi Peppinrock 60
 Malyfaus Darkhammer 55 The Thorium
 Brotherhood Quest
 Evie Whirlbrew 58 Alchemy Supplies Rare recipes
 Uni Rumplesnick 57 Quest
 Arzleby 30 Stable Master
 Seril Scurvonne 57

- Lilith the Linbe 55
 Qia Trade good supplies Rare Patterns
 Kilam 58
 Blixrak 55 Light Armor Merchant
 Nixrak 54 Heavy Armor Merchant
 Wixzap 55 Weaponsmith And Gensmith
 Jack Sterling 50
 Uman Stragorain 42
 Lunax Spraketzip 54 Mining supplier
 Felak Steelspring 54
 Legacki 57
 Hinnick 60 Food and Drink
 Jessica Redpath 50
 Gregor Greystone 55 Argent Dawn
 Imkneer Vizzle 30

- Gogo 58
Harco Wigglesworth 54
Xlizer Fizzbolt 55 Engineer Supplier
Chillwind Chimera 57
Shardtooth Mauler 56

- ⑦ THE HIDDEN GROVE
Berserk Owl Beast 58-59
Crazed Owl beast 56-57
Moonouch Owl Beast 57-58

- FROSTSABER ROCK**
Frostsaber Stalker 59
Frostsaber Mantress 1
Frostsaber Pride Wat
Frostsaber Cub 55-56
Frostsaber 55-56

- Syvrane 55 Trade Goods
 Lyranne Featherstone 56 Food and Drink
 Wynd Nightchaser 62
 Jarro Stoneshopper 55 Explorers' Club
 Netherill Reinroller 57 General Goods

QUEST	M LVL	LVL	QUEST LAUNCHER	QUEST FINISHER	CHARTY	ZP--	ZP-	ZP	ZP+	ZP++	ZP+++	COST RWD
Ain We There, Yet?	52	54	Umi Ramplensicker	Umi Ramplensicker	Y	440	875	1750	2600	3300	4350	£16k
Ain We There, Yet?	52	58	Umi Ramplensicker	Umi Ramplensicker	N	775	1550	3100	4650	5900	7750	None
REWARD: Mechanical Yet!												
Ain We There, Yet?	52	58	Umi Ramplensicker	Umi Ramplensicker	Y	470	925	1850	2800	3700	4650	£16k
Breastplate of Bloodfists	57	62	Malyfun's Catalogue (Obj)	Malyfun Darkhammer	N	0	0	0	0	0	0	None
REWARD: Breastplate of Bloodfists												
Cap of the Scarlet Scurant	57	62	Malyfun's Catalogue (Obj)	Malyfun Darkhammer	N	0	0	0	0	0	0	None
REWARD: Cap of the Scarlet Scurant												
Dusted Horns	50	54	Felink Steelgring	Felink Steelgring	Y	550	1100	2200	3250	4350	5450	None
Duke Nicholas Zwerhoff	50	52	Groger Greystone	Duke Nicholas Zwerhoff	N	260	500	1000	1550	2050	2550	£16k
Enraged Wildkin	53	59	Joran's Wagon (Obj)	Joran Stenoshaper	N	650	1300	2550	3850	5100	6400	£16k
Enraged Wildkin	53	59	Joran Stenoshaper	Damaged Crate (Obj)	Y	320	650	1300	1950	2550	3200	None
Enraged Wildkin	53	59	Damaged Crate (Obj)	Joran's Wagon (Obj)	Y	320	650	1300	1900	2550	3200	None
Falling to Corruption	52	56	Donova Snowden	Doedwene Cauldron (Obj)	Y	440	875	1750	2600	3300	4350	None
Fiery Pits Guards	55	60	Malyfun Darkhammer	Malyfun Darkhammer	N	825	1650	3300	5000	6650	8300	None
REWARD: Fiery Pits Guards, Fiery Pits Guards												
Guarding Secrets	52	59	Trill Follbane	Nere Widmaw	N	650	1300	2550	3850	5100	6400	None
CHOICE OF: 1 Scuranty Bracers or 1 Shining Armpieces												
High Chief Winterfall	52	59	Donova Snowden	Donova Snowden	N	650	1300	2550	3850	5100	6400	None
CHOICE OF: 1 Crystal Biceps Muffler or 1 Ferngush Jerkin or 1 Willow Band Housker												
Laggings of Arcano	57	62	Malyfun's Catalogue (Obj)	Malyfun Darkhammer	N	0	0	0	0	0	0	None
REWARD: Laggings of Arcano												
Lorax's Tale	55	61	Lorax	Lorax	N	70	140	270	410	550	675	None
Mystery Goo	52	56	Doedwene Cauldron (Obj)	Donova Snowden	Y	440	875	1750	2600	3500	4350	None
Ramorous Highborne	53	58	Ramorous! Highborne	Wyrd Nightshower	Y	470	925	1850	2800	3700	4650	None
Return to Telone	50	54	Felink Steelgring	Telone Steamball	N	270	550	1100	1600	2150	2700	None
CHOICE OF: 1 Blitzbreaker or 1 Grov Snapper												
Storage Sources	51	56	Donova Snowden	Donova Snowden	N	575	1150	2300	3500	4650	5800	None
REWARD: Deep River Climb												
The Crystal of Sin-Maler	53	58	Wynd Nightshower	Arch Druid Federal Stepheln	N	425	1250	2500	3700	4950	6200	None
CHOICE OF: 1 Turquoise Sash or 1 Flow Wood Spindlers or 1 Emerald Mist Goggles												
The Everlook Report	50	52	Groger Greystone	Argent Officer Paruhart	N	260	500	1000	1550	2050	2550	£16k
The Everlook Report	50	52	Groger Greystone	Argent Officer Goroth	N	260	500	1000	1550	2050	2550	£16k
The Rules of Kal Theril	53	56	Wyrd Nightshower	Joran Stenoshaper	Y	60	120	230	350	460	575	None
The Rules of Kal Theril	53	56	Joran Stenoshaper	Auraro Skyblazer	Y	575	1150	2300	3500	4650	5800	None
Threat of the Winterfall	52	56	Donova Snowden	Donova Snowden	N	575	1150	2300	3500	4650	5800	£16k
Toxic Harpers	52	56	Donova Snowden	Donova Snowden	Y	575	1150	2300	3500	4650	5800	None
Winterfall Runners	52	57	Donova Snowden	Donova Snowden	Y	600	1200	2400	3600	4800	6000	None
Writh of the High Chial	52	59	Donova Snowden	Kalish Skyhanger	N	650	1300	2550	3850	5100	6400	None
Writh of the Blue Flight	57	62	Hulah	Hulah	Y	70	140	280	420	550	700	None

QUESTS

	M LVL	G LVL	QUEST LAUNCHER	QUEST FINISHER	CHAMPT	XP--	XP-	XP	XP+	XP++	XP+++	CASH REWARD
Enter Sack	45	50	Mara Wildmane	Sage Truthseeker	N	470	950	1900	2800	3750	4700	2000 2000 00
Unfold Tale	29	34	Auld Stonegrip	Auld Stonegrip	N	410	800	1600	2450	3250	4050	None
0000: 1 Baylewe Pad or 1 Stonefist Circle			or 1 Marshfield Buckler									
Unfold Tale	47	50	Innkeeper Pede	Arch Druid Harmed Runetotem	Y	45	95	190	280	380	470	None
End of Warcraft	13	23	Apothecary Lydon	Apothecary Lydon	N	190	370	750	1100	1500	1850	None
Unfold the Tales	28	38	Sage Truthseeker	Sage Truthseeker	N	360	700	1400	2150	2850	3550	None
0000: 1 Vile Protector or 1 Forcetrone Buckler			or 1 Omega Orb									
Enter Aid	13	18	Magatha Grimtotem	Apothecary Zarah	Y	35	70	140	200	270	340	None
Enter	26	37	Malar Stonehoof	Malar Stonehoof	N	430	850	1700	2550	3400	4250	None
0000: Spirit Hunter Headbinder												
Unfold Leather	4	8	Venen Taliskinder	Venen Taliskinder	N	90	180	350	525	700	875	None
0000: 1 Animal Skin Bag or 1 Double-layered Gloves												
Enter to Storm Mill	13	18	Apothecary Zarah	Apothecary Lydon	Y	140	270	550	800	1100	1350	None
Unfold Bag	4	10	Venen Taliskinder	Venen Taliskinder	N	40	85	170	250	340	420	None
0000: Pictus: Kodo Hide Bag												
Unfold Ward	20	30	Jarin Skyner	Malar Stonehoof	Y	0	0	0	0	0	0	None
Unfold Research	47	50	Reckless Runetotem	Reckless Runetotem	N	470	950	1900	2800	3750	4700	None
0000: Consume Circle Cache												
Unfold Research	47	50	Arch Druid Harmed Runetotem	Reckless Runetotem	Y	45	95	190	280	380	470	None
0000: 20 Pictus of Thunderbolt Seeds												
Unfold to Thunder Bluff	47	50	Reckless Runetotem	Reckless Runetotem	N	45	95	190	280	380	470	None
0000: Consume Circle Cache												
Unfold	40	40		Scorn Prisoner	N	0	0	0	0	0	0	None
Enter to Uldum	45	50	Sage Truthseeker	Mara Wildmane	Y	45	95	190	280	380	470	None
Unfold to Germany	7	11	Eyden Englestone	Eyden Englestone	N	90	180	350	525	700	875	None
0000: 1 Blood Harnes or 1 Tribal Warrior's Shield												
Enter to Thunder Bluff	13	23	Apothecary Lydon	Apothecary Zarah	N	140	280	550	850	1100	1400	None
Enter to Thunder Bluff	45	50	Uldum Pedestal (Oh)	Mara Wildmane	Y	45	95	190	280	380	470	None
Unfold Hoppers	45	50	Mara Wildmane	Uldum Pedestal (Oh)	N	470	950	1900	2800	3750	4700	None
Unfold	14	18	Apothecary Zarah	Apothecary Zarah	N	170	340	675	1000	1350	1700	2000 2000 00
0000: Apothecary Gloves												
Unfold	20	30	Malar Stonehoof	Malar Stonehoof	N	250	490	975	1450	1950	2450	None
Unfold Machine Argent	13	23	Apothecary Zarah	Apothecary Zarah	N	230	460	925	1400	1850	2300	2000 2000 00
Unfold Stone	40	47	Sage Truthseeker	Bene Winterhoof	N	40	85	170	250	340	420	None
0000: Tough Sack and CHOICE OF: 5 Superior Healing Potion or 5 Greater Mana Potion												
Unfold Flame	20	25	Zangas Stonehoof	Zangas Stonehoof	Y	240	500	1000	1550	2050	2550	2500 2000 00
Unfold Flame	20	29	Rau Cliffrunner	Rau Cliffrunner	N	240	470	950	1400	1900	2350	None
0000: 1 Cliffrunner's Aim or 1 Azuro Sack												
Unfold Flame	20	29	Zangas Stonehoof	Rau Cliffrunner	Y	60	120	240	350	470	600	None
Unfold Sack	47	50	Arch Druid Harmed Runetotem	Ghede	N	470	950	1900	2800	3750	4700	1000 4500 00
Unfold to By Port	12	15	Clarice Foster	Yariv's Tumbstone (Oh)	N	55	110	220	320	430	550	None

theory Society

S Quest

5 Quest

5 Quest

5 Quest

5 Quest

5 Quest

5 Quest

5 Quest

HOW TO

AZEROTH

KHAZ MODAN

LODGEON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



Watery murky pools scattered among the land are the biggest indication that you're in Duskwallow Marsh. There are a few trainers and vendors and there are many travel options including a flight path and a boat going to Menethil on the Eastern coast. This is a dangerous area and only adventurers reaching the mid to high levels of their training can wander here safely. However, the Horde is making a push into the region and has set up Brackenwall Village with their own flight path. There are plenty of reasons to go to this area, but be careful. The creatures in the marsh tend to attack in packs, so be cautious while you travel.



MINING: NONE

HERBALISM

HERB	AVAILABILITY
Kingblood	Moderate

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 35-60(Skinning 150-300)





HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN
KALIMDOR

SOUTHERN
KALIMDOR



MAP LEGEND

BLACKWALL VILLAGE

Nekros Dufffest 42 Quest
Blackwall Enforcer 55
Nasser Bloodpike 48 Quest
Shit 'n' 43 Trolling Supplies
Shit 'n' 55 Elite Wind Rider Master
Taz 43 Weyron
Zaly 43 Weyronsmith
Oxford Mak' Mookah Quest
King 40 Quest
Erik 43 Armorer
O'pal 30
Digi'war 40 Butcher
Dix'Zin 40 Quest
Thery 44 Quest

DAK NEST CAVERN

Dak'Nest 36-37
Dak'Nest Spider 35-36

DRUDEN

Dryadlow Creaklik 35-36
Drooln Raptor 35-36
Dryadlow Viojeow 36-37
Drooln Spider 35-36
Drooln Larker 36
Weyron Bark Wipper 36-37 Elemental
Theromans Infiltrator 36
Weyron Creeper 35-36

NORTH SENTRY POINT

Theromans Sentry 35-36

ITCH HILL

"Swamp Eye" Jurl 42 Quest
Dryadlow Creaklik 35-36
Drooln Raptor 35-36

Blooded Scurcher 36-37
Dryadlow Viojeow 36-37
Weyron Creeper 35-36

6 SENTRY POINT

Sentry Point Guard 32-33

7 DREADMURK SHORE

Miselin Countess 36-37
Miselin Blackdewler 36-
Mardrick Spherkell 37-38
Mardrick Turluk 37

8 THERAMORE ISLE

Theromans Guard 53-57
Theromans Livestock 52
Michael 30 Stable Master
Morgan Stern 36
Flora Longear 36
Isakker Jannor 30 Isakker
Bartender Lilian 45 Bartender
Craig Mollward 32 Cook
Isakker Woollysh 39 Explorer's League
Guard Byron 40
Medic Timberlyn 51
Captain Thomas 53 Blue Team Captain
Guard Kahlil 50
Guard Morrish 50
Combat Master Scipiti 55
Combat Master Cithen 55
Medic Holone 51
Guard Jaro 50
Captain Andrews 53 Red Team Captain
Guard Turk 50
Spot 35
Theromans Practicing Guard 48-49
Brother Karmaz 45 Paladin Trainer

DWANE WOLF 28 Chef

Peter Verance 41 Weaponsmith & Armorer
Clark Lendry 20
Captain Evance 45 Warrior Trainer
Command Samual 40
Captain Gorman Vines 50
Adjutant Isacum 35
Alchemist Navett 37 Expert Alchemist
Uma Bartelm 37 Herbalism & Alchemy Supplies
Marie Holdster 37 Weaponsmith
Hans Weston 37 Armorer & Shieldsmith
Cez Twozgrock 35
Gregor MacVince 35 Horse Breeder
Helenia Olsen 34 Trade Supplies
Timothy Worthington 51 Master Tailor
Baldur 55 Elite Gryphon Master

9 ALCAZ ISLAND

Strashez Hydre 59-60 Elite
Strashez Soren 59 Elite
Strashez Sorensen 61 Elite

10 DUST WALLOW BAY

Martell Dryadlow Creaklik 38-39
Dryadlow Snapper 37
Dryadlow Doggamer 40-41 Elite

11 THE QUAGMIRE

Drooln Creeper 38

12 Tabertha Quest NPC

13 THE DRAGONMURK

Martell Dryadlow Creaklik 38-39
Dryadlow Snapper 37
Dryadlow Doggamer 40-41 Elite
Scoring Whelp 42

14 THE WYRMOG

Firemane Scabhorn 43-44 Elite
Scoring Hatchling 41-42
Firemane Flurrydrake 44 Elite
Giant Drooln Spine 41
Entrance to Onyxia's Lair World Dungeon

15 STONEMAU RUINS

Firemane Asha Tail 42-43 Elite
Firemane Scout 41-42 Elite
Scoring Hatchling 41-42

16 BLOODFEN BURROW

Bloodfen Larkhal 40-41

17 THE DEN OF FLAME

Firemane Ash Tail 42-43 Elite
Firemane Scout 41-42 Elite

18 LOST POINT

Theromans Outrigger 37
Swamp Ooze 38
Bloodfen Scytheshield 37
Drooln Venomspitter 38
Martell Dryadlow Creaklik 38-39

19 SHADY REST INN

20 TIDEFURY COVE

Mockhall Power 42
Mockhall Scabbler 42

21 BEZZIL'S WRECK

Acidic Swamp Ooze 39-41
Corrosive Swamp Ooze 38

QUESTS

QUEST	M LVL	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHAMP	XP	GP	GP	GP	GP	GP	GP	GP	GP	GP
REWARD: European Armor	33	40	Morgan Stern	Morgan Stern	N	320	625	1250	1900	2500	3150				None
Army of the Black Dragon	38	43	Tharg	Tharg	N	450	900	1800	2650	3550	4450				None
CHOICE OF: 1 Tharg's Shovel or 1 Tharg's Fishes															None
Captain Vines	30	35	Theramore Lieutenant	Captain Garren Vines	N	280	550	1100	1650	2200	2750				None
Challenge Overlord Mok Morakk	38	45	Overlord Mok Morakk	Drac Zib	N	490	975	1950	2900	3900	4850				None
CHOICE OF: 1 Fiendish Skin or 1 Chilled Spleen															None
Dread's Men	30	38	Adjutant Tescara	Captain Garren Vines	Y	30	55	110	170	230	290				None
Deadrise	35	45	Major Stonehead	Major Stonehead	N	290	775	1550	2350	3100	3900				None
Fear at the Blue Pavilion	30	37	Angus Stern	Angus Stern	N	0	0	0	0	0	0				None
REWARD: Meist Tunicette															None
Feeding Roache	30	37		Krag	N	0	0	0	0	0	0				None
Fins at the Shady Boat	30	35		Captain Garren Vines	N	0	0	0	0	0	0				None
Highperch Version	25	30	Fiero Longears	Fiero Longears	N	370	725	1450	2200	2900	3650				None
REWARD: Windborne Belt															None
Hungry!	32	36	Mudcrush Durtfist	Mudcrush Durtfist	N	280	550	1100	1700	2250	2800				None
CHOICE OF: 1 Mud's Crochets or 1 Durtfist Stomper															None
Identifying the Brood	38	43	Drac Zib	Drac Zib	N	525	1050	2150	3200	4300	5350				None
CHOICE OF: 1 Scarred Cape or 1 Rustler Gloves															None
Jarl Needs a Blade	30	35	Swamp Eye* Jarl*	Swamp Eye* Jarl*	N	350	700	1400	2050	2750	3450				35+ 10
REWARD: Rustler Ring or Artisan's Treasures															None
Jarl Needs Eyes	30	35	Swamp Eye* Jarl*	Swamp Eye* Jarl*	Y	280	550	1100	1650	2200	2750				None
Jarl's Song	30	35		Swamp Eye* Jarl*	N	0	0	0	0	0	0				None
Journey to Astranar	18	20	Fiero Longears	Shind-vil Swiftfire	N	0	0	0	0	0	0				None
Journey to Theramore!	1	1		Captain Netos	N	0	0	0	0	0	0				None
Lieutenant Paval Roache	30	37	Theramore Guard Badge (Ob)	Krag	N	70	140	280	430	575	700				None
Lieutenant Paval Roache	30	40	Theramore Guard Badge (Ob)	Captain Garren Vines	Y	80	160	310	470	625	775				None
Lieutenant Paval Roache	30	40	Captain Garren Vines	Adjutant Tescara	Y	30	65	130	190	250	320				None
Marg Speaks	30	35	Bubbling Cauldron (Ob)	Hazzar Bloodpike	Y	280	550	1100	1650	2200	2750				None
Morgan Stern	33	38	Angus Stern	Morgan Stern	Y	70	140	280	430	575	700				None
Mudcrush Soap and Bugs	33	38	Morgan Stern	Morgan Stern	Y	290	575	1150	1700	2300	2850				None
Overlord Mok Morakk's Concern	38	43	Overlord Mok Morakk	Overlord Mok Morakk	N	450	900	1800	2650	3550	4450				None
REWARD: Enamored Ogre Boots															None
Questioning Roache	30	37	Ogron	Krag	N	360	700	1400	2150	2850	3550				None
CHOICE OF: 1 Eyepicker or 1 Blasting Hookset															None
Report to Zar	30	35	Hazzar Bloodpike	Zir Lowthorn	N	380	550	1100	1650	2200	2750				None
Swirling Spins	30	35	Swamp Eye* Jarl*	Swamp Eye* Jarl*	Y	140	270	550	800	1100	1350				None
REWARD: 20 Frog Leg Stew															None
Stinky's Escape	30	37	Stinky* Ignite*	Morgan Stern	N	290	575	1150	1700	2300	2850				40+ 10
REWARD: Elux of Fortitude															None
Stinky's Escape	30	37	Stinky* Ignite*	Mabok Mizzryia	N	290	575	1150	1700	2300	2850				40+ 10
REWARD: Elux of Fortitude															None
Suspicious Hoofprints	30	35	Hoofprints (Ob)	Krag	N	140	270	550	800	1100	1350				None
Suspicious Hoofprints	30	35	Hoofprints (Ob)	Krag	N	140	270	550	800	1100	1350				None
Suspicious Hoofprints	30	35	Hoofprints (Ob)	Captain Garren Vines	N	140	270	550	800	1100	1350				None
Suspicious Hoofprints	30	35	Hoofprints (Ob)	Captain Garren Vines	N	140	270	550	800	1100	1350				None
The Black Shield	30	35	Caz Tescara	Captain Garren Vines	N	140	270	550	800	1100	1350				None
The Black Shield	30	35	Black Shield (Ob)	Captain Garren Vines	Y	70	140	280	410	550	700				None
The Black Shield	30	35	Captain Garren Vines	Caz Tescara	Y	30	55	110	170	220	280				None
The Black Shield	30	35	Krag	Dr'gul	Y	30	55	110	170	220	280				None
The Black Shield	30	37	Krag	Mosari	N	140	280	550	850	1100	1400				None
The Black Shield	30	37	Dr'gul	Krag	N	140	280	550	850	1100	1400				None
The Black Shield	30	37	Dr'gul	Dr'gul	Y	290	575	1150	1700	2300	2850				None
The Black Shield	30	35	Black Shield (Ob)	Krag	Y	70	140	280	410	550	700				None
The Brood of Oryx	38	43	Drac Zib	Overlord Mok Morakk	Y	35	70	140	220	290	360				None
The Brood of Oryx	38	43	Overlord Mok Morakk	Drac Zib	Y	35	70	140	220	290	360				None
The Brood of Oryx	38	45	Drac Zib	Drac Zib	N	490	975	1950	2900	3900	4850				None
CHOICE OF: 1 Enamored Boots or 1 Boats of Zuo's															None
The Burning Inn	30	35		Krag	N	0	0	0	0	0	0				None
The Desarters	30	38		Captain Garren Vines	N	290	575	1150	1700	2300	2850				None
The Desarters	30	35	Captain Garren Vines	Rales Jackson	Y	290	575	1150	1700	2300	2850				None
The Last Report	30	35	Loose Diet (Ob)	Hazzar Bloodpike	N	210	410	825	1250	1650	2050				None
The Last Report	30	35	Loose Diet (Ob)	Theramore Lieutenant	Y	70	140	280	410	550	700				None
The Severed Head	30	35	Loose Diet (Ob)	Hazzar Bloodpike	Y	210	410	825	1250	1650	2050				None
The Theramore Docks	30	35	Hazzar Bloodpike	Hazzar Bloodpike	N	280	550	1100	1650	2200	2750				None
The Trail Watchtower	30	35	Hazzar Bloodpike	Kir'wealy	N	280	550	1100	1650	2200	2750				None
Theramore Spies	30	35	Hazzar Bloodpike	Hazzar Bloodpike	Y	280	550	1100	1650	2200	2750				None
They Call Him Swirling Jim	30	35	Guard Byron	Captain Garren Vines	N	30	55	110	170	220	280				None
Vines's Report	30	38	Captain Garren Vines	Lady Jane Providence	Y	30	55	110	170	230	290				None



FERALAS

Feralas is a tropical region filled with plenty of vegetation where various creatures hide. It's located south of Desolace and west of Thousand Needles and is a contrast to their stark landscapes. This is a region for mid-level adventurers and has many great soloing opportunities within it as well as some great grouping regions. There are also Horde and Alliance towns within this region. Skimmers find this region to offer abundant targets for their trade and, for those looking for good experience at relatively low risk, this could be the place for which you're looking.



HOW TO

AZEROTH

KHAZ MODAN

LOREDAIRON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

SOUTHERN KALIMDOR

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SOUTHERN KALIMDOR



LOCAL RESOURCES

MINING

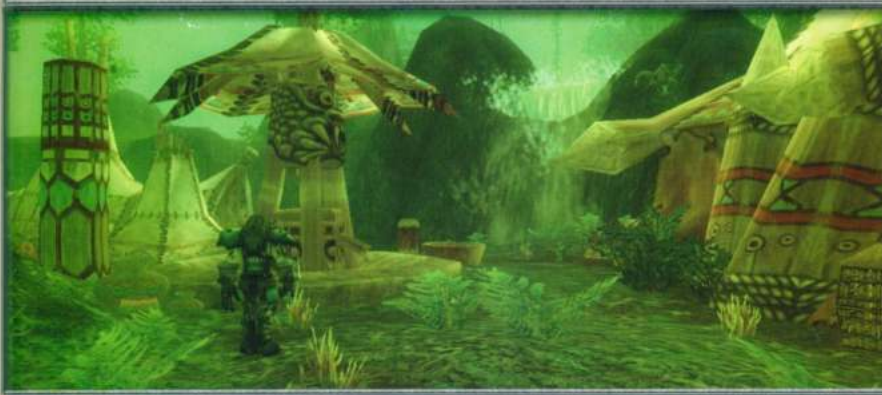
ORE	AVAILABILITY
Gold	Abundant

HERBALISM

HERB	AVAILABILITY
Songgrass	Abundant
Goldthorn	Moderate
Purple Lotus	Rare

SKINNING

Quantity of Skinnable Creatures: Abundant
Level of Skinnable Creatures: 40-45 (Skinning 150-175)



1 RUINS OF RAVENHIND
 Raventhring Ragnesholder 48-49
 Marthorping Windcaller 49-50
 Marthorping Thyer 49-50

2 JADEMIR LAKE
 Jadeinn Dragonspaw 60 elite

3 DREAM BOUGH
 Jadeinn Dragonspaw 60 elite
 4 Onions
 Jadeinn Dragonspaw 60 elite

5 THE TWIN COLOSSALS
 Milban Southroast 50
 Insear Pithrath 48-49
 Rabid Longtooth 47-48
 Grudath Thunder 49-50
 Spirit Dragon 48-50
 Rockhiker 45
 Land Walker 48-49 elite
 Cliff Guard 49-50 elite
 Wandering Forest Walker 45 elite

6 RAGE SCAR HOLD
 Fervidus Rage Scar 47-48
 Rage Scar yoki 46-47
 Elder rage Scar 48-49

7 THE FORGOTTEN COAST
 Rague Vale Screacher 44-46
 Sea Elemental 48-49
 Deep Strider 47 elite
 Shore Strider 48-48 elite
 Wave Strider 48
 Sea Spray 47-48

8 FEATHERMOON STRONGHOLD-ALLIANCE
 CAMPISADOR ISLE
 Inkkeeper Skyrin 30
 Feathermoon Sentinel 65
 Fydrion Woodcaller 55 elite
 Pratt McGrubben Leatherworker 55
 Brumuck 52 fisherman

9 RUINS OF SOLARISAL
 Hateset Warler 42-43
 Hateset Screamer 41-42
 Hateset Sea 42
 Hateset Wavewider 41-42

10 ISLE OF DREAD
 Hateset Mythrath 43-44
 Hateset Screamers 43-44
 Hateset Sorgetpang 44-45
 Lord Shalera 47

11 ENTRANCE TO DIRT MAUL WORLD DUNGEON
 Rague Vale Screacher 45
 Longtooth Howler 44
 Grizzled Insear Bear 44-45
 Gurdak Brev 46 elite

12 FERAL SCAR VALE
 Feral Scar Yoki 43-44
 Eurgard Feral Scar 44-45
 Harking Feral Scar 46
 Lorking Feral Scar 46
 Vale Screacher 42

13 HIGH WILDERNESS
 Grizzled Insear Bear 44
 Rague Vale Screacher 46
 Longtooth Howler 44

14 RUINS OF ISILDEN-WORTH
 Gurdak Brev 42-43
 Gurdak Mauder 43
 Gurdak Warlock 43-44
 Vale Screacher 41
 Insear Bear 41-42
 Grudath Age 42-43

15 RUINS OF ISILDEN-SOUTH
 Gurdak Mauder 43-44
 Gurdak Warlock 43-44
 Gurdak Shaman 45
 Gurdak Mage-lord 45-46
 Gurdak Warlock 46-47
 Gurdak Battlemaster 45-45

16 FRATHEATHER HIGHLANDS
 Frayfeather Stagnop 64-65
 Frayfeather Haggoryph 43
 Frayfeather Skystramer 43-46
 Carcel Symmers 45 elite
 Frayfeather Pithrath 46-47
 17 Lorens Willows
 Grinstein Shaman 43-44
 Spirit Darter 44-45
 Insear Bear 42
 Grinstein Naturalist 41-42
 Grinstein Radder 42-43
 Longtooth Rammer 40

18 GRIMTOME COMPOUND
 Grinstein Naturalist 41-42
 Grinstein Shaman 43-44
 Grinstein Radder 42-43

19 CAMP MOJAHE
 Rok Orson 40
 Withc Doctor User/150
 Skykya Wallfamer 30 stablemaster
 Kullya Shaman 41 skinning trainer
 Hebrona Urthrude 55 Master Leatherworker
 Warb Strongsteth 46 leatherworking supplies
 Sheemba Talgrays 42 trade supplies
 Hobdian Swifttrider 45
 Sque Palomera 44
 Break 44 herbalist trainer
 Jemous Lighthouse 43 druid trainer
 Camp Mojahe Brev 65
 Ovik amtl 42
 Toly Threshoot 50

20 WILDWING LAKE
 21 WOODPAW HILLS
 Woodpaw Brats 41-42
 Woodpaw trapper 40-41
 Woodpaw Mageral 61 40-41
 Woodpaw Alpha 42-44
 Woodpaw Brevor 42-43
 Woodpaw Hylts 42-43

22 THE WRITHING DEEP
 Grizzled Insear Bear 44-45
 Longtooth Howler 43-44
 Zekk's oak Wryg 44-45
 Zekk's oak Worker 44-45

23 LOWER WILDS
 Longtooth Howler 44
 Grudath Age 41-43
 Insear Bear 42
 Longtooth rammer 41
 Woodpaw trapper 41-42
 Woodpaw Brats 41-42
 Woodpaw Mageral 40-41

24 LARIES PAVILION
 Insear Bear 41-42
 Longtooth Rammer 41

25 GORDUNNI OUTPOST
 Gurdak Brats 41-43
 Gurdak Oyre 40-41
 Guidant Oyre-mage 41-42

QUEST	N LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHART	XP--	XP-	XP	XP+	XP++	XP+++	CASH REWARD
A Hero's Welcome	40	46	Giere Heartlands	Shardis Feathermoon	Y	600	1200	2400	3650	4850	6050	None
CHOICE OF: 1 Ceremonial Elden Blade or 1 Southwind Rod												
A Short Vacation	38	47	Quentin	Quentin	N	210	420	850	1250	1700	2100	None
A Strange Request	40	45	With Doctor Uzar's	Nere Fireblade	Y	200	390	775	1150	1550	1950	None
Against Lost Shearers	40	45	Lathronic Moongear	Lathronic Moongear	Y	290	575	1150	1750	2300	2900	50
Against the Harvest	40	43	Shardis Feathermoon	Lathronic Moongear	Y	35	70	140	220	290	360	None
Against the Harvest	40	43	Lathronic Moongear	Lathronic Moongear	Y	270	550	1100	1600	2150	2700	45
Alpha Strike	39	43	Hodoken Swiftstrider	Hodoken Swiftstrider	Y	270	550	1100	1600	2150	2700	45
An Orphan Looking for a Home	38	47	Kindel Moonweaver	Quentin	Y	110	210	420	625	850	1050	None
An Orphan Looking for a Home	38	47			Y	110	210	420	625	850	1050	None
Becoming a Parent	37	48	Agner Beestoner	Agner Beestoner	N	45	90	180	260	350	440	None

QUESTS continued

	N LV	Q LV	QUEST LAUNCHER	QUEST FINISHER	CHAMP	XP...	XP...	XP...	XP...	XP...	XP...	CASH REWARD
Wreckage	40	44	Wrecked Row Boat (Ob)	Gaea Heartkindle	Y	40	75	150	230	300	380	None
Corrupted Songflower	48	55	Corrupted Songflower (Ob)	Corrupted Songflower (Ob)	N	55	110	220	340	450	550	None
Rak Orhan	38	46	Rak Orhan	Rak Orhan	Y	410	800	1600	2450	3250	4650	None
Tolo Thornhoof	45	50	Tolo Thornhoof	Tolo Thornhoof	N	600	1200	2350	3550	4700	5900	None
WARD 1: Wingered Gloves or 1 Stragglehorn Girdle												
Following the Rule	40	45	Lutronics Moonpearl	Veslie Moonpearl	N	290	775	1550	2350	3100	3900	None
WARD 2: Alexander's Chestpiece or 1 Sentinel's Guard												
Wing Justice	38	47	Jer'kol Moonweaver	Jer'kol Moonweaver	N	320	625	1250	1900	2500	3150	None
Wing Justice	38	47	Jer'kol Moonweaver	Yronda Whipswirl	N	525	1050	2100	3150	4200	5250	None
WARD 3: Fowlfoot Windshawl or 1 Nightcloak Girdle												
Leaving the Hive	40	46	Zuk'ish Pod (Ob)	Gaea Heartkindle	Y	410	800	1600	2450	3250	4050	None
Wing Doctor User's	40	50	Witch Doctor User's	Witch Doctor User's	Y	470	950	1900	2800	3750	4700	None
Farolan's History (Ob)	42	47	Farolan's History (Ob)	Daryn Lightmind	Y	40	85	170	250	340	420	None
Agner Beestamer	38	47	Agner Beestamer	Agner Beestamer	Y	420	850	1700	2500	3350	4200	None
Kindel Moonweaver	38	47	Kindel Moonweaver	Kindel Moonweaver	N	320	625	1250	1900	2500	3150	None
Orwin Guzmick	38	43	Orwin Guzmick	Orwin Guzmick	N	360	725	1450	2150	2900	3600	None
WARD 4: Boots of the Mohariki or 1 Stargazer Clock												
Witch Doctor User's	40	47	Witch Doctor User's	Witch Doctor User's	Y	420	850	1700	2500	3350	4200	None
Daryn Lightmind	42	47	Daryn Lightmind	Daryn Lightmind	N	40	85	170	250	340	420	None
Quintis Jonagynne	47	50	Quintis Jonagynne	Quintis Jonagynne	Y	45	95	190	280	380	470	None
Quintis Jonagynne	47	50	Quintis Jonagynne	Quintis Jonagynne	N	45	95	190	280	380	470	None
WARD 5: Pockets of Thunderside Seeds												
Witch Doctor User's	40	50	Witch Doctor User's	Witch Doctor User's	N	470	950	1900	2800	3750	4700	None
Witch Doctor User's	40	50	Witch Doctor User's	Witch Doctor User's	N	470	950	1900	2800	3750	4700	None
Quintis Jonagynne	40	44	Quintis Jonagynne	Gaea Heartkindle	Y	40	75	150	230	300	380	None
Orwin Guzmick	40	45	Orwin Guzmick	Orwin Guzmick	N	490	975	1950	2900	3900	4850	None
WARD 6: Failed Flying Experiment or 1 Chordlink Jewel												
Shandris Featherhorn	40	43	Shandris Featherhorn	Shandris Featherhorn	N	180	360	725	1100	1450	1800	45-00 00
Troyen Moonbraze	42	48	Troyen Moonbraze	Troyen Moonbraze	N	330	660	1320	2000	2650	3300	None
Witch Doctor User's	40	45	Witch Doctor User's	Witch Doctor User's	N	95	190	380	575	775	975	None
Graime Spiritlight	40	46	Graime Spiritlight	Graime Spiritlight	N	40	80	160	240	320	410	None
Witch Doctor User's	40	47	Witch Doctor User's	Witch Doctor User's	Y	420	850	1700	2500	3350	4200	None
Hadeban Swiftstrider	39	43	Hadeban Swiftstrider	Hadeban Swiftstrider	N	360	725	1450	2150	2900	3600	None
WARD 7: Earthling Barrier or 1 Rubidrig Boots												
Daryn Lightmind	42	48	Daryn Lightmind	Curgie Crankshop	Y	110	220	440	650	875	1100	None
Shay Leafrunner	44	49	Shay Leafrunner	Shay Leafrunner	Y	340	675	1350	2050	2700	3400	None
Rak Orhan	38	47	Rak Orhan	Uthel ray	N	210	420	850	1250	1700	2100	None
Angelen Moonbraze	39	44	Angelen Moonbraze	Angelen Moonbraze	N	380	750	1500	2250	3000	3750	65-00 00
Gaea Heartkindle	40	44	Gaea Heartkindle	Quintis Jonagynne	N	40	75	150	230	300	380	None
Pratt McGrubben	40	46	Pratt McGrubben	Pratt McGrubben	N	410	800	1600	2450	3250	4050	None
WARD 8: Pratt's Handcrafted Boots or 1 Pratt's Handcrafted Gloves												
Janglar Swiftstrider	40	46	Janglar Swiftstrider	Janglar Swiftstrider	N	410	800	1600	2450	3250	4050	None
WARD 9: Janglar's Handcrafted Boots or 1 Janglar's Handcrafted Gloves												
Gaea Heartkindle	40	43	Gaea Heartkindle	Gaea Heartkindle	Y	35	70	140	220	290	360	None
Wrecked Row Boat (Ob)	40	43	Wrecked Row Boat (Ob)	Wrecked Row Boat (Ob)	Y	270	550	1100	1600	2150	2700	None
Troyen Moonbraze	42	50	Troyen Moonbraze	Troyen Moonbraze	N	470	950	1900	2800	3750	4700	None
WARD 10: Gainsome Silver or 1 Sentinel's Guard												
Quintis Jonagynne	47	50	Quintis Jonagynne	Quintis Jonagynne	N	470	950	1900	2800	3750	4700	None
WARD 11: Quintis' Research Gloves or 1 Bark Iron Pauldrons												
Agner Beestamer	38	47	Agner Beestamer	Agner Beestamer	Y	420	850	1700	2500	3350	4200	None
Rak Orhan	38	43	Rak Orhan	Rak Orhan	Y	270	550	1100	1600	2150	2700	45-00 00
Rak Orhan	38	44	Rak Orhan	Rak Orhan	N	380	750	1500	2250	3000	3750	1-00 25-00 00
Shandris Featherhorn	40	43	Shandris Featherhorn	Sakoral Gazelle (Ob)	Y	270	550	1100	1600	2150	2700	None
Troyen Moonbraze	42	50	Troyen Moonbraze	Troyen Moonbraze	Y	470	950	1900	2800	3750	4700	None
WARD 12: Sparkling Stone												
Tolo Thornhoof	47	52	Tolo Thornhoof	Tolo Thornhoof	N	500	1000	2050	3050	4100	5100	None
Marvon Rivetwaker	46	51	Marvon Rivetwaker	Marvon Rivetwaker	Y	370	725	1450	2200	2900	3650	None
Daryn Lightmind	42	48	Daryn Lightmind	Daryn Lightmind	Y	440	875	1750	2650	3500	4400	None
Large Leather Backpacks (Ob)	40	46	Large Leather Backpacks (Ob)	Large Leather Backpacks (Ob)	Y	0	0	0	0	0	0	None
Zuk'ish Pod (Ob)	40	46	Zuk'ish Pod (Ob)	Zuk'ish Pod (Ob)	Y	0	0	0	0	0	0	None
Witch Doctor User's	40	50	Witch Doctor User's	Witch Doctor User's	N	470	950	1900	2800	3750	4700	None
Tolo Thornhoof	45	50	Tolo Thornhoof	Tolo Thornhoof	N	360	700	1400	2150	2850	3550	55-00 00
Shay Leafrunner	44	49	Shay Leafrunner	Shay Leafrunner	N	440	900	1800	2700	3600	4500	None
WARD 13: Granite Grip or 1 Vineledge Cask												
Hadeban Swiftstrider	39	42	Hadeban Swiftstrider	Hadeban Swiftstrider	Y	260	500	1000	1550	2050	2550	45-00 00
Witch Doctor User's	40	50	Witch Doctor User's	Witch Doctor User's	N	470	950	1900	2800	3750	4700	None
WARD 14: Fane of the Hippogriff or 1 Spirit of the Forest Dragon or 1 Strength of the Forest or 1 Will of the Mountain Giant												
Wardrobe Investigation	39	43	Hadeban Swiftstrider	Wardrobe Investigation	Y	180	360	725	1100	1450	1800	None

HOW TO

AZIROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR



SOUTHERN KALIMDOR

MULGORE

Mulgore is the starting region for the Tauren. The largest portion of the land is made up of open plains ringed by mountains. The mesas that make up the capital city of Thunder Bluff to the north. Wild Kodo Beasts roam the land and there is a rumor of a massive patriarch walks among them. Harpies have taken residence along the hillsides and the Venture Co. is trying to establish a land around Thunder Bluff and Bloodhoof Village. However, among even those dangerous adversaries, there are heroes. Garona Bloodhoof sits in Thunder Bluff waiting for those willing to defend the land to join him.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Copper	Abundant

HERBALISM

HERB	AVAILABILITY
Peacebloom	Abundant
Silverleaf	Abundant
Earthroot	Abundant

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 1-12 (Skinning 1-50)



1. LIFT

- 1 CAMP NA...
- Moon...
- Brave Wi...
- Vorn Sky...
- Brank St...
- Marjak R...
- Vorio Ha...
- Grull Ha...
- Chief Ha...
- Harvri Th...
- Loaka Fa...
- Seer Rav...
- Meele Di...
- Gart Mis...
- Hewen...
- Brave Lip...
- Brave Pri...
- Brave Gu...
- Brave Ro...

2 WELL/RE

- Great Mo...
- Moonstr...
- Plainstr...
- Barfho...

3 Seer Gro

4 BRAMBL

- Chief Sh...
- Brickfo...
- Brickfo...
- Brickfo...

5 Anter Fa

6 STONEB

7 PALEMA

- Palom...
- Palom...
- Palom...

my mountains and
there is a rumor that
trying to strip the
heroes. Cairne

S



MAP LEGEND

LOFT

LOFT NARACHE

Reaver Sengrit 11 Baker
Reaver Windfeather 13 Quest NPC
Vera Skyseer 5
Jank Strouge 10 Armorer and shieldcrafter
Reika Kneblade 9 Weaponsmith
Vera Hardide 7 Leather Armor Merchant
Oril Hawkwind 4 Quest
Oril Hawkwind 36 Quest
Hunt Thunderhorn 10 Warrior Trainer
Janka Farshet 11 Hunter Trainer
Sue Ravenfeather 10
Reika Downstrider 10 Shaman Trainer
Gert Mistrunner 9 Druid Trainer
Havie Selfbreast 8 General Goods
Reaver Lightning Horn 15
Reaver Proudheart 16
Reaver Running Wolf 12

WILL/RED CLOUD MESA

Reaver Hawkwind 9 Quest
Reaver Cougar 3
Reaver 1-2
Reaver 5-4

1500 Graytongue & Quest

1800 RIVERBLADE RAVINE

Oril Skyseer 5
Reaver Gullhorn 3-4
Reaver Rattlehorn 4-5
Reaver Shaman 4

1600 Fallow 3 Quest

1700 RIVER LAKE

Reaver Camps
Reaver Tamer 5-6
Reaver Skinner 6-7
Reaver Peacher 7-8

8 THE ROLLING PLAINS

Reaver Wolf 5-10
Tahmed Swamp 8-9
Elder Plainsstrider 8-9
Gulak Outrigger 10
Gulak Outrigger 9
Flatland Cougar 7-8
Prairie Stalker 7-8
Swamp 7-9
Adult Plainsstrider 6-7
Flatland Prowler 9

9 PALMARE ROCK

Palomares Tamer 5-6
Palomares Skinner 6-7
Palomares Peacher 7-8

10 BLOODHOOF VILLAGE

Reaver Rainchaser 14
Krong Stonehoof 14 Warrior Trainer
Gessie Rametotem 12 Druid Trainer
Norm Skyseer 12 Shaman Trainer
Havie Whitetom 21 Quest
Zorlen Two-Moons 7
Reaver Wildrunner 14
Reaver Strongback 14
Reaver Ironhorse 14
Reaver Cloudmane 14
Reaver Downangle 14
Yam Sharpmane 11 Hunter Trainer
Horn Longest 9 Fishing Supplies
Wanna Darkmane 10 Trade Goods
Moort Longstride 12 General Goods
Yam Deeproot 8 Skinner Trainer
Chew Strongback 12 Leatherworking Trainer
Pyall Stonestride 12 Cooking Trainer
Kamohi Hawkways 10 Gunsmith Supplier
Muhatt Roughwind 11 Weaponsmith
Havie Ironhorse 13 Armorer and Shieldcrafter
Skorn Whitetom 21 Story Teller
Solkwa 30 Stable Master
Moglin Rivermane 6
Ironkeeper Kauri 30

Vera Younghoof 13 First Aid Trainer
Verg Windwhisper 14 Leather Armor Merchant
Reid Englerden 9 Quest
Jewana Outwind 13 Baker
Merla Cloudstalker 10 Quest

11 WINTERHOOF WATERWELL

Ventura Co. Herding 5-6
Ventura Co. Laborer 6

12 WINDFURY HARPIES

Windfury Harpy 7-8
Windfury Wind Witch 9
Windfury Matritch 10-11
Windfury Sorceress 9-10

13 THE VENTURE CO. MINE

Ventura Co. Worker 8-9
Ventura Co. Supervisor 9-10

14 RAVAGED CARAVAN

Flatland Cougar 7-8
Adult Plainsstrider 6-7
Prairie Stalker 7-8
Ventura Co. Laborer 7
Ventura Co. Taskmaster 7-8
Swamp 7-9

15 THUNDERHORN WATER WELL

Flatland Cougar 7-8
Elder Plainsstrider 8-9
Adult Plainsstrider 6-7
Swamp 7-9
Prairie Stalker 7-8
Ventura Co. Laborer 6-7
Ventura Co. Taskmaster 8

16 BAIL'DON DIGSITE

Bail'don Digsite 7-8
Bail'don Apparitor 8-9

17 SAN WISERMAN

18 WILDMAN WATER WELL

Prairie Wolf Alpha 9-10
Flatland Prowler 9
Elder Plainsstrider 8-9
Ventura Co. Worker 8-9
Ventura Co. Supervisor 9
Windfury Matritch 10-11
Windfury Sorceress 9-10
Tahmed Swamp 8-10

19 THE GOLDEN PLAINS

Kode Call 7
Kode Bull 7-11
Kode Matritch 11-12
Prairie Stalker 7-8
Swamp 7-9
Tahmed Swamp 8-10
Adult Plainsstrider 6-7
Elder Plainsstrider 8-9
Flatland Prowler 9
Prairie Wolf Alpha 9-10
Flatland Cougar 7-8
The Bako 10

20 WINDFURY RIDGE

Windfury Matritch 10-11
Windfury Sorceress 9-10

21 RED ROCKS: SACRED BURIAL GROUND

Lorekeeper Ralestom 8 Quest
Ancestral Spirit 9 Quest
Flatland Prowler 9
Tahmed Swamp 8-10
Prairie Wolf Alpha 9-10
Elder Plainsstrider 8-9
Kode Matritch 11-12
Kode Bull 10
Britfishback Interceptor 9-10

22 VENTURE CO. BUILDINGS

Enforcer Indigard 11
Ventura Co. Worker 8-9

HOW TO

AZIROTH

KHAZ MODAN

LODARION

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

QUESTS

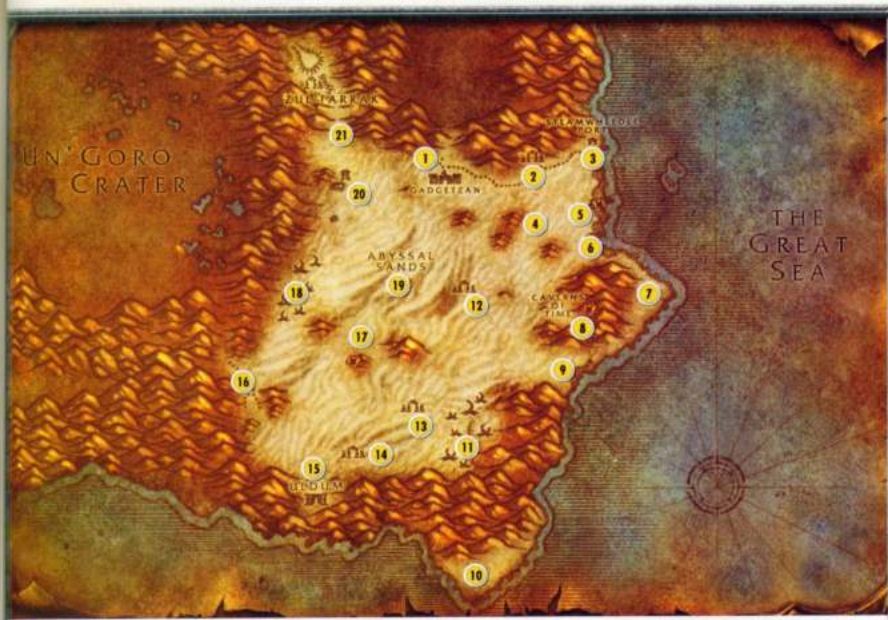
QUEST	MLV	Q LVL	QUEST LAUNCHER	QUEST FINISHER	CHAD?	XP-	XP-	XP-	XP+	XP++	CASH RECD
A Humble Task	1	2	Chief Hawkwind	Greatmother Hawkwind	Y	10	15	35	50	70	85
A Humble Task	1	3	Greatmother Hawkwind	Chief Hawkwind	Y	20	40	75	110	150	190
A Second Burial	7	10	Larkkeeper Raintotem	Larkkeeper Raintotem	N	65	130	250	380	500	625
A Task Unfinished	1	5	Antar Fellow	Irakkeeper Kauth	N	10	20	45	65	90	110
CHOICE OF: 5 Tough Hunk of Bread or 5 Refreshing Spring Water											
Break Sharptusk!	3	5	Bruce Windfeather	Bruce Windfeather	N	65	130	270	400	525	675
CHOICE OF: 1 Painted Chain Loggings or 1 Humnole Glass											
Dangers of the Windfury	5	8	Reel Englehorn	Reel Englehorn	N	70	140	280	420	550	700
Downswept Digging	6	8	Baine Bloodhoof	Baine Bloodhoof	N	70	140	280	420	550	700
CHOICE OF: 1 Fortified Bindings or 1 Rough-hewn Kodo Loggings											
Journey into Thunder Bluff	3	10	Ancestral Spirit	Cairne Bloodhoof	Y	40	85	170	250	340	420
Journey to the Crossroads	9	12	Kirge Sherrhorn	Thark	N	25	45	90	140	180	230
Mozzanache	5	8	Mear Raincaller	Mear Raincaller	N	70	140	280	420	550	700
CHOICE OF: 1 Cliff Runner Boots or 1 Plain Hunter Whiskers											
Poison Water	4	5	Mull Thunderhorn	Mull Thunderhorn	N	45	90	180	270	360	450
Rite of Strength	1	4	Seer Graystalker	Chief Hawkwind	Y	45	90	160	270	360	450
CHOICE OF: 1 Rock Mace or 1 Stone Tomahawk or 1 Whirling Kells or 1 Elder's Cane or 1 Brown's Axe or 1 Light Hunting Rifle											
Rite of Vision	3	6	Baine Bloodhoof	Zarlimm Two-Moons	Y	5	10	20	35	45	55
Rite of Vision	3	7	Zarlimm Two-Moons	Zarlimm Two-Moons	N	65	130	250	380	500	625
Rite of Vision	3	7	Zarlimm Two-Moons	Seer Wisewoman	Y	50	95	190	290	380	480
CHOICE OF: 1 Rainwalker Boots or 1 Sun-beset Cloak											
Rite of Wisdom	3	10	Seer Wisewoman	Ancestral Spirit	Y	85	170	340	500	675	850
Rites of the Earthmother	1	3	Chief Hawkwind	Seer Graystalker	Y	25	50	100	150	200	250
Rites of the Earthmother	1	5	Chief Hawkwind	Baine Bloodhoof	N	35	65	130	200	270	340
Rites of the Earthmother	3	14	Cairne Bloodhoof	Cairne Bloodhoof	N	130	250	500	750	1000	1250
REWARD: Kodo Hunter's Loggings											
Shearing the Land	1	6	Baine Bloodhoof	Baine Bloodhoof	N	55	110	220	320	430	550
REWARD: 25 Fleck Pellet											
Supervisor Fitzgrock	5	12	Morin Cloudstalker	Morin Cloudstalker	N	90	180	360	550	725	900
CHOICE OF: 1 Conquest Fighting Kells or 1 Gable Sashar											
Swoop Hunting	4	6	Harken Windstom	Harken Windstom	N	70	140	270	410	550	675
The Barbechers	1	4	Gruhl Hawkwind	Gruhl Hawkwind	N	45	90	180	270	360	450
REWARD: Mammoth Vest or 10 Tough Hunk of Bread											
The Hunt Begins	1	2	Gruhl Hawkwind	Gruhl Hawkwind	N	15	35	70	100	140	170
CHOICE OF: 1 Mammoth Belt or 1 Painted Chain Gloves											
The Hunt Continues	1	3	Gruhl Hawkwind	Gruhl Hawkwind	Y	25	50	100	150	200	250
CHOICE OF: 1 Mammoth Bracers or 1 Painted Chain Belt											
The Hunter's Way	10	10	Skarn Whitecloud	Melior Stonehoof	Y	85	170	340	500	675	850
The Ravaged Caravan	5	8	Sealed Supply Crate (0b)	Morin Cloudstalker	N	55	110	210	320	420	525
The Ravaged Caravan	5	8	Morin Cloudstalker	Sealed Supply Crate (0b)	Y	55	110	210	320	420	525
The Venture Co.	5	10	Morin Cloudstalker	Morin Cloudstalker	N	65	130	250	380	500	625
Thunderhorn Clearing	4	8	Mull Thunderhorn	Mull Thunderhorn	N	70	140	280	420	550	700
REWARD: Thunderhorn Cloak											
Thunderhorn Totem	4	7	Mull Thunderhorn	Mull Thunderhorn	N	65	130	250	380	500	625
Whitecloud's Story	1	4	Skarn Whitecloud	Skarn Whitecloud	N	0	0	0	0	0	0
Wildmane Clearing	4	10	Mull Thunderhorn	Mull Thunderhorn	N	110	210	420	625	850	1050
CHOICE OF: 1 Conquest Tomahawk or 1 Drapewitcher Staff											
Wildmane Totem	4	10	Mull Thunderhorn	Mull Thunderhorn	N	85	170	340	500	675	850
Watershoof Clearing	4	6	Mull Thunderhorn	Mull Thunderhorn	N	55	110	220	320	430	550





TANARIS

Gadgetzan is one big desert with all the desert creatures you have come to expect by now. It has lizards, buzzards, elementals and more. There are also Dragons, Ogres and humans along with an instanced dungeon to test the mighty. If that's not enough, head north and check out the pirates, they always put on a good show. It's a good place to solo - especially to farm things you need like leather or cloth. Some great rare items drop here (Julie's Dagger). Beyond that, the zone is huge and easily shareable with others. There's a place right by the crater where the mobs drop herbs, so you can kill for the herbs instead of looking for them.



LOCAL RESOURCES

MINING

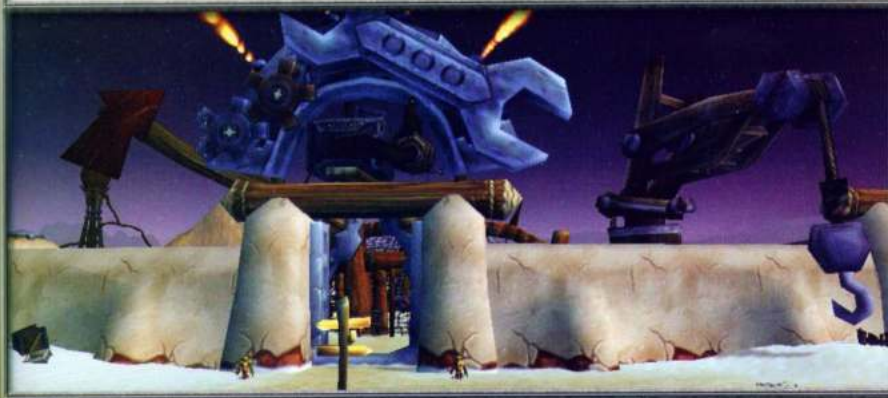
RESOURCE	AVAILABILITY
Wool	Moderate
Iron	Moderate
Thorium	Moderate

HERBALISM

HERB	AVAILABILITY
Firebloom	Abundant
Purple Lotus	Abundant

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 40-55 (Skinning 225-275)



HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

MAP LEGEND

1 GADGETZAM

Sentinel Surveyor Pizzolowser 50 Quest
Tun'arak 45 Quest
Nixx Sprackelwing 55 Gahle Engineer
Buzzek Bracketswing 55 Master Engineer
Spigot Operator Laglanek 40 Quest
Trenton Lighthammer 55 Quest
Pikkle 45 Mining Trainer

2 NOONSHADE RUINS

Westwonder Bandit 41-42
Westwonder Thief 40-41

3 STEAMWHEELER PORT

Yak'Wings 40 Quest
Prospector Ironbust 45 Quest
Staley 30 Quest
Torta 45 Quest

4 WATERSPRING FIELD

Westwonder Bandit 41-43
Calfy Scorpilating 46
Westwonder Thief 40-42
Westwonder Shadow Mage 40-43
Westwonder Rogue 42-44
Westwonder Assassin 43-46
Scorpid Tail Lasher 44-45 Fire Rac 43-44
Blisterpew Hyena 43-45
Gleashide Gazer 44-46

5 ZALASHI'S DEN

Zalashi 45

6 WAVETRIDER BEACH

7 ENTRANCE TO CAVERNS OF TIME EPIC WORLD DUNGEON

Oculus 50 Elite

8 LOST RIGGER COVE

Southsea Pirate 44-46
Southsea Freehunter 43-45
Andre Firebrand 45
Southsea Dock Worker 44-46
Southsea Swashbuckler 44-45

9 SOUTH BREAK SHORE

Coast Strider 48 Elite Giant
Surf Glider 48-50

10 LANDS END BEACH

Giant Surf Glider 48-50 Elite

11 THE GAPING CHASM

Gleashide Gazer 45
Hazzoli Sandcrawler 49-51
Hazzoli Slingshot 49
Hazzoli Stormer 49-50
Hazzoli Tanker 48-49
Hazzoli Wisp 48
Hazzoli Worker 49-49

12 BROKEN PILLAR

Morvan Riverkeeper Quest NPC
Blisterpew Hyena 43-46
Fire Rac 44-45
Gleashide Gazer 43-45
Scorpid Tail Lasher 43-46
Scorpid Donatorkiller 45-47
Gusting Vortex 44-46

13 EAST MOON RUINS

Rebel Blisterpew 45-48
Donomul Ogre 45-47
Donomul Brute 45-48
Donomul Inferior 45-47
Donomul Ogre Mage 45-48
Donomul Warlock 45-48
Gleashide Gazer 44-47
Gleashide Petitioner 48-49

14 SOUTH MOON RUINS

Donomul Inferior 45-47
Donomul Ogre Mage 45-48
Donomul Warlock 45-48
Dene Smasher 48-49
Gleashide Petitioner 47-49
Scoring Rac 47-48
Scorpid Donatorkiller 46-47

15 VALLEY OF THE WATCHERS

Prospector Gunston 45 Explorers' Lounge Quest
Dene Smasher 48-49 Elite Giant
Raging Dene Smasher 50 Elite
Blisterpew Hyena 43-46
Gleashide Petitioner 47-49

16 THISTLESHRUB VALLEY

Gleashide Petitioner 47-49
Scorpid Donatorkiller 46-47
Thistleshrub Rootchopper 49-50
Thistleshrub Dew Collector 48-49
Gorled Thistleshrub 48-50

17 DUNEMAUL COMPOUND

Rebel Blisterpew 45-48
Donomul Ogre 45-47
Donomul Brute 45-48
Donomul Inferior 45-47
Donomul Ogre Mage 45-48
Donomul Warlock 45-48
Gleashide Gazer 44-47

18 THE NOXIOUS LAIR

Cantiquar Strider 48-50
Cantiquar Swimmer 49-50
Cantiquar Wisp 47-49

19 ARYSTAL SANDS

Blisterpew Hyena 44-46
Scorpid Tail Lasher 43-44
Fire Rac 43-45
Gleashide Bandit 43-
Scorpid Donatorkiller 46-47
Gleashide Gazer 45-46
Lund Rager 45-46

20 SANDSORROW WATCH

Grand Prowler 41-42
Gleashide Bandit 47-43
Scoring Blisterpew 41-42
Sandlily Hidesmith 42-43 Elite
Sandlily Axe Thrower 42-44 Elite
Sandlily Fencer 43-44 Elite
Sandlily Shadowcaster 43-44 Elite

21 ENTRANCE TO ZUL'FARRAK WORLD DUNGEON



QUEST

A Brief Egg
A Fine Egg
REWARD: Box
An Excavating
REWARD: Box
An Ordinary Egg
REWARD: Box
Calm Before a
Calm Before a
Deliver to Mac
CHOICE OF: 1
Delivery for M
Five Plums for
Five Plums for
Gedagatun W
Gahr'idan
CHOICE OF: 1
Handle With
In Good Taste
Inspect Port Ar
Inspect Port Ar
Into the Depths
Mara Westw
Hoggenfogg
REWARD: 5
Noxious Lair
Noxious Lair
Power Captur
Rescue OOD
CHOICE OF: 1
Rise of the St
Screening Sp
Secret of the
REWARD: H
Sprinkle's Se
Staley's Deliv
Staley's Shop
Super Sticky
The Scrimsh
The Stone Co
The Stone Wa
The Stone Wa
The Super Egg
REWARD: Egg
The Thirti
Thistleshrub
Toog's Quest
CHOICE OF:
WANTED: A
WANTED: A
WANTED: C
Wanted: C
Water Pouch
REWARD: G
Water Pouch
REWARD: G



QUESTS

	M LEV	Q LEV	QUEST LAUNCHER	QUEST FINISHER	CHAMP?	XP	XP	XP	XP	XP	XP	CASH REWARD
1st Egg	42	47	Cargie Cranklehop	Cargie Cranklehop	N	40	85	170	250	340	420	700 00
2nd Egg	42	47	Cargie Cranklehop	Cargie Cranklehop	N	210	430	850	1250	1700	2100	None
0002: Box of Spoils												
A Legendary Egg	42	47	Cargie Cranklehop	Cargie Cranklehop	N	420	850	1700	2500	3250	4200	None
0003: Box of Goodies												
A Shiny Egg	42	47	Cargie Cranklehop	Cargie Cranklehop	N	110	210	420	625	850	1050	None
0004: Box of Rations												
Legs in the Jungle	50	53	Alchemist Potteryegg	Alchemist Potteryegg	N	525	1050	2100	3150	4200	5250	None
Leg before the Storm	50	54	Alchemist Potteryegg	Grazing Spiritnight	Y	55	110	220	320	430	550	None
Leg before the Storm	50	54	Alchemist Potteryegg	Zilchun Drumbe	Y	55	110	220	320	430	550	None
Letter to MacKinley	40	45	Stoley	Sea Wolf 'MacKinley'	N	390	775	1550	2350	3100	3900	5000 00
0005: 0P: 1 Smeashucker Seed or 1 Shinkicker Boon												
Money for Maris	44	49	Sprinkle	Marin Huggenfogger	Y	45	90	180	270	360	460	None
On Home Fergal	55	57	Krinkle Goodwill	Alchemist Arkington	Y	450	900	1800	2700	3600	4500	None
On Home Fergal	55	57	Krinkle Goodwill	Apopharyx Others	Y	450	900	1800	2700	3600	4500	None
Goldgator Water Survey	38	46	Senior Surveyor Fizzlebeamer	Senior Surveyor Fizzlebeamer	Y	310	600	1200	1850	2450	3050	2500 00
Urchin	43	48	Marvon Rivetbanker	Marvon Rivetbanker	N	440	875	1750	2650	3500	4400	None
0006: 0P: 1 Surveyor's Tank or 1 Staff of Lore												
Trade With Care	42	47	Cargie Cranklehop	Erolas Ambersky	N	210	420	850	1250	1700	2100	5000 00
A Leaf from	44	49	Marin Huggenfogger	Sprinkle	Y	45	90	180	270	360	460	None
Leaf Pet Analysis	39	48	Alchemist Potteryegg	Senior Surveyor Fizzlebeamer	N	45	90	180	260	350	440	7000 00
Leaf Pet Analysis	39	48	Senior Surveyor Fizzlebeamer	Alchemist Potteryegg	Y	45	90	180	260	350	440	None
On the Dugles	46	51	Marvon Rivetbanker	Ahor of Hakkar (Oh)	N	490	975	1950	2950	3900	4900	None
New Retriever Justice	40	44	Chief Engineer Bilgwhizzle	Chief Engineer Bilgwhizzle	N	380	750	1500	2250	3000	3750	6500 00
Huggenfogger Elise	44	49	Marin Huggenfogger	Marin Huggenfogger	N	0	0	0	0	0	0	7000 00
0007: 5 Huggenfogger Elise												
Recon Laid Investigation	39	47	Placeholder - Darkhollow Mine	Alchemist Potteryegg	N	320	625	1250	1900	2500	3150	5000 00
Recon Laid Investigation	39	47	Senior Surveyor Fizzlebeamer	Alchemist Potteryegg	N	320	625	1250	1900	2500	3150	5000 00
Recon Laid Investigation	50	54	Alchemist Potteryegg	Alchemist Potteryegg	N	550	1100	2200	3250	4350	5450	None
Recon Laid Investigation	43	48	Homing Robot OOH-17/TN	Oglethorpe Obnoxious	N	550	1100	2200	3250	4350	5450	None
0008: 0P: 1 Optometric Deflector or 1 Thermoelastic Egg Timer												
Leaf of the Salfid	39	48	Senior Surveyor Fizzlebeamer	Zilchun Drumbe	N	550	1100	2200	3250	4350	5450	None
Leaf of the Salfid	39	49	Senior Surveyor Fizzlebeamer	Grazing Spiritnight	N	575	1150	2300	3400	4550	5700	None
Smother Spirit	40	44	Yah Kinyas	Yah Kinyas	Y	380	750	1500	2250	3000	3750	None
Leaf of the Circle	46	51	Marvon Rivetbanker	Idol of Hakkar (Oh)	N	600	1200	2450	3650	4900	6100	None
0009: Hakkar's Den												
Hakkar's Secret Ingredient	44	49	Sprinkle	Sprinkle	N	460	900	1800	2750	3650	4550	None
Hakkar's Secret	40	45	Sea Wolf 'MacKinley'	Stoley	Y	40	80	160	240	310	390	None
Hakkar's Stagnant	40	45	Stoley	Stoley	Y	390	775	1550	2350	3100	3900	5000 00
Super Sticky	48	54	Tran'rik	Tran'rik	N	550	1100	2200	3250	4350	5450	1 6500 00
The Swinbank Redemption	39	46	Senior Surveyor Fizzlebeamer	Senior Surveyor Fizzlebeamer	Y	440	875	1750	2650	3500	4400	None
The Stone Circle	46	51	Marvon Rivetbanker	Marvon Rivetbanker	N	490	975	1950	2950	3900	4900	None
The Stone Watcher	45	50	Ukdam Pedestal (Oh)	Ukdam Pedestal (Oh)	N	470	950	1900	2800	3750	4700	None
The Stone Watcher	45	50	Stone Watcher of Harganston	Ukdam Pedestal (Oh)	N	470	950	1900	2800	3750	4700	None
The Super Egg O-Matic	42	47	Egg O-Matic (Oh)	Egg O-Matic (Oh)	N	110	210	420	625	850	1050	None
0010: Egg Crisis												
The Torry Cobles	44	49	Marin Huggenfogger	Marin Huggenfogger	Y	460	900	1800	2750	3650	4550	7000 00
Wetland Valley	45	50	Tran'rik	Tran'rik	N	470	950	1900	2800	3750	4700	7500 00
Wetland Valley	40	50	Torru	Torru	N	600	1200	2350	3550	4700	5900	None
0011: 0P: 1 Chelorian Cuffs or 1 Band of the Great Tortoise												
WANTED: Andre Firebeard	40	45	Wanted Poster (Oh)	Security Chief Bilgwhizzle	N	390	775	1550	2350	3100	3900	1 2000 00
WANTED: Andre Firebeard	40	45	WANTED: Colph Scorpolding (Oh)	Security Chief Bilgwhizzle	N	390	775	1550	2350	3100	3900	1 2000 00
WANTED: Colph Scorpolding	39	46	Wanted Poster (Oh)	Chief Engineer Bilgwhizzle	N	500	1000	2000	3050	4050	5050	1 2000 00
WANTED: Colph Scorpolding	39	46	WANTED: Colph Scorpolding (Oh)	Chief Engineer Bilgwhizzle	N	500	1000	2000	3050	4050	5050	1 2000 00
Wanted Justice	40	43	Chief Engineer Bilgwhizzle	Chief Engineer Bilgwhizzle	Y	360	725	1450	2150	2900	3600	6000 00
New Patch Bounty	40	44	Spigot Operator Lughenk	Spigot Operator Lughenk	N	190	370	750	1100	1500	1850	None
0012: Goldgator Water Co. Core Package												
New Patch Bounty	40	44	Spigot Operator Lughenk	Spigot Operator Lughenk	N	40	75	150	220	300	380	None
0013: Goldgator Water Co. Core Package												

HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN CALIMDOR

SOUTHERN CALIMDOR



SOUTHERN KALIMDOR

THOUSAND NEEDLES

This region is located beyond the Barrens in southern Kalimdor. It's a large, winding valley dotted with tall mesas all year, save for the area to the southeast. It's completely flat down there and perfect for some questing. High atop the mesas, the Trolls have built a network of rope bridges and lifts to convey customers to vendors and quest givers. There are no guards to keep you safe; you can easily fall over the edge while taking a peek.



LOCAL RESOURCES

MINING

METAL	AVAILABILITY
Copper	Abundant
Tin	Common
Iron	Common
Silver	Rare
Gold	Very Rare

HERBALISM

HERB	AVAILABILITY
Kingblood	Common
Brusewood	Rare

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 75-35 (Skinning 75-125)



1 CAMP E'TH

Gobek Mar
Gobek Mar
Gobek Mar
Gobek Mar
Gobek Mar

2 HIGHERC
Highgarden

3 WINTEREA
Wintersea

4 DARKCLO
Darkcloth
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5 DARKCLO
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6 THE SCR
The Scorching
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7 BOOGER
Boogers
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8 THE SCR
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SOUTHERN KALIMDOR

UN'GORO CRATER

Un'Goro Crater is the blast from the past. The land is loaded with dinosaurs, walking plants, big bugs and elementals. As often happens in lands with such menacing flora and fauna, adventurers that have managed to get stuck there wish for your help and frequently offer quests. Targets are abundant and that helps with the kill quests. There is some collecting to be done, and there are some incredible quests that balance the whole mix out. It's not the biggest zone which is another plus. There's not an overwhelming amount of running for the quests, and that always helps.



LOCAL RESOURCES

MINING

MIN	AVAILABILITY
Trilium	Common
Raw Silver Rare	

HERBALISM

Mobs drop a variety of mead-high and herbs

SKINNING

Quantity of Skinnable Creatures: Abundant
Levels of Skinnable Creatures: 40-55 (Skinning 225-275)



HOW TO

AZEROTH

KHAZ MODAN

LODARION

NORTHERN KALIMDOR

SOUTHERN KALIMDOR

MAP LEGEND

1 MARSHAL'S REFUGE

Shizzle 40 Quest
Quixall 40 Quest
Maigle 51 Quest
Patre Gressen 46 Quest
Doolange 45 Quest
Walf Ayres Marshal 45 Quest
Wilden Marshal 48 Quest
Linden 40 Quest
Bloodpetal Pests 30-35

2 LAKKARI TAR PITS

Karna Reentravel 45 Quest
Mar'Vid 40 "Ravenous Trainer"
Tar Loken 53-54
Tar Lord 53-54
Tar Roost 51-52
Tar Greager 51-52
Primal ooze 50-51
Bloodpetal Flyer 51-52
Piemetrader 51-52
Stone Guardians 59-60 Elite
Young Diemetrados 50-51

3 NORTHERN CRYSTAL PYLON

Pterordax 50-51

4 FUNGAL ROCK

A-Me 01 48 Quest
Ur'Gore Gorilla 50-51
Ur'Gore Stronger 51-52
Ur'Gore Thunder 52-53
U'Cho 55

5 IRONSTONE PLATEAU

Fledgling Pterordax 50

6 EASTERN STONE PYLON

7 FLEDGLING PTERORDAX 50

8 PTERORDAX 50-52

9 PTERORDAX 50-52

10 WESTERN CRYSTAL PYLON

Frenzied Pterordax 52-53

11 FRENZIED PTERORDAX 52-53

12 FRENZIED PTERORDAX 52-53

13 THE MARSHLANDS

Ravenous 48-49
Ravenous Ravener 49-50
Venomhide Ravenor 50-51
Tyannodon 53 Elite
Woodpetal Lasher 49-50

14 THE SLITHERING SCAR

Gorishi Weep 51-52
Gorishi Walker 51-52
Gorishi Ravener 52-53
Gorishi Singer 52-53
Gorishi Tumbler 52-53

15 TERROR RUN

Ghastous Ooze 53-54
Bloodpetal Dropper 53-54
Elder Diemetrados 54-55
Spika Stagodon 53 Elite
Thunderclump Stagodon 55 Elite
Plated Stagodon 53 Elite

16 GOLAKKA HOT SPRINGS

Elder Diemetrados 54-55
Bloodpetal Dropper 53-54
Ghastous Ooze 52-54
Krakle 40 Quest
Spiked Stagodon 52-54 Elite
Stagodon 53 Elite

17 FIRE PLUME RIDGE

Scorching Elemental 53-54
Living Blaze 54-55
Blossomer 50 Elite
Irreversible Dev'Scar 55 Elite



QUEST
A Little Help From
CHOICE OF: 1 Beg
A Visit to Gragons
Alien Ecology
Beware of Pterod
CHOICE OF: 1 Gr
Bloodpetal Sprin
Bloodpetal Sprin
REWARD: Blood
Chasing A-Me 01
Chasing A-Me 01
Chasing A-Me 01
Crystal Charge
REWARD: 5 Cry
Crystal Force
REWARD: 2 Cry
Crystal Restore
REWARD: 5 Cry
Crystal Spire
REWARD: 3 Cry
Crystal Word
REWARD: 3 Cry
Crystal Yield
REWARD: 5 Cry
Crystals of Pow
Doolange is Ha
REWARD: 5000
Expedition Sub
Feeding the So
Haze of Evil
Larian and Ma
Lost
Making Sense
REWARD: Cry
Moreen's Worl
Muirn and La
Roll the Bones
CHOICE OF: 1
Shizzle's Flyer
CHOICE OF: 1
The Apes of U
The Bait for L
CHOICE OF: 1
The Eastern P
The Face of L
The Mighty U
CHOICE OF: 1
The New Spr
The Northern
The Scent of
The Western
Volcanic Acti
Zapper Fuel

QUESTS

	N LVL	O LVL	QUEST LAUNCHER	QUEST FINISHER	CHARM?	XP--	XP-	XP	XP+	XP++	XP+++	CASH REWARD
Help from My Friends	50	55	Ring	Scraggle Frook	N	575	1150	2250	3400	4500	5650	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	52	Muigin	Grogan Broomspinner	Y	380	750	1500	2300	3050	3800	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	52	Hot'anyen Marshal	Hot'anyen Marshal	N	500	1000	2050	3050	4100	5100	40 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	49	55	Bewards of Pterodax (Oh)	Scraggle Frook	N	575	1150	2250	3400	4500	5650	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Muigin	Muigin	N	400	800	1600	2350	3150	3950	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Larion	Larion	N	400	800	1600	2350	3150	3950	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	53	A-Me 01	A-Me 01	N	400	800	1600	2350	3150	3950	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	53	A-Me 01	Nome Rentravel	N	450	1300	2600	3950	5250	6550	1 60 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	53	Nome Rentravel	A-Me 01	Y	270	525	1050	1600	2100	2650	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Northern Crystal Pylon (Oh)	Northern Crystal Pylon (Oh)	N	0	0	0	0	0	0	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Eastern Crystal Pylon (Oh)	Eastern Crystal Pylon (Oh)	N	0	0	0	0	0	0	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Northern Crystal Pylon (Oh)	Northern Crystal Pylon (Oh)	N	0	0	0	0	0	0	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Eastern Crystal Pylon (Oh)	Eastern Crystal Pylon (Oh)	N	0	0	0	0	0	0	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Western Crystal Pylon (Oh)	Western Crystal Pylon (Oh)	N	0	0	0	0	0	0	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	Western Crystal Pylon (Oh)	Western Crystal Pylon (Oh)	N	0	0	0	0	0	0	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	J.D. Collie	J.D. Collie	N	525	1050	2100	3150	4200	5250	85 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	55	Dodango	Dodango	N	0	0	0	0	0	0	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	52	Wilden Marshal	Wilden Marshal	N	525	1050	2100	3150	4200	5250	40 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	51	55	Krakle	Krakle	Y	575	1150	2250	3400	4500	5650	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	52	Grogan Broomspinner	Muigin	N	500	1000	2050	3050	4100	5100	75 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	52	Larion	Larion	Y	500	1000	2050	3050	4100	5100	75 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	50	55	Scraggle Frook	Ringo	N	280	550	1100	1700	2250	2800	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	J.D. Collie	J.D. Collie	N	55	110	210	320	420	525	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	52	Larion	Liv Rizzellia	Y	260	500	1000	1550	2050	2550	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	52	Muigin	Muigin	Y	500	1000	2050	3050	4100	5100	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	49	54	Spark Minimizer	Spark Minimizer	N	550	1100	2200	3250	4350	5450	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	49	55	Shizzle	Shizzle	N	575	1150	2250	3400	4500	5650	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	55	Tarvos Pathfinder	Tarvos Pathfinder	N	575	1150	2250	3400	4500	5650	85 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	56	Tarvos Pathfinder	Tarvos Pathfinder	N	725	1450	2900	4400	5850	7300	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	J.D. Collie	J.D. Collie	N	400	800	1600	2350	3150	3950	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	53	Tarvos Pathfinder	Tarvos Pathfinder	Y	525	1050	2100	3150	4200	5250	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	50	55	Tarvos Pathfinder	Tarvos Pathfinder	N	575	1150	2250	3400	4500	5650	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	51	55	Krakle	Danovo Szeveden	Y	280	550	1100	1700	2250	2800	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	J.D. Collie	J.D. Collie	N	400	800	1600	2350	3150	3950	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	48	53	Tarvos Pathfinder	Tarvos Pathfinder	Y	525	1050	2100	3150	4200	5250	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	53	J.D. Collie	J.D. Collie	N	400	800	1600	2350	3150	3950	None
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	49	55	Liv Rizzellia	Liv Rizzellia	N	575	1150	2250	3400	4500	5650	85 00
0000 DP: 1 Impaled Legguards or 1 Throating Leggings or 1 Cleverly Helm	47	52	Liv Rizzellia	Larion	N	500	1000	2050	3050	4100	5100	None

HOW TO

AZEROTH

KHAZ MODAN

LORDAERON

NORTHERN CALIMDOR

SOUTHERN CALIMDOR

ARMOR

CLOTH CHEST ARMOR

EPIC CLOTH CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
42	Robes of Insight	47	BoE	123	1	25	65
	▶ SPELL Reduces Cost of next spell by up to 500						
50	Embrace of the Wind Serpent	55	BoA	143	2	02	74
	▶ SPELL Nature Resist +12						
57	Alonzo's Embrace	62	BoA	161	3	02	22
	▶ SPELL Increase spell Dmg 10						
57	Robe of the Archmage	62	BoA	161	2	08	15
	▶ SPELL Increase spell Dmg 20						
57	Robe of the Void	62	BoA	161	2	09	20
	▶ SPELL Increase Shadow Dmg 28						
57	Vestments of the Devout	62	BoA	161	2	90	28
	▶ SPELL Increase Healing 66						

SUPERIOR CLOTH CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
19	Corsair's Overshirt	24	BoA	68	11	47	47
19	True Bark Jacket	24	BoE	68	12	02	02
20	Necropolis Robes	25	BoE	70	13	04	34
	▶ SPELL Shadow Resist +5						
21	Black Velvet Robes	26	BoE	71	15	25	25
24	Robes of Avarice	29	BoA	76	18	92	92
26	Machbuilder's Overalls	31	BoE	79	23	52	52
	▶ SPELL Arcane Resist +5						
29	Beguiler Robes	34	BoE	83	32	23	23
N/A	Crimd Robes	37	BoA	89	41	98	98
N/A	Enchanted Gold Bloodrobe	38	BoA	92	46	85	85
33	Robe of Power	38	BoA	92	47	00	00
	▶ SPELL Increase spell Dmg 7						
35	Death's Rind Vestment	40	BoE	96	53	10	10
35	Robe of the Magi	40	BoE	96	50	67	67
	▶ SPELL Increase spell Dmg 11						
36	Elemental Raincoat	41	BoE	99	56	48	48
	▶ SPELL Increase spell Dom 11, Arcane, Fire, Frost, Nature & Shadow Resist +5						
39	Robes of the Lich	44	BoA	106	69	03	03
40	Dreamweave Vest	45	BoE	108	79	46	46
	▶ SPELL Increase spell Dom 9 Random						
42	Grimalkin's Tribal Vestments	47	BoA	113	89	97	97
46	Funerary Pyre Vestment	51	BoE	122	1	04	56
	▶ SPELL Fire & Shadow Resist +10						
50	Vestments of the Anzi Prophet	55	BoA	131	1	51	46
57	Robe of Winter Night	57	BoE	136	1	70	25
	▶ SPELL Increase Shadow Dmg 24						
55	Mooncloth Vest	60	BoE	143	2	00	42
55	Robes of the Royal Crown	60	BoA	143	2	04	75
56	Necropolis Robe	61	BoA	145	2	07	32
56	The Pontmaster's Tunic	61	BoA	145	2	11	17
57	Frazzling Lich Robes	62	BoA	148	2	17	78
	▶ SPELL Increase Frost Dmg 25, Frost Resist +15						
58	Robes of the Exalted	63	BoA	150	2	31	18
	▶ SPELL Increase Healing 62						
58	Widow's Clutch	63	BoA	150	2	25	12
	▶ SPELL Arcane Resist +13						

GOOD CLOTH CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
5	Brown Linen Robe	10	BoE	30			
5	Red Linen Robe	10	BoE	30			
N/A	Sleeping Robes	10	BoA	30			
5	White Linen Robe	10	BoE	30			
6	Beaded Robe	11	BoE	33	1	10	10
6	Beaded Wraps	11	BoE	33	1	10	10
6	Foreman Vest	11	BoE	33	1	10	10
6	Journeyman's Robe	11	BoE	33	1	10	10
6	Journeyman's Vest	11	BoE	33	1	10	10
7	Blue Linen Vest	12	BoE	36	1	10	10
7	Red Linen Vest	12	BoE	36	1	10	10
8	Ancestral Robe	13	BoE	39	1	10	10
8	Ancestral Tunic	13	BoE	39	2	10	10
8	Disciple's Robe	13	BoE	39	1	10	10
8	Disciple's Vest	13	BoE	39	2	10	10
N/A	Rancher's Armor	14	BoA	42	2	10	10
9	Barbaric Linen Vest	14	BoE	42	2	10	10
9	Blue Linen Robe	14	BoE	42	2	10	10
N/A	Harvester's Robe	15	BoA	45	2	10	10
10	Jester's Blouse	15	BoE	45	2	10	10
10	Jester's Robe	15	BoE	45	2	10	10
N/A	Monowave Robe	15	BoA	45	2	10	10
N/A	Robe of the Keeper	15	BoA	45	2	10	10
N/A	Spill Fire Robes	15	BoA	45	2	10	10
11	Native Robe	16	BoE	47	3	10	10
11	Native Vest	16	BoE	47	3	10	10
12	Magister's Robe	17	BoE	49	3	10	10
12	Magister's Vest	17	BoE	49	3	10	10
13	Green Woolen Robe	18	BoE	51	4	10	10
13	Holy's Robe	18	BoE	51	4	10	10
13	Robe of Exorcism	18	BoA	51	4	10	10
13	Runic Cloth Robe	18	BoE	51	4	10	10
13	Runic Cloth Vest	18	BoE	51	4	10	10
13	Solstice Robe	18	BoE	51	4	10	10
14	Willow Robe	19	BoE	53	4	10	10
14	Willow Vest	19	BoE	53	4	10	10
15	Aboriginal Robe	20	BoE	55	5	10	10
15	Aboriginal Vest	20	BoE	55	5	10	10
15	Blue Overalls	20	BoE	55	5	10	10
15	Whispering Vest	20	BoE	55	5	10	10
16	Gray Woolen Robe	21	BoE	57	6	10	10
16	Seer's Padded Armor	21	BoE	57	6	10	10
16	Seer's Robe	21	BoE	57	6	10	10
N/A	Grunt Vest	22	BoA	59	7	10	10
N/A	Harlequin Robes	22	BoA	59	7	10	10
17	Robe of the Moroccan	22	BoA	59	7	10	10
18	Bloody Apron	23	BoA	60	8	10	10
18	Buccanner's Robes	23	BoE	60	8	10	10
18	Buccanner's Vest	23	BoE	60	8	10	10
18	Greater Adept's Robe	23	BoE	60	8	10	10
18	Mystic's Robe	23	BoE	60	8	10	10
18	Mystic's Wrap	23	BoE	60	8	10	10
N/A	High Robe of the Adjudicator	24	BoA	62	10	10	10
19	Ritual Shroud	24	BoE	62	9	10	10
19	Ritual Tunic	24	BoE	62	9	10	10
N/A	Fan Keeper Robe	25	BoA	63	10	10	10
N/A	Robe of Solomon	25	BoA	63	10	10	10
N/A	Robes of Antiquity	25	BoA	63	11	10	10
20	Scholarly Robes	25	BoE	63	10	10	10
20	Shimmering Armor	25	BoE	63	10	10	10
20	Shimmering Robe	25	BoE	63	10	10	10
N/A	Astral Knot Blouse	26	BoA	65	12	10	10
N/A	Astral Knot Robe	26	BoA	65	12	10	10
N/A	Nether-lace Robe	26	BoA	65	12	10	10
N/A	Nether-lace Tunic	26	BoA	65	12	10	10
21	Pagan Vest	26	BoE	65	12	10	10
21	Pagan Wraps	26	BoE	65	12	10	10
21	Smoldering Robe	26	BoE	65	12	10	10

GOOD CLOTH CHEST ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
10	26	BoE	65	12@ 62
11	27	BoE	67	13@ 69
12	27	BoE	67	13@ 74
13	27	BoE	67	13@ 38
14	27	BoE	67	13@ 22
15	27	BoE	67	13@ 28
16	27	BoE	67	14@ 12
17	28	BoA	68	15@ 44
18	28	BoE	68	14@ 30
19	28	BoE	68	14@ 73
20	29	BoE	69	16@ 86
21	29	BoE	69	16@ 44
22	30	BoE	71	18@ 74
23	30	BoE	71	18@ 06
24	30	BoE	71	18@ 07
25	30	BoE	71	18@ 70
26	30	BoE	71	17@ 16
27	31	BoA	72	19@ 00
28	31	BoE	72	19@ 46
29	31	BoE	72	19@ 32
30	31	BoE	72	20@ 38
31	31	BoE	72	20@ 69
32	32	BoE	73	21@ 48
33	32	BoE	73	21@ 56
34	33	BoE	75	23@ 98
35	33	BoE	75	24@ 80
36	33	BoE	75	23@ 55
37	34	BoE	76	27@ 34
38	34	BoE	76	26@ 96
39	34	BoE	76	25@ 38
40	34	BoE	76	27@ 76
41	34	BoE	76	26@ 00
42	35	BoE	77	29@ 98
43	35	BoE	77	29@ 55
44	36	BoE	79	33@ 36
45	36	BoE	79	30@ 41
46	37	BoE	81	35@ 53
47	37	BoE	81	35@ 79
48	37	BoA	81	33@ 39
49	37	BoE	81	33@ 29
50	37	BoE	81	35@ 62
51	38	BoE	83	38@ 20
52	38	BoE	83	37@ 09
53	38	BoA	83	39@ 03
54	39	BoE	85	39@ 47
55	39	BoE	85	42@ 66
56	40	BoA	88	44@ 56
57	40	BoA	88	43@ 24
58	40	BoA	88	43@ 86
59	40	BoA	88	41@ 92
60	40	BoE	88	46@ 20
61	40	BoE	88	41@ 94
62	41	BoE	90	45@ 47
63	41	BoE	90	45@ 65
64	41	BoE	90	48@ 15
65	41	BoE	90	47@ 41
66	41	BoE	90	48@ 87
67	41	BoE	90	46@ 94
68	42	BoE	92	52@ 57
69	42	BoE	92	52@ 40
70	42	BoE	92	51@ 64
71	43	BoE	94	57@ 99
72	43	BoE	94	57@ 38
73	43	BoE	94	58@ 01
74	43	BoE	94	54@ 48
75	44	BoE	96	58@ 88
76	44	BoE	96	62@ 23
77	45	BoE	98	66@ 44
78	45	BoE	98	66@ 92
79	45	BoE	98	67@ 63
80	45	BoE	98	65@ 97
81	46	BoE	100	72@ 04

GOOD CLOTH CHEST ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
41	46	BoE	100	68@ 70
42	46	BoE	100	67@ 07
43	46	BoE	100	75@ 16
44	47	BoE	103	76@ 98
45	47	BoE	103	75@ 59
46	48	BoE	105	82@ 51
47	48	BoE	105	84@ 90
48	49	BoE	107	87@ 04
49	49	BoE	107	91@ 24
50	50	BoA	109	94@ 04
51	50	BoE	109	93@ 72
52	50	BoA	109	90@ 58
53	51	BoE	111	99@ 26
54	51	BoE	111	98@ 53
55	51	BoE	111	96@ 65
56	51	BoE	111	97@ 02
57	51	BoE	111	1@ 04
58	51	BoE	111	96@ 94
59	52	BoE	113	1@ 05
60	52	BoE	113	1@ 11
61	52	BoE	113	1@ 01
62	52	BoE	113	1@ 09
63	52	BoE	113	1@ 08
64	53	BoE	115	1@ 12
65	53	BoE	115	1@ 13
66	54	BoE	117	1@ 20
67	54	BoE	117	1@ 20
68	54	BoE	117	1@ 23
69	55	BoE	120	1@ 21
70	55	BoE	120	1@ 27
71	55	BoE	120	1@ 28
72	55	BoA	120	1@ 32
73	56	BoE	122	1@ 36
74	56	BoE	122	1@ 29
75	56	BoE	122	1@ 22
76	56	BoE	122	1@ 31
77	57	BoE	124	1@ 41
78	57	BoE	124	1@ 35
79	58	BoE	126	1@ 46
80	58	BoE	126	1@ 44
81	59	BoA	128	1@ 50
82	59	BoE	128	1@ 50
83	59	BoE	128	1@ 51
84	59	BoE	128	1@ 57
85	59	BoE	128	1@ 56
86	60	BoA	130	1@ 62
87	60	BoA	130	1@ 68
88	60	BoE	130	1@ 60
89	61	BoE	132	1@ 66
90	61	BoE	132	1@ 77
91	61	BoE	132	1@ 80
92	61	BoE	132	1@ 71
93	61	BoE	132	1@ 75
94	62	BoE	134	1@ 75
95	62	BoE	134	1@ 73
96	63	BoE	136	1@ 84
97	63	BoE	136	1@ 94
98	64	BoE	139	2@ 08
99	64	BoE	139	2@ 02
100	64	BoE	139	2@ 06
101	64	BoE	139	1@ 97
102	65	BoE	140	2@ 16
103	65	BoE	140	2@ 01
104	65	BoE	140	2@ 15
105	65	BoE	140	2@ 21

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

STANDARD CLOTH CHEST ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Garmen's Robe	1	BoA	3	1
1 Light Magewraith Robe	4	None	12	6
1 Scarlet Initiate Robes	4	None	12	6
N/A Flex Vest	5	BoA	15	10
N/A Soft Wool Vest	5	BoA	15	9
1 Tattered Cloth Vest	5	None	15	9
1 Thin Cloth Armor	5	None	15	10
N/A Woodland Robes	5	None	15	10
3 Brown Linen Vest	8	None	23	31
3 Plain Robe	8	None	23	32
3 Snowy Robe	8	None	23	31
4 Spider Web Robe	9	None	26	46
4 Violet Robes	9	None	26	44
5 Knitted Tunic	10	None	29	55
N/A Warm Winter Robe	10	BoA	29	55
N/A Well-stitched Robe	10	BoA	29	59
5 Woven Vest	10	None	29	59
8 Double-stitched Robes	13	None	37	1
12 Green Woolen Vest	17	None	47	2
12 Heavy Woollen Armor	17	None	47	2
12 Robe of Apprenticeship	17	None	47	2
12 Stonemason's Rags	17	None	47	2
12 Doleman Wizard's Robe	18	None	49	2
17 Thick Cloth Vest	22	None	56	4
17 White Woolen Dress	22	None	56	4
18 Shimmering Silk Robes	23	None	57	5
24 Padded Armor	27	None	63	8
24 Chromatic Robe	29	None	66	10
32 Burning Robes	37	None	77	21

STANDARD CLOTH CHEST ARMOR continued

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
32 Crimson Silk Vest	37	None	77	20
32 Roset Vest	37	None	77	20
45 Embroidered Armor	50	None	103	55
45 Silver Dress Robes	50	None	103	53

INFERIOR CLOTH CHEST ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1 Acolyte's Robe	1	None	3	1
1 Acolyte's Robe	1	None	3	1
1 Apprentice's Robe	1	None	3	1
1 Apprentice's Robe	1	None	3	1
1 Apprentice's Robe	1	None	3	1
1 Neophyte's Robe	1	None	3	1
1 Neophyte's Robe	1	None	3	1
1 Neophyte's Robe	1	None	3	1
1 Novice's Robe	1	None	3	1
1 Novice's Robe	1	None	3	1
1 Faded Robe	4	None	11	4
2 Patchwork Armor	7	None	19	14
8 Galles Tunic	13	None	35	10
12 Canvas Vest	17	None	44	1
10 Brocade Vest	23	None	54	3
24 Cross-stitched Vest	29	None	62	6
32 Interlaced Vest	37	None	73	14
38 Crochet Vest	43	None	85	22
52 Twill Vest	57	None	111	58
61 Mesh Armor	66	None	128	88

CLOTH CLOAKS

EPIC CLOTH CLOAKS

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
60 Cloak of Flames	65	BoE	84	2
► SPELL Fire Resist +5, Deals 10 Dmg to Melee Attackers				60

SUPERIOR CLOTH CLOAKS

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
16 Frodo's Cloak	21	BoE	31	6
► SPELL Fire Resist +5				17
17 Glowing Lizardskin Cloak	22	BoA	32	7
19 Sanny Cloak	24	BoE	34	8
20 Cape of the Brotherhood	25	BoA	35	9
23 Amy's Blanket	28	BoE	37	13
24 Glowing Thresher Cape	29	BoA	38	15
29 Tigerstrike Mantle	34	BoE	42	24
32 Dark Hooded Cape	37	BoE	45	31
33 Wing of the Whelping	38	BoE	46	34
34 Energy Cloak	39	BoE	47	36
► SPELL Restores 375-425 Mana (1 Hr Cooldown)				72
35 Ivy Cloak	40	BoE	48	37
► SPELL Frost Resist +11				88
35 Silky Spider Cape	42	BoA	51	47
41 Blackmetal Cape	46	BoA	55	63

SUPERIOR CLOTH CLOAKS continued

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
41 Blackthorn Cape	49	BoE	59	81
► SPELL Fire & Shadow Resist +5				128
48 Nightfall Dragon	53	BoA	63	1
49 Feathercloak Cape	54	BoA	65	1
50 Bitchbeast Wrap	55	BoE	66	1
► SPELL Shadow Resist +6				86
50 Cloak of Fire	55	BoE	66	1
► SPELL Cloak of Fire, Fire Resist +6				12
50 Dark Phantom Cape	55	BoE	66	1
51 Stoneshield Cloak	56	BoE	67	1
► SPELL Increased Armor 150				15
53 Cape of the Fire Salamander	58	BoA	69	1
► SPELL Fire Resist +7				39
53 Magellorn Cape	58	BoE	69	1
► SPELL Increases Fire Dmg 12, Fire Resist +10				35
53 Royal Ritual Cloak	59	BoA	70	1
55 Drayton Scale Cloak	60	BoA	72	1
► SPELL Fire Resist +16				51
55 The Emperor's New Cape	60	BoA	72	1
56 Stoneshield Gargoyles Cape	61	BoA	73	1
56 Bloodmace Power 20	63	BoA	75	1
► SPELL Accuracy Resist +7				68
58 Cape of the Black Baron	63	BoA	75	1
58 Frodo's Cape	63	BoA	75	1
► SPELL Frost Resist +10				64
N/A Shroud of the Exile	63	BoA	75	1

GOOD CLOTH CLOAKS

PURCHASE VALUE

30	52
20	27
55	36
53	27

PURCHASE VALUE

1	40
1	37
1	83
1	60
22	44
58	97
88	43
1	43
3	37
6	83
14	60
22	44
58	97
88	43

PURCHASE VALUE

81	32
02	41
05	95
09	80
12	80
14	89
15	94
09	79
25	85
07	38
11	98
15	88
12	07
8	84
1	98
1	48
1	55

ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Aboriginal Cape	14	BoE	21	1
Backskin Cape	15	BoE	22	7
Cloak of the People's Militia	15	BoE	22	67
Feral Cloak	15	BoE	22	20
Fine Leather Cloak	15	BoE	22	67
Finely Woven Cloak	15	BoE	22	13
Gentlewind Cloak	15	BoE	22	08
Harvest Cloak	15	BoE	22	64
Long Draping Cape	15	BoE	22	63
Mystic Shawl	15	BoE	22	07
Net Cloth Cloak	15	BoE	22	11
Northman's Cape	15	BoE	22	30
Sewer's Cloak	15	BoE	22	60
Willow Cape	15	BoE	22	19
Inscribed Leather Cloak	16	BoE	23	15
Isador's Cloak	16	BoE	23	34
War Point Cloak	16	BoE	23	32
Outrunner's Cloak	17	BoE	24	67
Prospector's Cloak	17	BoE	24	67
Ritual Cape	17	BoE	24	87
Sew's Cape	17	BoE	24	92
Acidproof Cloak	18	BoE	26	74
Bandit Cloak	18	BoE	26	18
Barkeeper's Cloak	18	BoE	26	62
Barnished Cloak	18	BoE	26	27
Deviate Scale Cloak	18	BoE	26	13
Foggy Cape	18	BoE	26	37
Sunscreen Cloak	18	BoE	26	08
Subterranean Cape	18	BoE	26	07
Timberland Cape	18	BoE	26	80
Wasserman's Cape	19	BoE	26	58
Grant's Cape	19	BoE	26	53
Miner's Cape	19	BoE	26	48
Moonstalker's Cape	19	BoE	26	53
Pearl-shouldered Cloak	19	BoE	26	70
Privateer's Cape	19	BoE	26	56
Black Whisky Cloak	20	BoE	27	59
Beaver Hunter's Cape	20	BoE	27	58
Defender Cloak	20	BoE	27	31
Dangerous Cape	20	BoE	27	15
Draic Cloak	20	BoE	27	16
Enchanted Moonstalker Cloak	20	BoE	27	0
SPELL Form of the Moonstalker (Quest)	20	BoE	27	42
Feyscale Cloak	20	BoE	27	47
Hulking Cloak	20	BoE	27	07
Overseer's Cloak	20	BoE	27	30
Scouting Cloak	20	BoE	27	58
Brickdark Cape	21	BoE	28	48
Heavy Woolen Cloak	21	BoE	28	75
Shimmering Cape	21	BoE	28	12
Forest Leather Cloak	22	BoE	29	02
Furified Cloak	22	BoE	29	70
Songtime Cape	22	BoE	29	51
Wrangler's Cloak	22	BoE	29	38
Ancient Cloak	23	BoE	30	16
Hide of Lapis	23	BoE	30	81
Hogon's Cloak	23	BoE	30	81
Spiked Chain Cloak	23	BoE	30	08
Spirit Cloak	23	BoE	30	55
Spirit Cape	23	BoE	30	30
Suffice Cloak	23	BoE	30	25
Lambent Scale Cloak	24	BoE	31	87
Prater's Cloak	24	BoE	31	87
Sentry's Cape	24	BoE	31	87
Sylvan Cloak	24	BoE	31	44
Witcher's Cape	24	BoE	31	47
Enchantress Cloak	25	BoE	32	29
Firemail Cloak	25	BoE	32	12
SPELL Fire Resist +5	25	BoE	32	11
Heavy Ruined Cloak	25	BoE	32	80
Inferno Cloak	25	BoE	32	31
SPELL Fire Resist +5	25	BoE	32	80
Kudo Hide Cloak	25	BoE	32	76
Waving Cloak	25	BoE	32	28
Intelforge Cloak	26	BoE	32	22
Cloak of Night	26	BoE	32	01
Devish Cape	26	BoE	32	00
Weathered Cape	26	BoE	32	11

GOOD CLOTH CLOAKS continued

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
21 Ferrus' Hide	26	BoE	32	8
N/A Resilient Pancha	26	BoE	32	8
21 Silver-thread Cloak	26	BoE	32	9
22 Embellished Cloak	27	BoE	33	12
N/A Engineer's Cloak	27	BoE	33	9
22 Pathfinder Cloak	27	BoE	33	9
N/A Prelary Cape	27	BoE	33	9
22 Rainmaker Cloak	27	BoE	33	9
22 Slayer's Cape	27	BoE	33	9
22 Wallmaster Cape	27	BoE	33	12
23 Cenarian Cape	28	BoE	34	10
23 Glimmering Mail Cloak	28	BoE	34	11
23 Sage's Cloak	28	BoE	34	11
23 Wicked Chain Cloak	28	BoE	34	10
24 Ambusher's Cloak	29	BoE	35	11
24 Beadlink Scale Cloak	29	BoE	35	11
24 Monk's Cloak	29	BoE	35	15
24 Sanyr's Cape	29	BoE	35	12
24 Siren's Cape	29	BoE	35	11
N/A Windwasp Drapes	29	BoE	35	12
N/A Cloak of the Faith	30	BoE	35	13
25 Cutthroat's Cape	30	BoE	35	13
25 Elder's Cloak	30	BoE	35	14
N/A High Apothecary Cloak	30	BoE	35	13
N/A Mourning Shawl	30	BoE	35	14
25 Phoenix Cloak	30	BoE	35	13
N/A Repairman's Cape	30	BoE	35	13
26 Cloak of Rat	31	BoE	36	14
N/A Dwarven Guard Cloak	31	BoE	36	22
26 Infiltrator Cloak	31	BoE	36	17
26 Pillager's Cloak	31	BoE	36	14
26 Thieflike Cloak	31	BoE	36	15
27 Burning Blade Cape	32	BoE	37	15
27 Dryad's Cape	32	BoE	37	16
27 Headhunter's Cloak	32	BoE	37	15
27 Insignia Cloak	32	BoE	37	21
27 Mail Combat Cloak	32	BoE	37	16
27 Stormcloud Cloak	32	BoE	37	16
28 Conjurer's Cloak	33	BoE	37	17
N/A Garrison Cloak	33	BoE	37	27
28 Ghostwalker Cloak	33	BoE	37	17
N/A Gristle Cape	33	BoE	37	27
28 Marauder's Cloak	33	BoE	37	17
28 Renegade Cloak	33	BoE	37	17
28 Stonecloak Cape	33	BoE	37	17
N/A Swiftrunner Cape	33	BoE	37	22
28 Vibrant Silk Cape	33	BoE	37	17
N/A Watch Master's Cloak	33	BoE	37	23
29 Archer's Cloak	34	BoE	38	23
29 Geomancer's Cloak	34	BoE	38	20
29 Knight's Cloak	34	BoE	38	20
N/A Yeti Fur Cloak	34	BoE	38	23
30 Azure Silk Cloak	35	BoE	38	22
► SPELL Increase Frost Dam 6				
30 Hawkeye's Cloak	35	BoE	38	20
30 Sparkleshell Cloak	35	BoE	38	20
30 Twilight Cape	35	BoE	38	21
31 Chief Brigadier Cloak	36	BoE	39	23
31 Crimson Silk Cloak	36	BoE	39	23
► SPELL Fire Resist +7				
31 Embersilk Cloak	36	BoE	39	23
31 Frost Leather Cloak	36	BoE	39	27
► SPELL Increase Frost Dam 7				
31 Sentinel Cloak	36	BoE	39	30
31 Witch Doctor's Cloak	36	BoE	39	22
32 Aurora Cloak	37	BoE	41	25
32 Glyphed Cloak	37	BoE	41	32
32 Guardian Cloak	37	BoE	41	25
32 Long Silken Cloak	37	BoE	41	24
32 Nocturnal Cloak	37	BoE	41	25
32 Shifted Scale Cloak	37	BoE	41	25
32 Berserker Cloak	38	BoE	42	27
33 Elven Cape	38	BoE	42	36
33 Silkzand Cape	38	BoE	42	28
33 Sorcerer Cloak	38	BoE	42	27
34 Captain's Cloak	39	BoE	43	30
34 Darkmist Cape	39	BoE	43	31
34 Ravager's Cloak	39	BoE	43	29

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

GOOD CLOTH CLOAKS continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
34	Warden's Cloak	39	BoE	43	29 @ 21
35	Lunar Cloak	40	BoE	44	29 @ 32
36	Ranger Cloak	40	BoE	44	42 @ 38
37	Royal Cloak	40	BoE	44	32 @ 81
38	Brigade Cloak	41	BoE	45	34 @ 07
39	Brilliant Red Cloak	41	BoE	45	36 @ 62
40	Imperial Leather Cloak	41	BoE	45	44 @ 32
41	Misthaze Cloak	41	BoE	45	46 @ 77
42	Wolf Rider's Cloak	41	BoE	45	38 @ 21
43	Assassin's Cloak	42	BoE	46	34 @ 07
44	Blackfury Cloak	42	BoE	46	36 @ 80
N/A	Ceremonial Centaur Blanket	42	BoE	46	38 @ 25
N/A	Cloak of Blight	42	BoE	46	40 @ 12
N/A	Darkside Cape	42	BoE	46	37 @ 69
47	Windhearer Cloak	42	BoE	46	58 @ 26
48	Bloodraven Cloak	43	BoE	47	36 @ 86
49	Banshee Cape	43	BoE	47	40 @ 44
50	Royal Cape	43	BoE	47	39 @ 74
N/A	Scarabed Cloak	43	BoE	47	42 @ 57
N/A	Stargazer Cloak	43	BoE	47	44 @ 37
50	Tracker's Cloak	43	BoE	47	63 @ 79
51	Cavalier Cloak	44	BoE	48	51 @ 49
52	Champion's Cape	44	BoE	48	55 @ 57
53	Gossamer Cape	44	BoE	48	42 @ 96
54	Khan's Cloak	44	BoE	48	42 @ 97
55	Scorpion Cape	44	BoE	48	42 @ 92
56	Wall Ofsted Cloak	44	BoE	48	44 @ 83
N/A	Battlemaster Cape	45	BoE	49	69 @ 85
▶ SPELL Attack Power 10					
40	Gown's Cloak	45	BoE	49	48 @ 77
41	Griffon Mail Cloak	45	BoE	49	49 @ 71
42	Heretic Cloak	45	BoE	49	62 @ 07
43	Master Apothecary Cape	45	BoE	49	47 @ 13
44	Medicine Blanket	45	BoE	49	48 @ 53
N/A	Parachute Cloak	45	BoE	49	46 @ 96
▶ SPELL Reduces Fall Speed for 30 Sec (30 Min Countdown)					
40	Rapscallion Cloak	45	BoE	49	46 @ 36
41	Warren's Cloak	45	BoE	49	48 @ 03
42	Embercote Cloak	46	BoE	50	76 @ 99
43	Hibernal Cloak	46	BoE	50	50 @ 11
44	Islandrill Cape	46	BoE	50	50 @ 07
45	Hightrace Cloak	46	BoE	50	52 @ 63
46	Vampiric Cloak	46	BoE	50	50 @ 07
47	Venomstrand Cape	46	BoE	50	53 @ 47
48	Chieftain's Cloak	47	BoE	51	67 @ 95
49	Thunderbolt Cape	47	BoE	51	59 @ 37
50	Big Voodoo Cloak	48	BoE	52	63 @ 23
N/A	Chainlink Tunic	48	BoE	52	96 @ 31
51	Illusionary Cloak	48	BoE	52	60 @ 29
52	Keeper's Cloak	48	BoE	52	58 @ 40
53	Lord's Cape	48	BoE	52	63 @ 70
54	Necrotic Cape	48	BoE	52	59 @ 19
55	Protector Cape	48	BoE	52	58 @ 40
56	Archivist Cape	49	BoE	53	67 @ 95
57	Darkweaver Cape	49	BoE	53	66 @ 67
58	Invincible Cloak	49	BoE	53	62 @ 49
59	Jadefire Cloak	49	BoE	53	62 @ 49
60	Righteous Cloak	49	BoE	53	80 @ 63
61	Cruiser's Cloak	50	BoE	54	73 @ 45
62	High Arcane Cloak	50	BoE	54	79 @ 32
63	Practitioner Cloak	50	BoE	54	66 @ 86
64	Serpentine Cloak	50	BoE	54	91 @ 44
65	Wild Leather Cloak	50	BoE	54	90 @ 17
66	Damocles Cloak	51	BoE	55	71 @ 54
67	Overhold Cloak	51	BoE	55	74 @ 68
68	Highborne Cloak	51	BoE	55	73 @ 64
69	Infernal Cape	51	BoE	55	92 @ 65
70	Blowdust Cape	52	BoE	57	75 @ 84
71	Bonewater's Cape	52	BoE	57	76 @ 85
72	Mythical Cape	52	BoE	57	81 @ 21
73	Prideful Cape	52	BoE	57	75 @ 84
74	Spiritweaver Cape	52	BoE	57	83 @ 33
75	Wingray Cloak	52	BoE	57	78 @ 31
76	Angelic Cloak	53	BoE	58	1 @ 02 @ 54
77	Black-Led Cape	53	BoE	58	1 @ 01 @ 02
78	Divine Cloak	53	BoE	58	87 @ 97
79	Fey Cloak	53	BoE	58	87 @ 36

GOOD CLOTH CLOAKS continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
48	Runeclash Cloak	53	BoE	58	87 @ 10
49	Celestial Cape	54	BoE	59	92 @ 10
50	Impenetrable Cloak	54	BoE	59	85 @ 10
51	Stormside Cloak	54	BoE	59	85 @ 10
52	Abyssal Cape	55	BoE	60	98 @ 10
53	Brightcloak Cloak	55	BoE	60	97 @ 10
▶ SPELL Increase Frost Dam 6, Frost & Shadow Resist +7					
N/A	Charm's Smock	55	BoE	60	90 @ 10
54	Cinderclash Cloak	55	BoE	60	95 @ 10
▶ SPELL Increase Fire Dam 8					
50	Demonskin Cloak	55	BoE	60	94 @ 10
51	Grover's Cape	55	BoE	60	1 @ 36 @ 10
52	Neither Ruled Cloak	55	BoE	60	90 @ 10
53	Spiritwalker Cloak	55	BoE	60	1 @ 13 @ 10
54	Zephyr Cloak	55	BoE	60	94 @ 10
N/A	Carle's Cape	56	BoE	61	95 @ 10
55	Deep River Cloak	56	BoE	61	95 @ 10
N/A	Ethereal Mist Cape	56	BoE	61	96 @ 10
56	Helicor Cloak	56	BoE	61	95 @ 10
N/A	Sunstone Cape	56	BoE	61	1 @ 04 @ 10
▶ SPELL Increase Fire Dam 10					
57	Elumian Cloak	57	BoE	62	1 @ 07 @ 10
58	Nightmare Cloak	57	BoE	62	1 @ 34 @ 10
59	Nova Cloak	57	BoE	62	1 @ 10 @ 10
60	Tempest Cape	57	BoE	62	1 @ 05 @ 10
61	Warrior's Cape	57	BoE	62	1 @ 01 @ 10
62	Butcher's Apron	58	BoE	63	1 @ 37 @ 10
63	Eternal Cloak	58	BoE	63	1 @ 16 @ 10
64	Phantomal Cloak	58	BoE	63	1 @ 40 @ 10
N/A	Raincoaster Drapes	58	BoE	63	1 @ 16 @ 10
▶ SPELL Increase Healing 20					
N/A	Shalreskin Cape	58	BoE	63	1 @ 67 @ 10
59	Triumphant Cloak	58	BoE	63	1 @ 07 @ 10
60	Arch Druid's Cloak	59	BoE	64	1 @ 12 @ 10
61	Empyrean Cloak	59	BoE	64	1 @ 22 @ 10
62	Mercantile Cloak	59	BoE	64	1 @ 14 @ 10
63	Armored Cape	60	BoE	65	1 @ 94 @ 10
N/A	Honey's Resist	60	BoE	65	1 @ 18 @ 10
▶ SPELL Arcane Resist +15					
60	Hellfire Cape	60	BoE	65	1 @ 50 @ 10
61	Archivist Cape	61	BoE	66	1 @ 63 @ 10
62	Krakian Cape	61	BoE	66	1 @ 33 @ 10
63	Lich's Cloak	61	BoE	66	1 @ 34 @ 10
64	Seraphim Cape	61	BoE	66	1 @ 24 @ 10
65	Wildfire Cape	61	BoE	66	1 @ 26 @ 10
▶ SPELL Fire Resist +15					

STANDARD CLOTH CLOAKS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Battered Cloak	5	BoE	7	1 @
N/A	Butterflies Leather Cape	5	BoE	7	1 @
N/A	Bear Shawl	5	BoE	7	1 @
N/A	Draped Cloak	5	BoE	7	1 @
N/A	Ensign Cloak	5	BoE	7	1 @
N/A	Short Darkside Cape	5	BoE	7	1 @
1	Webbed Cloak	5	None	7	1 @
N/A	Wine-stained Cloak	5	BoE	7	1 @
1	Linon Cloak	6	None	9	1 @
1	Wiggy Cloak	6	None	9	1 @
N/A	Adapt's Cloak	8	BoE	12	1 @
2	Bearded Cloak	8	None	12	1 @
2	Burnt Leather Cloak	8	None	12	1 @
3	Charger's Cloak	8	None	12	1 @
3	Journeyman's Cloak	8	None	12	1 @
3	Primal Cape	8	None	12	1 @
N/A	Sun-beaten Cloak	8	BoE	12	1 @
N/A	Thunderhorn Cloak	8	BoE	12	1 @
4	Warrior's Cloak	8	None	12	1 @
4	Ancestral Cloak	9	None	13	1 @
4	Battle Chain Cloak	9	None	13	1 @
4	Handstitched Leather Cloak	9	None	13	1 @
4	Infantry Cloak	9	None	13	1 @
N/A	Oil-stained Cloak	9	BoE	13	1 @
4	Pioneer Cloak	9	None	13	1 @

STANDARD CLOTH CLOAKS continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
87	Seasoned Fighter's Cloak	9	BoA	13	48
92	Tridial Cloak	9	None	13	32
85	Wardrobe For Cloak	9	None	13	43
85	Disciple's Cloak	10	None	14	42
98	East Far Cloak	10	BoA	14	53
97	Grizzly Cape	10	None	14	41
	Native Cloak	10	None	14	43
10	Old Wench's Blanket	10	BoA	14	45
95	New Torn Cape	10	None	14	41
	Leather Cloak	11	None	16	58
94	Denon Scarred Cloak	11	BoA	16	0
34	Gypsy Cloak	11	None	16	70
10	Jester's Cape	11	None	16	54
13	Rain-splashed Cape	11	BoA	16	67
94	Scout's Cloak	11	BoA	16	86
95	Warm Cloak	11	None	16	70
95	Ceremonial Leather Cloak	12	BoE	17	68
96	Hambrook Cloak	12	BoA	17	72
95	Altriche's Cape	12	None	17	1
94	Reinforced Linen Cape	12	None	17	67
	Runic Cloth Cloak	12	BoE	17	67
07	Twin TEST Cloak	12	None	17	67
34	Venerer Cloak	12	None	17	70
10	Breakwater Cloak	13	BoE	19	91
05	Embarked Leather Cloak	13	None	19	1
01	Hunting Cloak	13	None	19	1
37	Lupine Cloak	13	None	19	84
14	Magister's Cloak	13	None	19	92
40	Bar's Cloak	14	None	20	1
16	Woodgrained Cloak	14	None	20	1
	Soldier's Cloak	14	None	20	1
67	Mystic's Cape	15	BoE	21	1
07	Rugged Cape	15	BoA	21	1
12	Woolen Cape	16	None	22	1
22	Dark Leather Cloak	22	None	28	4
14	Hilmar's Cloak	30	None	34	10

INFERIOR CLOTH CLOAKS

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Ragged Leather Cloak	3	None	4	2
1	Flemy Chain Cloak	5	None	7	7
1	Frayed Cloak	5	None	7	4
1	Loose Chain Cloak	6	None	8	11
1	Patchwork Cloak	6	None	8	7
5	Worn Leather Cloak	10	None	14	36
7	Worpled Leather Cloak	12	None	16	61
9	Colter Cloak	14	None	19	71
10	Worn Mail Cloak	15	None	20	1
11	Patched Leather Cloak	16	None	21	1
12	Laced Mail Cloak	17	None	22	1
13	Carven Cloak	18	None	23	1
17	Rowhide Cloak	22	None	26	2
18	Linked Chain Cloak	23	None	27	3
19	Brasside Cloak	24	None	28	2
23	Tough Leather Cloak	28	None	31	5
24	Reinforced Chain Cloak	29	None	31	7
25	Crass-stitched Cloak	30	None	32	5
31	Interlaced Cloak	36	None	36	9
32	Double Mail Cloak	37	None	37	16
33	Hardened Leather Cloak	38	None	37	13
41	Thick Leather Cloak	46	None	45	26
42	Crochet Cloak	47	None	46	22
44	Overlinked Chain Cloak	49	None	48	40
47	Twill Cloak	52	None	51	32
51	Smooth Leather Cloak	56	None	55	48
52	Laminated Scale Cloak	57	None	56	62
57	Mesh Cloak	62	None	60	53
57	Strapped Cloak	62	None	60	68
63	Sterling Chain Cloak	68	None	66	1

CLOTH FOOT ARMOR

SUPERIOR CLOTH FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
11	Spiderilk Boots	25	BoE	48	9
9	Hazards of the White Horse	29	BoE	52	14
7	Aodic Walkers	32	BoA	55	19
7	SPELL Nature Resist +5				
7	Toughstitch Boots	38	BoE	63	33
11	Famer's Boots	44	BoE	73	54
11	Woolen Boots	50	BoE	82	80
24	Woolen Boots	56	BoE	92	1
24	High Priestess Boots	59	BoA	97	1
28	SPELL Shadow Resist +10				
22	Upraiser Tower Boots	59	BoA	97	1
24	Woolrunner Shoes	61	BoE	100	1
22	The Prometheus's Threads	63	BoA	103	1
36	Fire Sinders				
30	SPELL Increase Fire Dam 17, Fire Resist +15				

GOOD CLOTH FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
10	Willow Boots	15	BoE	31	2
11	Aboriginal Footwraps	16	BoE	32	2
11	Soft-soled Linen Boots	16	BoE	32	2
12	Seer's Boots	17	BoA	34	2
13	Mystic's Slippers	18	BoE	35	3
13	Walking Boots	18	BoE	35	3
14	Bucconer's Boots	19	BoE	36	3
14	Woolen Boots	19	BoE	36	3
15	Red Woolen Boots	20	BoE	38	4
15	Ritual Sandals	20	BoE	38	4
16	Bluggli Sandals	21	BoE	39	5
16	Foreman's Boots	21	BoE	39	4
16	Shimmering Boots	21	BoE	39	5
17	Pagan Shoes	22	BoE	40	5
18	Druidic Sandals	23	BoE	41	6
N/A	Kindra Boots	23	BoA	41	6
N/A	Rat Stompers	23	BoA	41	6
18	Smoldering Boots	23	BoE	41	6
18	Sunfire Boots	23	BoE	41	6
N/A	Firewalker Boots	24	BoA	43	7
19	Sanguine Sandals	24	BoE	43	6
N/A	Wandering Boots	24	BoA	43	6

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

GOOD CLOTH FOOT ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
20 Dark Runner Boots	25	BoE	44	8@ 12
20 Enchantress Slippers	25	BoE	44	8@ 23
N/A Lighthead Boots	25	BoA	44	7@ 76
N/A Nimble Boots	25	BoA	44	7@ 74
21 Watcher's Boots	26	BoE	45	9@ 20
22 Silver-thread Boots	27	BoE	46	10@ 41
23 Boots of Darkness	28	BoE	47	11@ 25
▶ SPELL Increase Shadow Dam 4				
23 Sage's Boots	28	BoE	47	11@ 12
23 Spider Silk Slippers	28	BoE	47	11@ 20
24 Raincaller Boots	29	BoE	48	12@ 52
24 Seth's Boots	31	BoE	50	14@ 65
26 Siren's Slippers	31	BoE	50	15@ 41
27 Thudleuf Sandals	32	BoE	50	16@ 73
28 Elder's Boots	33	BoE	51	18@ 64
29 Dryad's Footpads	34	BoE	52	20@ 09
29 Stormcloud Boots	34	BoE	52	19@ 70
30 Boots of the Enchanter	35	BoE	53	22@ 72
30 Conjurer's Shoes	35	BoE	53	21@ 36
30 Stonecloth Boots	35	BoE	53	22@ 75
N/A Dufflet Stompers	36	BoA	54	22@ 88
N/A Everlast Boots	36	BoA	54	24@ 30
32 Geomancer's Boots	37	BoE	56	27@ 13
32 Jungler's Sandals	37	BoA	56	27@ 49
32 Twilight Boots	37	BoE	56	25@ 36
33 Aurora Boots	38	BoE	57	27@ 28
33 Emberfall Boots	38	BoE	57	29@ 09
N/A Kudu Rastler Boots	38	BoA	57	28@ 25
34 Silkweed Boots	39	BoE	59	30@ 98
34 Winghamore Boots	39	BoA	59	31@ 88
N/A Hellion Boots	40	BoA	60	34@ 64
N/A Mantle Boots	40	BoA	60	31@ 81
35 Sorcerer Slippers	40	BoE	60	31@ 46
36 Darkmist Boots	41	BoE	62	36@ 91
36 Royal Boots	41	BoE	62	34@ 23
N/A Darkspore Shoes	42	BoA	63	40@ 10
37 Lunar Slippers	42	BoE	63	38@ 72
N/A Boots of the Maharishi	43	BoA	65	40@ 86
38 Mistscape Boots	43	BoE	65	39@ 59
39 Royal Boots	44	BoE	66	45@ 81
39 Windchase Footpads	44	BoE	66	47@ 17
N/A Enchanter Boots	45	BoA	68	49@ 83
N/A Gnomish Rocket Boots	45	BoE	68	46@ 96
▶ SPELL Increase Run Speed for 30 Sec				
N/A Golden Rocket Boots	45	BoE	68	47@ 12
▶ SPELL Increase Run Speed for 30 Sec				
40 Gossamer Boots	45	BoE	68	49@ 62
41 Black Mageweave Boots	46	BoE	69	54@ 58
41 Bloodweave Boots	46	BoE	69	50@ 56
42 Gaea's Slippers	47	BoE	71	54@ 69
42 Hibern Boots	47	BoE	71	59@ 38
43 Shadowweave Boots	48	BoE	72	60@ 30
▶ SPELL Increase Shadow Dam 8				
43 Venusthread Boots	48	BoE	72	61@ 92
44 Cinderclot Boots	49	BoE	73	67@ 65
▶ SPELL Increase Fire Dam 13				
N/A Gnomish Inventor Boots	49	BoA	73	67@ 68
44 Illusionary Boots	49	BoE	73	64@ 03
45 Darkweave Sandals	50	BoE	75	70@ 83
45 Heretic Slippers	50	BoE	75	69@ 05
45 Stormcloth Boots	50	BoE	75	71@ 10
▶ SPELL Increase Nature Dam 9				
46 Archdruid Footpads	51	BoE	76	77@ 25
47 High Arcane Boots	52	BoE	78	79@ 17
48 Highborne Footpads	53	BoE	79	88@ 01
N/A Racer Boots	53	BoA	79	87@ 08
48 Bonecaster's Boots	54	BoE	81	86@ 02
N/A Hisscover Boots	54	BoA	81	89@ 63
49 Mystical Boots	54	BoE	81	86@ 32
N/A Archeologist's Quarry Boots	55	BoA	82	98@ 86
51 Fay Boots	56	BoE	84	1@ 02@ 95
51 Runeclot Boots	56	BoE	84	95@ 53

GOOD CLOTH FOOT ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
52 Feldsch Boots	57	BoE	85	1@ 11@ 09
▶ SPELL Increase Fire Dam 10				
52 Zephyr Boots	57	BoE	85	1@ 05@ 10
53 Celestial Slippers	58	BoE	87	1@ 14@ 10
54 Damonskin Boots	59	BoE	88	1@ 14@ 04
54 Wave Boots	59	BoE	88	1@ 22@ 04
54 Omnicast Boots	59	BoA	88	1@ 17@ 04
▶ SPELL Increase spell Dam 11				
55 Elanarian Boots	60	BoE	89	1@ 25@ 04
56 Emprayed Boots	61	BoE	91	1@ 34@ 04
56 Fangspire Runners	61	BoA	91	1@ 24@ 04
▶ SPELL Nature Resist +20				
56 Heropole Boots	61	BoA	91	1@ 35@ 04
57 Thermal Boots	62	BoE	92	3@ 60@ 04
58 Lich's Boots	63	BoE	94	1@ 47@ 04

STANDARD CLOTH FOOT ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Gossamer's Slippers	1	BoA	2	1@
N/A Flex Boots	5	BoA	10	1@
N/A Snow Boots	5	BoA	10	1@
N/A Soft Fur-lined Shoes	5	BoA	10	1@
N/A Soft Wool Boots	5	BoA	10	1@
1 Tattered Cloth Boots	5	None	10	1@
1 Thin Cloth Shoes	5	None	10	1@
N/A Viny Wrappings	7	BoA	14	1@
N/A Dirt-trdden Boots	8	BoA	16	2@
4 Bag Boots	9	None	18	2@
4 Journeyman's Boots	9	None	18	2@
4 Simple Linen Boots	9	None	18	2@
5 Beaded Sandals	10	None	20	4@
N/A Farmer's Boots	10	None	20	4@
5 Knitted Sandals	10	None	20	4@
5 Web-canvas Boots	10	None	20	4@
5 Woven Boots	10	None	20	4@
6 Ancestral Boots	11	None	22	5@
6 Disciple's Shoes	11	None	22	5@
7 Jester's Shoes	12	None	24	6@
N/A Cavalier's Boots	13	BoA	25	8@
8 Linen Boots	13	None	25	8@
8 Native Sandals	13	None	25	8@
9 Magister's Boots	14	None	27	1@ 00
N/A Reconnaissance Boots	14	BoA	27	1@ 00
N/A Sandcumber Boots	14	BoA	27	1@ 00
10 Runic Cloth Boots	15	BoE	29	1@ 04
12 Heavy Weave Shoes	17	None	32	1@ 04
17 Thick Cloth Shoes	22	None	38	3@ 40
22 Padded Boots	27	None	44	6@ 10
32 Racer Boots	37	None	53	15@ 30
45 Embroidered Boots	50	None	71	41@ 04

INTERIOR CLOTH FOOT ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1 Froyed Shoes	4	None	8	3@
5 Patchwork Shoes	10	None	19	7@
8 Calico Shoes	13	None	24	9@
12 Canvas Shoes	17	None	30	1@ 10
18 Brocade Shoes	23	None	37	2@ 00
24 Cross-stitched Sandals	29	None	43	4@ 00
27 Interlaced Boots	32	None	45	6@ 00
41 Crochet Boots	46	None	62	20@ 00
50 Twill Boots	55	None	74	38@ 30
59 Mesh Boots	64	None	86	63@ 20

CLOTH HAND ARMOR

EPIC CLOTH HAND ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Gloves of spell Mastery	62	BoE	101	40 84
SPELL Increase Critical Spell				

SUPERIOR CLOTH HAND ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Magical Gloves	20	BoE	38	3 55
Hardier Pilot's Gloves	32	BoE	50	13 08
Gloves of Old	34	BoE	52	15 65
Drummers Gloves	45	BoE	68	39 44
SPELL Increase spell Dam 9 Random				
Atal's Gloves	52	BoA	78	63 82
SPELL Increase spell Dam 5				
Gloves of the Atal's Prophet	55	BoA	82	76 29
Demonskin Gloves	57	BoA	85	87 97
Hands of the Exalted Herald	59	BoA	88	94 74
SPELL Increase Healing 30				
Hands of Power	60	BoA	89	99 83
SPELL Increase spell Dam 13				

GOOD CLOTH HAND ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Adapt's Gloves	15	BoE	28	1 39
Brewer's Gloves	15	BoE	28	1 39
Coppercloth Gloves	15	BoE	28	1 39
Alarming Gloves	16	BoE	29	1 63
Wayfaring Gloves	16	BoA	29	1 67
Willow Gloves	16	BoE	29	1 63
Heavy Wooden Gloves	17	BoE	31	1 80
Apocryphal Gloves	18	BoA	32	2 14
Evergreen Gloves	18	BoA	32	2 11
Sun's Gloves	18	BoE	32	2 15
Mythic's Gloves	19	BoE	33	2 51
Enchanted Gloves	20	BoA	34	2 80
Beccanor's Gloves	20	BoA	34	2 75
Riding Gloves	20	BoA	34	2 79
Ritual Gloves	20	BoA	34	2 92
Golf Casting Gloves	22	BoE	37	3 69
SPELL Increase spell Dam 3				
Gold Necked Gloves	22	BoA	37	3 64
Raven's Gloves	22	BoE	37	3 70
Shimmering Gloves	22	BoE	37	3 93
Pagan Mitts	23	BoA	38	4 45
Serpent Gloves	23	BoA	38	4 18
Smoldering Gloves	24	BoE	39	4 76
Saffire Gloves	24	BoE	39	4 97
Druidic Gloves	25	BoE	40	5 32
Phoenix Gloves	25	BoE	40	5 26
SPELL Increase Fire Dam 5				
Exhausted Gloves	26	BoE	41	6 26
Gloves of Meditation	26	BoE	41	6 10
Sanguine Handwraps	26	BoE	41	6 02
Silver thread Gloves	28	BoE	43	7 60
Watcher's Handwraps	28	BoE	43	7 75
Azure Silk Gloves	29	BoE	43	8 15
SPELL Increase Frost Dam 4				
Hands of Darkness	29	BoE	43	8 24
SPELL Increase Shadow Dam 5				
Sage's Gloves	29	BoE	43	8 24
Gloves of the Devout	30	BoE	44	9 14
SPELL Increase Healing 14				
Rainfall Mitts	30	BoE	44	8 81
Jobard's Gloves	31	BoA	45	9 65
Sayer's Handwraps	31	BoE	45	10 17
Shilly Mitts	31	BoA	45	10 09
Siren's Gloves	31	BoE	45	9 65
Older's Gloves	32	BoE	46	10 98
Gloves of Kaplan	33	BoA	47	11 90
Insulated Sage Gloves	33	BoA	47	12 16

GOOD CLOTH HAND ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Thief's Gloves	33	BoE	47	12 40
Zodiac Gloves	33	BoA	47	12 34
Dryad's Handwraps	34	BoE	47	13 25
Stormcloud Gloves	34	BoE	47	13 47
Gemmed Gloves	35	BoA	48	13 80
Parlor Gips	35	BoA	48	13 79
Stonecloth Gloves	35	BoE	48	13 87
Conjurer's Gloves	36	BoE	49	15 84
Gossamer's Gloves	37	BoE	51	18 34
Twilight Gloves	37	BoE	51	16 84
Embersilk Mitts	38	BoE	52	19 04
Aurora Gloves	39	BoE	53	21 07
Engineering Gloves	40	BoE	55	21 36
Reveler's Gloves	40	BoA	55	21 46
Silkand Gloves	40	BoE	55	22 67
Sorcerer's Gloves	40	BoE	55	21 30
Darkmist Handwraps	41	BoE	56	23 11
Crimson Silk Gloves	42	BoE	57	25 69
SPELL Increase Fire Dam 8				
Regal Gloves	42	BoE	57	24 55
Black Mageweave Gloves	43	BoE	59	28 09
SPELL Increase spell Dam 8				
Lunar Handwraps	43	BoE	59	28 19
Mistcape Gloves	43	BoE	59	27 95
Royal Gloves	44	BoE	60	30 87
Stormcloth Gloves	44	BoE	60	28 75
SPELL Increase spell Dam 8				
Windchar Handwraps	44	BoE	60	28 77
Bloodweave Mitts	45	BoE	61	31 56
Red Mageweave Gloves	45	BoE	61	32 75
SPELL Increase spell Dam 5				
Shadowweave Gloves	45	BoE	61	33 34
SPELL Increase Shadow Dam 10				
Gossamer Gloves	46	BoE	63	35 60
Skilled Handing Gloves	46	BoA	63	33 81
Geon's Handwraps	47	BoE	64	38 20
Hibernal Gloves	47	BoE	64	36 22
Wesleyan Gloves	49	BoE	67	43 17
Venomous Mitts	49	BoE	67	44 81
Necrotic Gloves	50	BoE	68	45 52
Quint's Research Gloves	50	BoA	68	44 57
Wingcrest Gloves	50	BoA	68	48 26
Arachnid Gloves	51	BoE	69	52 23
Darkweave Gloves	51	BoE	69	47 58
High Arcane Gloves	52	BoE	71	53 36
Frostweave Gloves	53	BoE	72	54 71
SPELL Increase Frost Dam 13				
Highborne Gloves	53	BoE	72	55 36
Brightcloth Gloves	54	BoE	73	60 44
SPELL Frost Resist +12, Shadow Resist +11				
Cinderclash Gloves	54	BoE	73	59 55
SPELL Increase Fire Dam 10				
Ghostweave Gloves	54	BoE	73	60 87
SPELL Increased Mana Regen				
Mystical Gloves	54	BoE	73	56 89
Silken Gloves	54	BoA	73	58 86
Fey Gloves	55	BoE	75	65 67
Runeclash Gloves	55	BoE	75	64 17
SPELL Increase spell Dam 6				
Bonecaster's Gloves	56	BoE	76	65 17
Zephyr Gloves	57	BoE	77	70 87
Celestial Handwraps	58	BoE	79	78 54
Frostwind Gloves	59	BoA	80	75 30
Nova Gloves	59	BoE	80	82 71
Demonskin Handwraps	60	BoE	81	83 22
Empyrean Gloves	61	BoE	83	90 85
Darkblind Fingers	62	BoA	84	86 90
SPELL Shadow Resist +20				
Darkshade Gloves	62	BoA	84	87 17
SPELL Arcane Resist +15, Shadow Resist +10				
Elemental Handwraps	62	BoE	84	93 42
Eternal Gloves	63	BoE	85	99 87
Lich's Gloves	63	BoE	85	99 46

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

STANDARD CLOTH HAND ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Flax Gloves	5	BoA	9	5@
N/A	Duffler Gloves	5	BoA	9	4@
N/A	Rabbit Handler Gloves	5	BoA	9	4@
1	Tattered Cloth Gloves	5	None	9	5@
1	Thin Cloth Gloves	5	None	9	4@
N/A	Viny Gloves	5	BoA	9	5@
N/A	Netted Gloves	8	BoA	14	16@
N/A	Gardening Gloves	9	BoA	14	23@
4	Journeyman's Gloves	9	None	16	21@
5	Sealed Gloves	10	None	18	30@
5	Heavy Linen Gloves	10	None	18	29@
5	Knit Gloves	10	None	18	27@
5	Woven Gloves	10	None	18	30@
6	Disciple's Gloves	11	None	20	37@
6	Fingerless Gloves	11	None	20	35@
7	Ancestral Gloves	12	None	21	48@
N/A	Saline's Oven Mitts	12	BoA	21	47@
N/A	Woody Mittens	12	BoA	21	48@
8	Jester's Gloves	13	None	23	56@
8	Native Handwraps	13	None	23	64@
9	Magician's Gloves	14	None	25	72@
N/A	Wallstrip Gloves	14	BoA	25	67@

STANDARD CLOTH HAND ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
10	Basic Cloth Gloves	15	BoA	27	8@
12	Heavy Woven Gloves	17	None	29	1@
17	Thick Cloth Gloves	22	None	35	2@
22	Padded Gloves	27	None	40	1@
32	Russet Gloves	37	None	48	1@
45	Embroidered Gloves	50	None	65	2@

INTERIOR CLOTH HAND ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Frayed Gloves	3	None	5	1@
2	Patchwork Gloves	7	None	12	1@
10	Colico Gloves	15	None	25	1@
14	Canvas Gloves	19	None	30	1@
20	Brocade Gloves	25	None	36	2@
21	Cross-stitched Gloves	26	None	37	2@
28	Interlaced Gloves	33	None	42	2@
43	Crochet Gloves	48	None	59	1@
53	Twill Gloves	58	None	71	3@
58	Mesh Gloves	63	None	77	3@

CLOTH HEAD ARMOR

EPIC CLOTH HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
49	Eye of Flame	55	BoA	117	1@ 50@ 73@
	SPELL Increase Fire Dam 25, Fire Resist +15				
54	Circle of Flame	59	BoA	125	1@ 92@ 92@
	SPELL Fire Resist +15, Channels 300 HP to MP on Use				
N/A	Cap of the Scarlet Scurat	62	BoA	131	2@ 29@ 07@
	SPELL Increase Dam and healing by spells +18				

GOOD CLOTH HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Flying Tiger Goggles	20	BoA	45	4@ 0@
N/A	Shadow Goggles	24	BoA	50	7@ 2@
N/A	Druid Mage Hat	30	BoA	57	12@ 0@
N/A	Green Tinted Goggles	30	BoA	57	14@ 0@
26	Sage's Cincter	31	BoA	59	14@ 1@
26	Watcher's Cap	31	BoA	59	15@ 2@
27	Rainmaker Cap	32	BoA	60	15@ 0@
27	Siren's Cincter	32	BoA	60	15@ 0@
28	Enchanter's Cowl	33	BoA	61	18@ 1@
28	Serp's Cap	33	BoA	61	18@ 1@
29	Elder's Hat	34	BoA	62	18@ 1@
29	Shadow Hood	34	BoA	62	19@ 0@

SUPERIOR CLOTH HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
27	Holy Shroud	32	BoE	65	19@ 82@
	SPELL Increase Healing 30				
30	Embossed Shroud	35	BoA	69	26@ 89@
32	Electromagnetic Goggles/Reactivator	37	BoA	73	31@ 72@
	SPELL Death 147-167 Nature Dam/Shield's User				
35	Corpseshroud	40	BoE	78	37@ 75@
38	Papal Fez	43	BoE	84	48@ 85@
	SPELL Increase Healing 20				
39	Miner's Hat of the Deep	44	BoE	86	52@ 36@
39	Whitemane's Chapeau	44	BoA	86	53@ 56@
42	Cassandra's Grace	47	BoE	92	68@ 79@
	SPELL Increase Healing 30				
44	Red Mojo Mask	49	BoA	95	78@ 58@
	SPELL Increase Shadow Dam 8				
N/A	Green Lens	49	BoE	95	77@ 70@
N/A	Soulcatcher Halo	51	BoE	99	86@ 84@
N/A	Gambard's Cincter	54	BoA	105	1@ 06@ 34@
55	Chief Architect's Monocle	55	BoA	107	1@ 11@ 91@
55	Starfire Tiara	60	BoA	116	1@ 43@ 68@
	SPELL Fire Resist +10				
56	The Postmaster's Band	61	BoA	118	1@ 63@ 67@
	SPELL Malware's Rally				
57	Dreadmaster's Shroud	62	BoA	120	1@ 72@ 48@
	SPELL Increase spell Dam 12				
57	Monocloth Cincter	62	BoE	120	1@ 66@ 93@
N/A	Crown of Cae Darrow	63	BoA	122	1@ 74@ 69@
	SPELL Frost Resist +15				

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Bright Eye Goggles	35	BoE	62	21@ 85@
35	Starmetal Cowl	35	BoE	62	22@ 15@
35	Thief's Cap	35	BoE	62	22@ 36@
36	Conjuror's Cap	36	BoA	64	23@ 68@
36	Cowl of Necromancy	36	BoA	64	23@ 57@
36	Druid's Headband	36	BoA	64	23@ 14@
37	Craftsman's Monocle	37	BoE	66	26@ 20@
37	Miner's Trial Headband	37	BoA	66	26@ 15@
37	Silk Wizard Hat	37	BoE	66	27@ 20@
37	Cincter of the Order	38	BoA	68	29@ 24@
37	Stonemason's Cincter	38	BoA	68	27@ 39@
38	Twilight Cowl	38	BoA	68	27@ 17@
34	Angural Shroud	39	BoA	69	30@ 15@
39	Arcana Cowl	39	BoA	69	31@ 4@
35	First Mithr Hat	40	BoA	71	34@ 4@
35	Gossamer's Cap	40	BoA	71	34@ 6@
35	Living Cowl	40	BoA	71	34@ 6@
36	Embossed Corset	41	BoE	73	35@ 5@
N/A	Fire Goggles	41	BoE	73	34@ 7@
	SPELL Fire Resist +17				
N/A	Golden Construction Helmet	41	BoA	73	35@ 17@
	SPELL Fire Protection, Fire Resist +15				
36	Holy Diadem	41	BoE	73	35@ 34@
36	Succesor Cincter	41	BoA	73	34@ 34@
N/A	Gnomish Goggles	42	BoA	75	39@ 7@
37	Regal Wizard Hat	42	BoE	75	39@ 14@
37	Silkenard Cincter	42	BoE	75	39@ 6@
37	Thinking Cap	42	BoE	75	38@ 12@
N/A	SPELL Lower Goggles Xtrame	43	BoE	76	40@ 8@
	SPELL Increase spell Dam 11				
N/A	Canopy Ultra Goggles	44	BoE	78	43@ 1@
	SPELL Increases Stealth Detect by 18				

GOOD CLOTH HEAD ARMOR continued

PURCHASE VALUE	ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1 @ 86	Darkest Wizard Hat	44	BoE	78	44 @ 51
2 @ 29	Mystique Wizard Hat	44	BoE	78	45 @ 44
4 @ 13	Lunar Coronet	45	BoE	80	49 @ 14
1 @ 33	Eyral Headband	45	BoE	80	50 @ 91
2 @ 19	Black Mageweave Headband	46	BoE	82	54 @ 21
	Jugative Helmet	46	BoE	82	52 @ 27
	Spell Allows Underwater Breathing				
	Rain Colored Goggles	46	BoE	82	51 @ 69
	Witchweave Coronet	46	BoE	82	52 @ 70
	Gemish Mind Control Cap	47	BoE	83	55 @ 20
	Spell Attempts to Mind Control a Humanoid for 20 sec				
	Gable Rocket Helmet	47	BoE	83	58 @ 34
	Spell Use Stun Player, Mezz Enemy for 30 sec				
	Summer Headpiece	47	BoE	83	57 @ 47
	Alchemist's Hat	48	BoE	85	60 @ 07
	Spell Increases Stamina of Party Members by 10				
	Blackweave Mask	48	BoE	85	59 @ 87
	Habered Cowl	48	BoE	85	59 @ 80
	Red Mageweave Headband	48	BoE	85	60 @ 75
	Starmesh Headband	48	BoE	85	60 @ 52
	Spell Increase Nature Dam 8				
	Gem's Crown	49	BoE	87	65 @ 99
	Shadowweave Mask	49	BoE	87	67 @ 90
	Spell Increase Shadow Dam 14				
	Drumweave Circlet	50	BoE	88	71 @ 61
	Spell Increase Spell Dam 8				
	Ornate Coronet	50	BoE	88	69 @ 54
	Spooky Racer Goggles	50	BoA	88	67 @ 45
	Unambrated Mask	50	BoE	88	71 @ 64
	Darkweave Cowl	51	BoE	90	76 @ 61
	High Arcane Circle	53	BoE	94	86 @ 39
	Necrotic Crown	53	BoE	94	81 @ 78
	Spell power Goggles Xtreme Plus	54	BoE	95	90 @ 02
	Spell Increase spell Dam 14				
	Archdruid Circlet	55	BoE	97	98 @ 57
	Holker's Shroud	55	BoA	97	45 @ 38
	Mystical Crown	55	BoE	97	90 @ 10
	Say Wreath	57	BoE	100	1 @ 09
	Highborne Crown	57	BoE	100	1 @ 01
	Holddis Hood	58	BoE	102	1 @ 07
	Spell Increase Shadow Dam 18				

GOOD CLOTH HEAD ARMOR continued

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Master Engineer's Goggles	58	BoE	102	1 @ 17 @ 39
53 Zephyr Cover	58	BoE	102	1 @ 14 @ 76
54 Bonecaster's Crown	59	BoE	104	1 @ 20 @ 64
54 Runestitch Headband	59	BoE	104	1 @ 13 @ 58
N/A Bloodal Admiral's Hat	60	BoE	106	1 @ 28 @ 95
► SPELL Summon Blood Parrot				
55 Nova Circlet	60	BoE	106	1 @ 20 @ 11
56 Celestial Crown	61	BoE	107	1 @ 35 @ 41
N/A Crown of the Penitent	61	BoA	107	1 @ 32 @ 50
► SPELL Aura of Penitence				
N/A Show's Super Special Swami Hat	61	BoE	107	1 @ 35 @ 84
56 Wizardweave Turban	61	BoE	107	1 @ 27 @ 68
► SPELL Arcane & Fire Resist +18				
57 Demonskin Circlet	62	BoE	109	1 @ 37 @ 12
57 Empyrean Diadem	62	BoE	109	1 @ 42 @ 58
58 Elunarian Diadem	63	BoE	111	1 @ 46 @ 61
58 Lich's Crown	63	BoE	111	1 @ 48 @ 66
59 Eternal Crown	64	BoE	113	1 @ 56 @ 74

STANDARD CLOTH HEAD ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Gormestower Hood	1	BoA	2	1 @
15 Lucky Fishing Hat	20	None	42	2 @ 44
► SPELL Fishing Skill +5				
24 Azure Silk Hood	29	None	54	7 @ 45
N/A Hooded Cowl	30	BoA	55	8 @ 01
27 Silk Headband	32	None	57	9 @ 99
32 Rascal Hat	37	None	63	15 @ 84
38 White Bandit Mask	43	None	73	26 @ 19
45 Embroidered Hat	50	None	84	43 @ 88

INFERIOR CLOTH HEAD ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
28 Interlaced Cowl	33	None	54	4 @ 82
38 Crochet Hat	43	None	69	14 @ 03
51 Twill Cover	56	None	89	39 @ 37

CLOTH LEG ARMOR

SUPERIOR CLOTH LEG ARMOR

PURCHASE VALUE	ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
21 @ 05	Darkweave Breeches	22	BoE	56	6 @ 06
22 @ 15	Leath Pants	31	BoA	69	22 @ 98
22 @ 58	Winged Leggings	35	BoA	74	35 @ 59
23 @ 85	Spell Increase Shadow Dam 6				
23 @ 57	Recurrent Leggings	35	BoE	74	36 @ 20
23 @ 16	Spell Increase Shadow Dam 6				
28 @ 32	Stoneweave Leggings	40	BoA	84	50 @ 94
28 @ 03	Spell Link Leggings	50	BoE	105	1 @ 09 @ 67
27 @ 20	Spell Increase spell Dam 12				
27 @ 09	Polished Trousers	52	BoE	109	1 @ 28 @ 15
27 @ 17	Kilt of the Acolyte	55	BoA	115	1 @ 52 @ 02
30 @ 13	Raincutter Leggings	55	BoA	116	1 @ 50 @ 37
31 @ 49	Flourishing Specter Leggings	57	BoA	119	1 @ 65 @ 81
34 @ 49	Warweave Leggings	58	BoE	121	1 @ 81 @ 13
34 @ 78	Sylphind Leggings	60	BoA	125	1 @ 92 @ 30
35 @ 17	Spell Increase spell Dam 17				
35 @ 54	Sulphur Trousers	61	BoA	127	2 @ 15 @ 85
39 @ 24	Spell Fire Resist +10, Shadow Resist +5				
39 @ 29	The Proclaimer's Trousers	61	BoA	127	2 @ 17 @ 46
36 @ 66	Witchweave Leggings	61	BoA	127	1 @ 98 @ 80
39 @ 45	Seraphine Leggings	63	BoA	131	2 @ 23 @ 44

GOOD CLOTH LEG ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
5 Joanne's Pants	10	BoE	26	1 @ 94
6 Bandol Brithers	11	BoE	29	1 @ 19
6 Foreman Pants	11	BoE	29	1 @ 19
7 Dierglen Pants	12	BoE	31	1 @ 49
N/A Rancher's Trousers	12	BoA	31	1 @ 62
8 Ancestral Breeches	13	BoE	34	2 @ 02
9 Handstitched Linen Breeches	14	BoE	37	2 @ 26
9 Justice's Brithers	14	BoE	37	2 @ 27
9 Master's Pants	14	BoE	37	2 @ 36
N/A Leggings of the People's Militia	15	BoA	39	2 @ 82
11 Magister's Pants	16	BoE	41	3 @ 33
11 Runic Linenbreeches	16	BoE	41	3 @ 33
12 Aborigine Linenbreeches	17	BoE	43	3 @ 78
N/A Lucky Trousers	17	BoA	43	2 @ 42
N/A Glorified Trousers	18	BoA	45	4 @ 25
13 Silk-lined Trousers	18	BoE	45	4 @ 44
N/A Skimped Trousers	18	BoA	45	4 @ 44
13 Willow Pants	18	BoE	45	4 @ 31
14 Mystic's Breeches	19	BoE	46	4 @ 72
N/A Scarab Trousers	20	BoA	48	5 @ 41
N/A Scarecrow Trousers	20	BoE	48	5 @ 72
N/A See Day Brithers	20	BoA	48	5 @ 57
15 Seafarer's Pambreeches	20	BoE	48	5 @ 57
15 Seer's Pants	21	BoE	50	5 @ 65
16 Ritual Kilt	21	BoA	50	6 @ 74
17 Buzzeer's Pants	22	BoE	51	7 @ 38

GOOD CLOTH LEG ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
17	Heavy Woolen Pants	22	BoE	51	7	43
18	Colorful Kilt	24	BoA	54	9	35
19	Shimmering Trousers	24	BoA	54	9	20
20	Pagan Breeches	25	BoE	56	10	41
20	Phoenix Pants	25	BoE	56	10	76
21	► SPELL Increase Fire Dam 6					
21	Smoldering Pants	26	BoE	57	12	11
21	► SPELL Increase Fire Dam 8					
21	Sunfire Pants	26	BoE	57	12	75
22	Druidic Leggings	27	BoE	58	13	28
23	Azure Silk Pants	28	BoA	60	14	94
23	► SPELL Increase Frost Dam 6					
23	Enchantress Pants	28	BoE	60	15	28
23	Gaze Dreamer Pants	28	BoA	60	15	49
24	Humbert's Pants	29	BoE	61	17	03
24	Sanguine Trousers	29	BoE	61	16	15
25	Silver-threaded Pants	30	BoE	62	18	21
25	Watcher's Leggings	30	BoE	62	17	10
N/A	Pious Legwraps	31	BoA	63	20	33
26	Raincaller Pants	31	BoE	63	20	06
N/A	Swampland Trousers	31	BoA	63	19	74
N/A	Sacred Barial Trousers	32	BoA	64	22	43
27	Sage's Pants	32	BoE	64	22	03
N/A	Night Watch Pantaloons	33	BoA	65	24	85
27	Sentry's Leggings	33	BoE	65	24	71
28	Siren's Pants	33	BoE	65	23	55
29	Elder's Pants	34	BoE	66	26	77
N/A	Artisan's Trousers	35	BoA	67	29	55
N/A	Dryleaf Pants	35	BoA	67	28	05
30	Thistlefur Pants	35	BoE	67	27	54
31	Dryad's Leggings	36	BoE	69	30	76
31	Stormcloud Trousers	36	BoE	69	31	67
32	Conjurer's Breeches	37	BoE	71	35	24
32	Stoneweave Breeches	37	BoE	71	34	10
34	Gossamer's Trousers	39	BoE	75	39	01
34	Twilight Pants	39	BoE	75	38	99
35	Aurora Pants	40	BoE	77	45	84
35	Emberisk Leggings	40	BoE	77	44	76
36	Black Mageweave Leggings	41	BoE	78	48	37
37	Shadowweave Pants	42	BoE	80	52	76
37	► SPELL Increase Shadow Dam 13					
37	Silkweed Legwraps	42	BoE	80	53	16
37	Sorcerer's Pants	42	BoE	80	50	26
38	Darkmist Pants	43	BoE	82	54	13
38	Red Mageweave Pants	43	BoE	82	52	84
38	► SPELL Increase spell Dam 7					
39	Royal Leggings	44	BoE	84	62	84
39	Stormcloth Pants	44	BoE	84	57	29
39	► SPELL Increase Nature Dam 6					
40	Lunar Leggings	45	BoE	86	61	94
40	Mosscape Pants	45	BoE	86	67	83
41	Pale Leggings	46	BoE	88	69	97
41	Royal Trousers	46	BoE	88	72	28
41	Windchaser Woolies	46	BoE	88	67	64
42	Gossamer Pants	47	BoE	90	76	35
43	Bloodweave Pants	48	BoE	92	80	13
43	Cinderclash Leggings	49	BoE	93	87	65
43	► SPELL Increase Fire Dam 11					
44	Hibernal Pants	49	BoE	93	84	36
45	Missionary Pants	50	BoE	95	93	41
N/A	Dragonflight Leggings	51	BoA	97	95	89
46	Gene's Leggings	51	BoE	97	1	04
47	Venombreath Leggings	52	BoE	99	1	09
48	Darkweave Pants	53	BoE	101	1	07
49	High Arcane Pants	54	BoE	103	1	20
49	Necrotic Breeches	54	BoA	103	1	16
50	Arachnid Legguards	55	BoE	105	1	22
50	Feldrath Pants	55	BoE	105	1	31
50	► SPELL Increase Shadow Dam 15					
50	Senior Designer's Pantaloons	55	BoA	105	1	25
N/A	Treant Leggings	55	BoA	105	1	23
50	Wizardweave Leggings	55	BoE	105	1	24
50	► SPELL Arcane & Fire Resist +14					
51	Cinderclash Pants	56	BoE	106	1	34
51	► SPELL Increase Fire Dam 15					
51	Frostweave Pants	56	BoE	106	1	34
51	► SPELL Increase Frost Dam 15					
51	Highborne Pants	56	BoE	106	1	36

GOOD CLOTH LEG ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
51	Mytical Leggings	56	BoE	106	1	28
52	Bonecaster's Sarong	57	BoE	108	1	43
52	Runicloth Pants	57	BoE	108	1	35
53	Brightcloth Pants	58	BoE	110	1	54
53	► SPELL Frost Resist +17, Shadow Resist +16					
53	Fey Trousers	58	BoE	110	1	57
53	Ghostweave Pants	58	BoE	110	1	43
53	► SPELL Restores 7 MP Every 5 sec					
54	Celestial Kilt	59	BoE	112	1	65
55	Demonskin Sarong	60	BoA	114	1	67
N/A	Whisperisk Leggings	60	BoA	114	1	68
55	► SPELL Increase spell Dam 8					
55	Zaphyr Leggings	60	BoE	114	1	66
56	Necropolis Leggings	61	BoA	116	1	81
56	Nova Leggings	61	BoE	116	1	66
57	Elusorian Sarong	62	BoE	118	1	87
58	Empyreal Leggings	63	BoE	119	2	01
58	Eternal Sarong	63	BoE	119	2	00
59	Lich's Leggings	64	BoE	121	2	09

STANDARD CLOTH LEG ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
N/A	Woolen Pants	3	None	8		48
N/A	Deerskin Cloth Breeches	5	BoA	13		100
N/A	Ragged Pants	5	BoA	13		100
N/A	Sedgewood Breeches	5	BoA	13		90
N/A	Tattered Pants	5	BoA	13		90
1	Revered Cloth Pants	5	None	13		100
1	Thin Cloth Pants	5	None	13		100
2	Simple Linen Pants	7	None	18		210
3	Soldier's Trousers	8	None	20		210
N/A	Sturdy Cloth Trousers	8	BoA	20		320
5	Brown Linen Pants	10	None	25		300
5	Knitted Pants	10	None	25		300
N/A	Urchin's Pants	10	BoA	25		500
5	Woven Pants	10	None	25		300
N/A	Lace Pants	12	BoA	30		700
10	Simple Kilt	15	None	37		100
12	Heavy Weave Pants	17	None	41		210
17	Thick Cloth Pants	22	None	49		410
22	Padded Pants	27	None	55		800
32	Racer's Pants	37	None	67		2010
34	Crimson Silk Pantaloons	39	None	71		2410
45	Embossed Pants	50	None	91		5510

INFERIOR CLOTH LEG ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
1	Acelyth's Pants	1	None	3		10
1	Apprentice's Pants	1	None	3		10
1	Bramble's Pants	1	None	3		10
1	Footpad's Pants	1	None	3		10
1	Hemphyle's Pants	1	None	3		10
1	Horvix's Pants	1	None	3		10
1	Recruit's Pants	1	None	3		10
1	Recruit's Pants	1	None	3		10
1	Ragged Trapper's Pants	1	None	3		10
1	Squire's Pants	1	None	3		10
1	Squire's Pants	1	None	3		10
1	Thug Pants	1	None	3		10
1	Thug Pants	1	None	3		10
1	Trapper's Pants	1	None	3		10
1	Frayed Pants	2	None	5		10
3	Patchwork Pants	8	None	19		20
6	Calico Pants	11	None	26		50
15	Canvas Pants	20	None	43		170
16	Brassard Pants	21	None	45		210
22	Cross-etched Pants	27	None	52		540
34	Interlaced Pants	39	None	67		1610
40	Crochet Pants	45	None	77		2510
54	Twill Pants	59	None	101		6510
62	Mesh Pants	67	None	114		9210

CLOTH SHOULDER ARMOR

SUPERIOR CLOTH SHOULDER ARMOR

ITEM PURCHASE VALUE	ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
28 @ 33	Angelic's Mantle	25	BoE	52	10 @ 20
43 @ 49	SPELL Increase spell Dmg 2				
55 @ 55	Time-encrusted Pads	27	BoA	55	11 @ 90
54 @ 84	SPILL Factors 3 HP Every 4 sec				
57 @ 56	Talis Mantle	28	BoA	56	13 @ 04
43 @ 74	Living Mantle	32	BoA	60	20 @ 41
65 @ 50	Avylla Pads	36	BoA	65	27 @ 65
67 @ 06	Pads of the Venom Spider	38	BoE	69	34 @ 53
48 @ 85	Flameless Mantle	47	BoA	85	65 @ 98
66 @ 88	SPELL Increase Fire Dmg 8				
81 @ 21	Time Wizard's Mantle	56	BoE	100	1 @ 23 @ 55
46 @ 88	SPELL Increase spell Dmg 5				
87 @ 51	Armad Mantle	57	BoA	102	1 @ 27 @ 20
01 @ 03	SPELL Increase Frost Dmg 17, Frost Resist +10				
00 @ 44	Incubator Mantle	60	BoA	107	1 @ 43 @ 15
09 @ 59	Mantle Shoulders	61	BoE	109	1 @ 58 @ 40
	Sedensaur Mantle	61	BoA	109	1 @ 64 @ 22

GOOD CLOTH SHOULDER ARMOR

ITEM PURCHASE VALUE	ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1 @ 10	Bassman's Mantle	22	BoE	44	5 @ 51
1 @ 10	Drabic Mantle	26	BoE	49	9 @ 64
23 @ 31	Serina Mantle	26	BoA	49	9 @ 29
23 @ 31	Talar Mantle	26	BoA	49	9 @ 33
22 @ 32	Nakus Mantle	26	BoA	49	8 @ 92
46 @ 50	Echestrass Mantle	27	BoE	50	10 @ 38
55 @ 55	Rose Mantle	27	BoA	50	10 @ 03
50 @ 60	Songster Mantle	27	BoE	50	9 @ 97
49 @ 69	Desert Shoulders	28	BoA	51	10 @ 62
93 @ 93	Chassy Mantle	28	BoA	51	11 @ 19
1 @ 64	Silk Mantle of Gams	28	BoA	51	11 @ 53
2 @ 25	Hotter's Mantle	28	BoE	51	11 @ 67
4 @ 55	Ranacher Mantle	29	BoE	52	11 @ 79
8 @ 29	Silver Thread Amice	29	BoE	52	12 @ 64
20 @ 43	Death Speaker Mantle	30	BoA	53	13 @ 10
24 @ 30	Fairywing Mantle	30	BoA	53	14 @ 11
55 @ 78	Sage's Mantle	30	BoE	53	13 @ 71
1 @ 10	Fairie Mantle	32	BoA	55	16 @ 22
1 @ 10	Sage's Mantle	32	BoE	55	16 @ 00
1 @ 10	Uran's Amice	32	BoE	55	15 @ 99
1 @ 10	Elber's Mantle	33	BoE	56	18 @ 18
1 @ 10	Mantle of Woe	33	BoA	56	17 @ 12
1 @ 10	Musaki Amice	33	BoA	56	17 @ 10
1 @ 10	Palm Frond Mantle	34	BoA	57	18 @ 75
1 @ 10	Thiefaker Mantle	34	BoE	57	20 @ 60
1 @ 10	Bloodrage Mantle	35	BoA	58	21 @ 84
1 @ 10	Dryad's Amice	35	BoE	58	21 @ 94
1 @ 10	Mantle of Honor	35	BoA	58	21 @ 02
1 @ 10	Stormcloud Mantle	35	BoE	58	22 @ 23
1 @ 10	Conjurer's Mantle	36	BoE	59	23 @ 94
1 @ 10	Green Silk Shoulder Pads	36	BoA	59	23 @ 23
1 @ 10	Stonecloth Epaulets	36	BoE	59	22 @ 98
1 @ 10	Acara Shoulders	38	BoA	62	27 @ 91
1 @ 10	SPELL Increase Frost Dmg 8				
1 @ 10	Common Silk Shoulders	38	BoE	62	27 @ 81
1 @ 10	Geonance's Shoulders	38	BoE	62	26 @ 98
1 @ 10	Mantle of Doom	38	BoA	62	29 @ 38
1 @ 10	Nightgown Mantle	38	BoE	62	27 @ 49
1 @ 10	Aurora Mantle	39	BoE	64	30 @ 36
1 @ 10	Ember's Mantle	39	BoA	64	30 @ 97
20 @ 51	Silkweed Shoulder Pads	40	BoE	66	34 @ 06
1 @ 10	Somerset Mantle	41	BoE	67	34 @ 64
2 @ 17	Regal Mantle	42	BoE	69	37 @ 10
2 @ 57	Darkmant Mantle	43	BoE	71	40 @ 75
5 @ 46	Mistwage Mantle	43	BoE	71	42 @ 08
16 @ 92	Lunar Mantle	44	BoE	72	44 @ 67
25 @ 98	Royal Amice	45	BoE	74	50 @ 37

GOOD CLOTH SHOULDER ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
40 Windchar Amice	45	BoE	74	46 @ 71
41 Black Mageweave Shoulders	46	BoE	75	54 @ 75
41 Gossamer Shoulderpads	46	BoE	75	49 @ 93
42 Bloodwoven Pads	47	BoE	77	56 @ 06
42 Red Mageweave Shoulders	47	BoE	77	53 @ 91
42 Shadowwoven Shoulders	47	BoE	77	59 @ 38
SPILL Increase Shadow Dmg 10				
43 Goss's Amice	48	BoE	78	63 @ 74
43 Hibernant Mantle	48	BoE	78	58 @ 90
44 Missionary Mantle	49	BoE	80	65 @ 23
44 Starcloth Shoulders	49	BoE	80	66 @ 25
SPILL Increase Shadow Dmg 13				
44 Veneratord Mantle	49	BoE	80	67 @ 45
45 Necrotic Mantle	50	BoE	82	67 @ 25
46 Duckweave Amice	51	BoE	83	71 @ 65
47 Archonidian Poultrons	52	BoE	85	75 @ 65
47 High Arcane Mantle	52	BoE	85	80 @ 36
47 Exotic Amice	52	BoA	85	75 @ 66
49 Highlander Poultrons	54	BoE	88	88 @ 36
50 Mystical Mantle	55	BoE	90	94 @ 03
51 Rainwater's Spaulders	56	BoE	91	96 @ 28
N/A Orchid Amice	56	BoA	91	95 @ 75
52 Toy Amice	57	BoE	93	1 @ 11 @ 00
N/A Azure Moon Amice	58	BoA	94	1 @ 07 @ 58
54 Celestial Poultrons	59	BoE	96	1 @ 12 @ 71
N/A Crystal Breach Mantle	59	BoA	96	1 @ 15 @ 43
54 Zephyr Pads	59	BoE	96	1 @ 18 @ 76
55 Nova Mantle	60	BoE	98	1 @ 28 @ 45
65 Demomask Epaulets	61	BoE	99	1 @ 32 @ 06
56 Necrotic Mantle	61	BoE	99	1 @ 36 @ 39
56 Raincloud Shoulders	61	BoE	99	1 @ 25 @ 70
57 Deathwalker Mantle	62	BoA	101	1 @ 42 @ 18
57 Elemanir Spaulders	62	BoA	101	1 @ 41 @ 14
57 Emysand Mantle	62	BoE	101	1 @ 34 @ 01
57 Fabled Shoulders	62	BoE	101	1 @ 35 @ 09
SPILL Increase Shadow Dmg 15				
58 Eternal Spaulders	63	BoE	102	1 @ 50 @ 86
58 Lich's Mantle	63	BoE	102	1 @ 50 @ 24

STANDARD CLOTH SHOULDER ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
16 Aboriginal Shoulder Pads	21	None	40	2 @ 86
16 Seer's Mantle	21	None	40	3 @ 01
17 Double-stitched Woollen Shoulders	22	None	42	3 @ 31
17 Mystic's Shoulder Pads	22	None	42	3 @ 46
18 Ritual Amice	23	None	43	3 @ 36
19 Pagan Mantle	24	None	44	4 @ 23
19 Reinforced Woollen Shoulders	24	None	44	4 @ 25
19 Shimmering Amice	24	None	44	4 @ 11

INFERIOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15 Canvas Shoulderpads	20	None	37	1 @ 63
17 Brocade Shoulderpads	22	None	40	2 @ 27
23 Cross-stitched Shoulderpads	28	None	46	4 @ 64
30 Interlaced Shoulderpads	35	None	52	9 @ 02
44 Cracked Shoulderpads	49	None	72	26 @ 36
51 Twill Shoulderpads	56	None	82	41 @ 57
64 Mesh Mantle	69	None	101	76 @ 49

CLOTH WAIST ARMOR

SUPERIOR CLOTH WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
18	Keller's Girdle	23	BoE	37	50 24
24	Belt of Avaral	29	BoA	43	100 00
32	Solomon's Ring	37	BoE	50	210 47
34	Overflange Sash	41	BoA	55	29 10
40	Dowrycard Card	53	BoA	71	40 45
48	Seraph Belt	53	BoE	71	40 45
53	Sash of the Burning Heart	58	BoA	78	91 53
53	SPELL Increase Fire Dmg 8				
54	Gringonee Horse	59	BoA	79	94 01
54	Clutch of Andros	61	BoA	82	1 09 50
58	Dustfeather Sash	61	BoA	82	1 02 51

GOOD CLOTH WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
10	Aboriginal Sash	15	BoA	25	1 01 21
N/A	Captain Sander's Sash	15	BoA	25	1 01 45
N/A	Farmhand Belt	15	BoA	25	1 01 34
N/A	Jackoned Belt	15	BoA	25	1 01 30
10	Rat Cloth Belt	15	BoE	25	1 01 40
11	Willow Belt	16	BoE	26	1 01 62
12	Mythic Belt	17	BoE	28	1 01 88
13	Girdle of Nobility	18	BoE	29	2 01 09
13	Seer's Belt	18	BoE	29	2 01 21
14	Rhoad Belt	19	BoE	30	2 01 42
N/A	Buccannier's Card	20	BoE	31	2 01 81
N/A	Grassland Sash	20	BoA	31	2 01 74
N/A	Kale Hunter Belt	20	BoA	31	2 01 84
15	Wise Man's Belt	20	BoE	31	2 01 78
16	Jewel-encrusted Sash	21	BoE	32	3 01 31
16	Pagan Belt	21	BoE	32	3 01 12
17	Bravado Sash	22	BoE	33	3 01 61
17	Lower Belt of the Spire	22	BoE	33	3 01 90
17	Shimmering Sash	22	BoE	33	3 01 63
18	Sorcerer's Silk Sash	23	BoE	34	4 01 24
18	Armsmaster Belt	24	BoA	35	4 01 49
19	Sunfire Belt	24	BoE	35	4 01 61
20	Glamo-r-a's Bind	25	BoA	36	5 01 22
20	Sanguine Belt	25	BoE	36	5 01 24
21	Enchantress Sash	26	BoE	37	6 01 35
22	Highwind Belt	27	BoE	37	6 01 81
22	Silver-thread Sash	27	BoE	37	6 01 84
22	Watcher's Cloak	27	BoE	37	6 01 47
23	Rainmaker Card	28	BoA	38	7 01 56
23	Wizard's Belt	28	BoE	38	7 01 49
24	Drummer's Belt	29	BoE	39	8 01 30
24	Sage's Sash	29	BoE	39	8 01 12
25	Sage's Card	30	BoE	40	9 01 35
25	Siren's Sash	30	BoE	40	9 01 44
26	Banded Ruyter Garter	31	BoE	41	9 01 53
26	Elder's Sash	31	BoE	41	10 01 17
27	Thief's Belt	32	BoE	41	10 01 42
28	Dryad's Sash	32	BoE	42	11 01 96
28	Starwood Sash	33	BoE	42	12 01 34
29	Conjuror's Cloak	34	BoE	43	13 01 60
29	Starwood Belt	34	BoE	43	13 01 76
30	Azure Silk Belt	35	BoE	43	14 01 88
30	SPELL 15% Increased Swim Speed				
30	Crimson Silk Belt	35	BoE	43	15 01 03
31	Goatman's Card	36	BoE	44	16 01 38
N/A	Ukko Sash	36	BoA	44	15 01 60
31	Spider Belt	36	BoE	44	15 01 24
31	SPELL Use Removes Root/Makes You Immune For 5 sec				
32	Twilight Belt	36	BoE	44	15 01 60
32	Azure Sash	37	BoE	46	16 01 97
32	Emberlink Card	37	BoE	46	17 01 89
34	Earthen Silk Belt	39	BoE	48	20 01 17
34	Silk-and-Girdle	39	BoE	48	21 01 25
34	Sorcerer Sash	39	BoE	48	21 01 39
35	Monogrammed Sash	40	BoE	49	22 01 05
36	Royal Sash	40	BoE	49	22 01 05
35	Star Belt	40	BoE	49	21 01 20
35	SPELL Increase SPELL Dmg 6				
N/A	Darknight Girdle	41	BoE	50	23 01 46
N/A	Razzini's Customized Seethe	41	BoA	50	23 01 88
N/A	Teacher's Sash	41	BoA	50	23 01 27
37	Lower Belt	42	BoE	52	26 01 28
37	Monochrome Sash	42	BoE	52	26 01 16

GOOD CLOTH WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
28	Windhearer Cloak	43	BoE	53	27 01 18
29	Royal Sash	44	BoE	54	30 01 04
N/A	Scorching Sash	44	BoA	54	31 01 16
30	SPELL Increase Fire Dmg 8				
N/A	Darkwood Card	45	BoA	55	31 01 94
N/A	Servant's Sash	45	BoA	55	31 01 91
41	Consumor Belt	46	BoE	54	32 01 14
42	Gown's Belt	47	BoE	58	35 01 04
42	Hibernal Sash	47	BoE	58	36 01 77
N/A	Shadow Belt	47	BoA	58	36 01 01
43	Flammarion Sash	48	BoE	59	41 01 20
43	Veneroushood Waistband	48	BoE	59	42 01 01
44	Darkwood Sash	49	BoE	60	43 01 20
45	Necrotic Waistband	50	BoE	61	46 01 20
46	Archdruid Girdle	51	BoE	62	51 01 20
46	High Arcane Sash	51	BoE	62	51 01 00
46	Runeclath Belt	51	BoE	62	51 01 16
47	Mystral Belt	52	BoE	64	51 01 00
48	Chthonian Belt	53	BoE	65	57 01 00
48	SPELL Restores 7 MP Every 5 sec				
48	Highmane Card	53	BoE	65	55 01 00
49	Rainbow Sash	54	BoE	66	56 01 16
49	Fay Sash	54	BoE	66	56 01 01
50	Rowan's Waistband	55	BoE	67	61 01 00
51	Colossal Belt	54	BoE	68	68 01 00
51	Zephyr Sash	54	BoE	68	67 01 00
N/A	Braveheart Sash	58	BoA	71	71 01 20
53	Demomoon Belt	58	BoE	71	74 01 00
53	Nova Belt	58	BoE	71	73 01 00
N/A	Tarquin Sash	58	BoA	71	71 01 20
N/A	Valkyrie Sash	58	BoA	71	73 01 00
55	Eldorian Belt	60	BoE	73	81 01 00
55	Empyrean Sash	60	BoE	73	81 01 00
56	Earth Card	61	BoE	74	81 01 00
57	Lithic Sash	62	BoE	76	89 01 00

STANDARD CLOTH WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Flex Belt	5	BoA	8	1 01 25
N/A	Soft Wool Belt	5	BoA	8	1 01 25
1	Tattered Cloth Belt	5	BoA	8	1 01 25
1	Thin Cloth Belt	5	BoA	8	1 01 25
4	Banded Card	9	BoA	15	2 01 27
4	Rowan's Sash	9	BoA	15	2 01 27
4	Journeyman's Belt	9	BoA	15	2 01 27
4	Linon Belt	9	BoA	15	2 01 27
N/A	Red Linon Sash	9	BoA	15	2 01 27
5	Assault Belt	10	BoA	16	2 01 27
N/A	Darkwood Belt	10	BoA	16	2 01 27
5	Drizzle's Sash	10	BoA	16	2 01 27
5	Katied Belt	10	BoA	16	2 01 27
5	Woven Belt	10	BoA	16	2 01 27
N/A	Apprentice Sash	12	BoA	19	4 01 27
7	Jester's Card	12	BoA	19	4 01 27
7	Native Sash	12	BoA	19	4 01 27
8	Magister's Belt	13	BoA	21	6 01 27
9	Runic Cloth Belt	14	BoE	22	6 01 27
12	Heavy Woven Belt	17	BoA	26	1 01 27
17	Thick Cloth Belt	22	BoA	31	2 01 27
22	Padded Belt	27	BoA	36	4 01 27
32	Recurt Belt	37	BoA	43	10 01 27
45	Endorsed Belt	50	BoA	58	28 01 27

INFERIOR CLOTH WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Frayed Belt	3	BoA	5	1 01 25
3	Patchwork Belt	8	BoA	12	1 01 25
3	Gallo Belt	14	BoA	21	4 01 25
13	Carven Belt	18	BoA	26	6 01 25
21	Bravado Belt	21	BoA	29	1 01 25
25	Cross-ribbed Belt	30	BoA	36	3 01 25
29	Unrivaled Belt	34	BoA	38	5 01 25
37	Crochet Belt	42	BoA	47	9 01 25
48	Twill Belt	53	BoA	58	22 01 25
63	Mesh Belt	68	BoA	74	51 01 25

CLOTH WRIST ARMOR

SUPERIOR CLOTH WRIST ARMOR

ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Woolen Bracers	22	BoE	28	4@ 44
Living Magical Bracers	31	BoE	35	12@ 16
Forgotten Wraps	46	BoE	48	41@ 23
Leather Cuffs	54	BoE	57	74@ 43
Norale Cuffs	55	BoA	58	79@ 29
Flameless Cuffs	57	BoA	60	86@ 36
SPILL Fire Resist +10				
Norale Bracers	57	BoA	60	81@ 19
Flameless Cuffs	59	BoA	62	91@ 31
SPILL Shadow Resist +10				
Norale's Shocks	60	BoA	63	95@ 05
Magical Cuffs	62	BoE	65	12@ 31

GOOD CLOTH WRIST ARMOR

ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Wool Bracers	15	BoE	20	1@ 47
Wool Bracers	17	BoE	21	1@ 89
Wool Bracers	17	BoE	21	1@ 89
Wool Bracers	18	BoA	22	2@ 08
Wool Bracers	18	BoA	22	2@ 05
Wool Bracers	18	BoA	22	2@ 19
Wool Bracers	18	BoA	22	2@ 13
Wool Bracers	19	BoE	23	2@ 38
Wool Bracers	19	BoE	23	2@ 51
Wool Bracers	20	BoE	24	2@ 95
Wool Bracers	21	BoE	25	3@ 17
Wool Bracers	23	BoE	26	4@ 23
Wool Bracers	25	BoE	28	5@ 28
Wool Bracers	25	BoE	28	5@ 28
Wool Bracers	26	BoE	28	6@ 31
Wool Bracers	27	BoE	29	6@ 81
Wool Bracers	28	BoE	30	7@ 88
Wool Bracers	28	BoE	30	7@ 17
Wool Bracers	28	BoE	30	7@ 44
Wool Bracers	29	BoE	30	8@ 37
Wool Bracers	30	BoE	31	8@ 71
Wool Bracers	30	BoE	31	9@ 25
Wool Bracers	31	BoE	32	10@ 31
Wool Bracers	32	BoE	32	10@ 46
Wool Bracers	33	BoE	33	11@ 97

ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Wool Bracers	33	BoA	33	11@ 54
Wool Bracers	33	BoA	33	11@ 98
Wool Bracers	34	BoE	33	12@ 85
Wool Bracers	35	BoE	34	14@ 29
Wool Bracers	35	BoE	34	15@ 10
Wool Bracers	36	BoA	35	16@ 65
Wool Bracers	36	BoA	35	15@ 54
Wool Bracers	37	BoA	35	17@ 94
Wool Bracers	37	BoE	35	17@ 31
Wool Bracers	38	BoE	36	19@ 58
Wool Bracers	38	BoE	36	19@ 19
Wool Bracers	39	BoA	37	19@ 86
Wool Bracers	39	BoA	37	19@ 44
Wool Bracers	40	BoA	38	22@ 94
Wool Bracers	40	BoA	38	22@ 02
Wool Bracers	41	BoE	39	23@ 72
Wool Bracers	41	BoE	39	23@ 71
Wool Bracers	42	BoA	40	25@ 87
Wool Bracers	42	BoE	40	26@ 83
Wool Bracers	43	BoE	41	28@ 48
Wool Bracers	43	BoE	41	26@ 44
Wool Bracers	44	BoE	42	29@ 00
Wool Bracers	45	BoE	43	31@ 06
Wool Bracers	45	BoA	43	30@ 82
Wool Bracers	46	BoA	44	35@ 63
Wool Bracers	46	BoE	44	34@ 84
Wool Bracers	47	BoA	45	38@ 64
Wool Bracers	47	BoE	45	35@ 94

GOOD CLOTH WRIST ARMOR

ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Wool Bracers	47	BoE	45	38@ 34
Wool Bracers	48	BoE	46	40@ 04
Wool Bracers	49	BoE	47	42@ 04
Wool Bracers	50	BoE	48	48@ 20
Wool Bracers	50	BoA	48	47@ 28
Wool Bracers	50	BoA	48	45@ 46
Wool Bracers	51	BoE	49	49@ 97
Wool Bracers	52	BoE	50	55@ 55
Wool Bracers	53	BoE	50	54@ 51
Wool Bracers	53	BoA	50	57@ 18
Wool Bracers	54	BoA	51	57@ 74
Wool Bracers	54	BoE	51	61@ 20
Wool Bracers	55	BoE	52	65@ 24
Wool Bracers	55	BoA	52	63@ 34
Wool Bracers	56	BoE	53	66@ 37
Wool Bracers	57	BoE	54	68@ 55
Wool Bracers	57	BoA	54	67@ 66

STANDARD CLOTH WRIST ARMOR

ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Wool Bracers	5	BoA	6	4@
Wool Bracers	5	BoA	6	5@
Wool Bracers	5	None	6	4@
Wool Bracers	5	None	6	4@
Wool Bracers	8	None	10	16@
Wool Bracers	8	None	10	15@
Wool Bracers	8	None	10	15@
Wool Bracers	9	None	11	22@
Wool Bracers	10	None	13	29@
Wool Bracers	10	BoA	13	29@
Wool Bracers	10	BoA	13	29@
Wool Bracers	10	None	13	29@
Wool Bracers	10	None	13	28@
Wool Bracers	10	None	13	29@
Wool Bracers	10	None	13	29@
Wool Bracers	11	BoA	14	35@
Wool Bracers	11	None	14	34@
Wool Bracers	12	None	15	45@
Wool Bracers	12	None	15	44@
Wool Bracers	12	BoA	15	47@
Wool Bracers	14	None	17	70@
Wool Bracers	14	BoA	17	72@
Wool Bracers	14	None	17	71@
Wool Bracers	17	None	20	1@ 15
Wool Bracers	22	None	24	2@ 17
Wool Bracers	22	None	28	4@ 20
Wool Bracers	37	None	34	10@ 99
Wool Bracers	50	None	45	28@ 73

INFERIOR CLOTH WRIST ARMOR

ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Wool Bracers	5	None	6	5@
Wool Bracers	9	None	11	14@
Wool Bracers	12	None	14	30@
Wool Bracers	19	None	21	91@
Wool Bracers	22	None	23	1@ 52
Wool Bracers	28	None	27	3@ 03
Wool Bracers	38	None	33	7@ 74
Wool Bracers	44	None	38	11@ 89
Wool Bracers	54	None	46	24@ 31
Wool Bracers	65	None	55	41@ 33

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

LEATHER CHEST ARMOR

EPIC LEATHER CHEST ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Breastplate of Bloodfirst	62	BoA	286	3 51 92
▶ SPELL Adds 2% Crit and 1% Dodge				

SUPERIOR LEATHER CHEST ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
17 Starsight Tunic	22	BoE	116	11 27 37
19 Blackened Defiant Armor	24	BoA	126	14 67 67
N/A Tunic of Westfall	24	BoA	126	14 67 67
20 Gloomhound Armor	25	BoA	130	15 53 53
30 Spined Felter	35	BoE	154	41 61 61
31 Woffler Tunic	36	BoE	158	49 68 68
34 Owlward Harness	39	BoE	171	61 91 91
44 Jinxed Hoodoo Skin	49	BoA	211	1 32 41
45 Feathered Breastplate	50	BoE	214	1 44 78
46 Cow King's Hide	51	BoE	218	1 51 67
▶ SPELL Arcane, Fire, Frost, Nature & Shadow Resist +10				
48 Flamestriker Robes	53	BoA	227	1 66 59
▶ SPELL Fire Resist +10				
50 Warbler Harness	55	BoE	235	1 97 17
52 Stormhound Armor	57	BoE	243	2 09 66
▶ SPELL Adds 2% Crit				
53 Ironleather Breastplate	58	BoE	247	2 36 50
53 Songbird Breeze	58	BoA	247	2 19 72
55 Living Breastplate	60	BoE	254	2 47 76
▶ SPELL Increase Healing 24, Nature Resist +10				
56 Cadaverous Armor	61	BoA	258	2 50 48
▶ SPELL Attack Power 60				
56 Nightshade Tunic	61	BoA	258	2 50 48
▶ SPELL Attack Power 50, Fire & Shadow Resist +10				
57 Tombstone Breastplate	62	BoA	262	2 68 08
▶ SPELL Adds 2% Crit				
58 Dragonstalker Tunic	63	BoA	266	3 01 73
▶ SPELL Increase spell Dmg 9				

GOOD LEATHER CHEST ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
5 Broad Mather Carapace	10	BoE	61	1 19 19
5 Sleek Feathered Tunic	10	BoE	61	1 19 19
6 Burnt Leather Vest	11	BoE	66	1 55 55
6 Primal Wraps	11	BoE	66	1 49 49
7 Embossed Leather Vest	12	BoE	72	1 92 92
N/A Soft Leather Tunic	12	BoA	72	2 01 01
N/A Footman Tunic	13	BoA	77	2 43 43
8 Hard Crawler Carapace	13	BoE	77	2 52 52
8 Pioneer Tunic	13	BoE	77	2 34 34
8 Riverpaw Leather Vest	13	BoE	77	2 49 49
8 Tribal Vest	13	BoE	77	2 50 50
10 Groll War Harness	15	BoE	87	3 47 47
10 Gypsy Tunic	15	BoE	87	3 63 63
N/A Spore-covered Tunic	15	BoA	87	3 68 68
11 Grizzly Jerkin	16	BoE	93	4 14 14
12 Fine Leather Tunic	17	BoE	98	4 61 61
12 Hunting Tunic	17	BoE	98	4 84 84
12 Ceremonial Leather Harness	18	BoE	103	5 19 19
13 Moonpaw Vest	18	BoE	103	5 45 45
14 Bard's Tunic	19	BoE	109	6 01 01
14 Marrow Scale Breastplate	19	BoE	109	6 01 01
15 Dark Leather Tunic	20	BoE	96	6 89 89
15 Hillman's Leather Vest	20	BoE	96	7 23 23
15 Lupine Vest	20	BoE	96	6 78 78
16 Inscribed Leather Breastplate	21	BoE	101	8 22 22
N/A Camouflaged Tunic	21	BoA	105	9 53 53
17 Feral Tunic	22	BoE	105	8 97 97
17 Loch Croc Hide Vest	22	BoE	105	9 29 29
18 Armor of the Fang	23	BoA	110	10 10 10
18 Bandit Jerkin	23	BoE	110	11 13 13
18 Prospector's Chestpiece	23	BoE	110	10 14 14
N/A Barkshell Tunic	25	BoA	118	13 55 55

GOOD LEATHER CHEST ARMOR continued

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Bone-studded Leather	25	BoA	118	13 26 26
N/A Dry Moss Tunic	25	BoE	118	13 26 26
20 Scouting Tunic	25	BoE	118	14 30 30
21 Forest Leather Chestpiece	26	BoE	123	15 30 30
21 Moonstalker's Gown	26	BoE	123	14 30 30
N/A Panther Armor	27	BoA	128	16 70 70
23 Briskbark Blouse	28	BoE	132	17 36 36
N/A Grizzly Tunic	28	BoA	132	19 70 70
23 Pirate's Rag	28	BoE	132	18 50 50
N/A Brownhide Armor	29	BoA	137	19 49 49
N/A Razorbone Armor	29	BoA	137	20 26 26
▶ SPELL Adds 30 Attack Power Vs. Beasts				
24 Wrangler's Wraps	29	BoE	137	19 49 49
25 Dervish Tunic	30	BoE	121	23 34 34
N/A Ninja Armor	30	BoA	121	22 40 40
N/A Ribbed Breastplate	30	BoA	121	22 40 40
N/A Snapbrook Armor	30	BoA	121	23 54 54
26 Green Leather Armor	31	BoE	125	23 34 34
26 Kodo Hide Chestguard	31	BoE	125	23 34 34
27 Embellished Chestpiece	32	BoE	129	28 16 16
27 Pathfinder Vest	32	BoE	129	25 49 49
28 Canorian Chestguard	33	BoE	132	28 16 16
28 Monk's Vest	33	BoE	132	30 59 59
28 Raptor Hide Harness	33	BoE	132	30 59 59
29 Cutthroat's Vest	34	BoA	136	31 34 34
29 Thick Marked Tunic	34	BoE	136	32 18 18
30 Dusky Leather Armor	35	BoE	140	37 04 04
30 Green Whelp Armor	35	BoA	140	37 70 70
▶ SPELL 5% Chance to Sleep Attackers (30 sec)				
30 Guardian Armor	35	BoE	140	34 74 74
30 Inflatable Armor	35	BoA	140	36 40 40
31 Headhunter's Armor	36	BoA	144	37 94 94
31 Insigine Chestguard	36	BoA	144	40 20 20
32 Ghazwalker Rags	37	BoE	148	41 74 74
33 Archer's Jerkin	38	BoE	152	49 50 50
35 Hawkeye's Tunic	40	BoE	158	52 54 54
35 Sentinel Breastplate	40	BoE	158	54 20 20
36 Glyphed Breastplate	41	BoE	162	60 34 34
36 Nightcape Tunic	41	BoE	162	59 70 70
36 Witch Doctor's Silk Robes	41	BoE	162	56 70 70
37 Nocturnal Tunic	42	BoE	166	61 30 30
38 Big Woodoo Robe	43	BoE	170	72 70 70
38 Elven Armor	43	BoE	170	70 70 70
N/A Raptor Hunter Tunic	43	BoA	170	72 70 70
39 Warden's Wraps	44	BoA	173	71 50 50
40 Ranger Tunic	45	BoE	177	81 20 20
40 Wild Leather Vest	45	BoE	177	80 80 80
41 Imperial Leather Breastplate	46	BoE	181	90 80 80
41 Wolf Rider's Padded Armor	46	BoE	181	83 60 60
42 Assassin's Tunic	47	BoE	185	90 120 120
N/A Surveyor's Tunic	48	BoA	188	1 02 20 30
43 Tracker's Tunic	48	BoE	188	1 02 70 70
44 Scorpion Breastplate	49	BoE	192	1 04 10 30
45 Catolot Chestpiece	50	BoE	195	1 12 10 40
46 Herdable Breastplate	51	BoE	199	1 27 50 50
46 Ropelock Chestguard	51	BoE	199	1 19 70 70
47 Vampire Armor	52	BoE	202	1 26 80 80
48 Chieftan's Breastplate	53	BoE	206	1 34 10 10
49 Keeper's Armor	54	BoE	210	1 42 02 02
N/A Hakkor's Breastplate	55	BoA	213	1 50 70 70
50 Mixologist's Tunic	55	BoA	213	1 65 30 30
50 Righteous Armor	55	BoE	213	1 54 80 80
51 Jadevine Chestguard	56	BoE	217	1 59 50 50
N/A Plasterstitch Tunic	56	BoA	217	1 62 80 80
51 Serpentine Armor	56	BoE	217	1 73 80 80
N/A Bicewind Breastplate	57	BoA	221	1 69 80 80
52 Protection Padded Armor	57	BoE	221	1 69 10 10
52 Volcanic Breastplate	57	BoE	221	1 72 70 70
▶ SPELL Increased Armor 120, Fire Resist +20				
53 Chimeric Vest	58	BoE	224	1 84 04 04
▶ SPELL Arcane Resist +16, Nature Resist +17				
53 Infernal Breastplate	58	BoE	224	1 83 04 04
N/A Farnpaw Jerkin	59	BoA	228	1 88 30 30
54 Predator's Gown	59	BoE	228	1 88 30 30

GOOD LEATHER CHEST ARMOR *continued*

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
13	Topcoat Jerkin	59	BoE	228	1	93	02
13	Angelic Armor	60	BoE	231	1	99	42
14	Brodelhorn Tunic	60	BoE	231	2	08	79
15	SPELL Attack Power 20						
15	Spiritwalker Jerkin	61	BoE	234	2	08	61
15	Starbush Armor	61	BoE	234	2	07	56
15	Wicked Leather Armor	61	BoE	234	2	27	32
16	Frontier Tunic	62	BoE	238	2	18	35
16	SPELL Frost & Shadow Resist +18						
16	Worn Rained Chestpiece	62	BoE	238	2	17	94
17	Basic Leather Armor	62	BoE	238	2	20	02
17	Highmane Tunic	63	BoE	242	2	32	63
18	Arch Druid's Chestpiece	64	BoE	245	2	40	28
19	Phantomal Tunic	64	BoE	245	2	54	56
20	Hellfire Tunic	65	BoE	249	2	67	29
20	Seraphin Chestguard	65	BoE	249	2	52	29

INFERIOR LEATHER CHEST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
23	Rugged Leather Vest	5	None	28		8	0
23	Worn Leather Vest	9	None	50		37	0
28	Winged Leather Vest	11	None	60		59	0
28	Patched Leather Jerkin	20	None	86	2	77	0
30	Rawhide Tunic	21	None	91	3	37	0
30	Tough Leather Armor	27	None	115	6	48	0
30	Hardened Leather Tunic	33	None	119	11	62	0
31	Thick Leather Tunic	45	None	159	33	31	0
32	Smooth Leather Armor	57	None	199	69	78	0
37	Strapped Armor	64	None	221	1	02	09

LEATHER FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
10	Feet of the Lynx	24	BoE	87	10	75	0
10	Parabomber Boots	30	BoE	91	19	59	0
15	Iron Treaders	36	BoE	99	36	06	0
16	Scorpionskin Boots	37	BoE	112	40	93	0
17	Sandstalker Antelopeboots	47	BoA	140	87	84	0
17	Silversteel Boots	52	BoE	153	1	17	04
17	Sandals of the Insurgent	54	BoE	159	1	39	93
17	Swiftwalker Boots	59	BoA	172	1	76	99
18	Path of the Dread Wolf	60	BoA	175	1	80	24
18	SPELL Attack Power 40						
18	Boots of the Shrieker	61	BoA	177	1	90	74
18	SPELL Shadow Resist +10						
19	Vindict Footpads	62	BoA	180	2	14	06
19	SPELL Increase Healing 34						

GOOD LEATHER FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
26	Embossed Leather Boots	15	None	60	2	68	0
26	Rugged Boots	15	BoE	60	2	59	0
26	Barb's Boots	16	BoE	64	3	02	0
26	Lapisle Slippers	16	BoE	64	2	90	0
26	Black Whip Boots	18	BoA	71	4	20	0
26	Stalwart Defiant Boots	18	BoE	71	3	85	0
26	Hard Shoes	18	BoE	71	3	84	0
26	Incubated Leather Boots	18	BoE	71	4	08	0
26	Hambling Boots	18	BoA	71	3	88	0
26	Jackie Boots	18	BoE	71	3	99	0
26	Prospector's Boots	19	BoE	75	4	42	0
26	Agile Boots	20	BoE	66	5	26	0
26	Band Boots	20	BoE	66	5	47	0
26	Lucked Boots	21	BoA	69	6	01	0
26	Mountain's Sandals	21	BoE	69	5	85	0
26	Scouting Boots	22	BoE	72	7	31	0
26	Brickbat Boots	23	BoE	75	7	60	0
26	Footpads of the Fang	23	BoA	75	7	87	0

STANDARD LEATHER CHEST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
1	Frodo's Leather Vest	4	None	24		8	0
1	Cracked Leather Vest	5	None	30		12	0
1	Dirty Leather Vest	5	None	30		12	0
N/A	Layered Tunic	5	BoA	30		12	0
N/A	Homemade Vest	5	BoA	30		13	0
N/A	Scavenger Tunic	5	BoA	30		12	0
N/A	Woodland Tunic	5	BoA	30		13	0
3	Handstitched Leather Vest	8	None	47		40	0
N/A	Light Scorpion Armor	9	BoA	53		58	0
4	Lumberjack Jerkin	9	None	53		54	0
5	Battered Leather Harness	10	None	58		75	0
5	Rough Leather Vest	10	None	58		71	0
N/A	Bound Harness	11	BoA	63		90	0
N/A	Tiller's Vest	11	BoA	63		90	0
7	Black Bear Hide Vest	12	None	68	1	21	0
8	White Leather Jerkin	13	None	73	1	50	0
12	Buckled Harness	17	None	93	2	84	0
12	Tanned Leather Jerkin	17	None	93	2	90	0
17	Cured Leather Armor	22	None	100	5	59	0
17	Studded Leather Harness	22	None	100	5	74	0
19	Toughened Leather Armor	24	None	109	7	43	0
22	Carbide Vest	27	None	121	10	44	0
22	Giant's Harness	27	None	121	10	33	0
32	Battle Harness	37	None	140	24	97	0
32	Studded Doublet	38	None	140	27	39	0
33	Barbaric Harness	38	None	144	27	38	0
45	Reinforced Leather Vest	50	None	185	67	90	0

GOOD LEATHER FOOT ARMOR *continued*

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
N/A	Darksalker Boots	24	BoA	79	9	00	0
18	Forest Leather Boots	24	BoE	79	9	03	0
N/A	Stomping Boots	24	BoA	79	9	22	0
N/A	Antelope's Boots	25	BoA	81	9	67	0
N/A	Mariner Boots	25	BoA	81	10	29	0
20	VanCleef's Boots	25	BoE	81	9	79	0
20	Wrangler's Boots	25	BoE	81	9	71	0
21	Pirate's Boots	26	BoE	85	12	04	0
N/A	Draughtman Boots	27	BoA	88	12	45	0
23	Dervish Boots	28	BoE	91	14	37	0
23	Kado Hide Boots	28	BoE	91	13	27	0
N/A	Tundra Boots	28	BoA	91	13	27	0
N/A	Grizzled Boots	29	BoA	94	15	49	0
25	Embossed Boots	30	BoE	83	16	49	0
N/A	Lancer Boots	30	BoA	83	16	01	0
N/A	Ninja Boots	30	BoA	83	16	06	0
25	Pathfinder Footpads	30	BoE	83	16	06	0
N/A	Trailblazer Boots	30	BoA	83	16	39	0
N/A	Varror's Boots	30	BoA	83	16	14	0
26	Cavalier Footpads	31	BoE	86	17	41	0
26	Monk's Footpads	31	BoE	86	18	45	0
27	Cutthroat's Boots	32	BoE	88	19	44	0
28	Gunsheath Operating Boots	33	BoA	91	21	81	0
28	Infiltrator Boots	33	BoE	91	22	09	0
29	Headhunter's Slippers	34	BoE	94	23	52	0
29	Ignis Boots	34	BoE	94	24	87	0
30	Ghostwalker Boots	35	BoE	96	25	87	0
31	Archer's Boots	36	BoE	99	28	29	0
32	Hawkeye's Shoes	37	BoE	101	31	30	0
32	Serfboot Boots	37	BoE	101	33	71	0
33	Trampling Miner's Boots	38	BoE	104	36	67	0
34	Glyphed Boots	39	BoE	107	37	29	0
34	Witch Doctor's Slippers	39	BoE	107	36	52	0
35	Dusky Boots	40	BoE	109	47	37	0
▶	SPELL Add 7 Satyrity						
35	Ebony Boots	40	BoE	109	41	79	0
35	Swift Boots	40	BoE	109	47	53	0

▶ SELL Use: Increases Run Speed by 40% for 15 sec

GOOD LEATHER FOOT ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Escalator Boots	41	BoE	111	43 40 93
36	Nocturnal Shoes	41	BoE	111	42 40 59
N/A	Wanderlust Boots	41	BoE	111	43 40 80
37	Ranger Boots	42	BoE	114	49 00 08
37	Warden's Footpads	42	BoE	114	46 00 00
N/A	Enormous Ogre Boots	43	BoE	117	53 79 79
38	Imperial Leather Boots	43	BoE	117	54 36 36
39	Tracker's Boots	44	BoE	119	55 19 19
39	Wolf Rider's Boots	44	BoE	119	53 66 66
N/A	Axeboot's Boots	45	BoE	122	57 95 95
N/A	Jangar's Handcrafted Boots	45	BoE	122	58 47 47
N/A	Pret's Handcrafted Boots	45	BoE	122	57 80 80
41	Cavalier Boots	46	BoE	124	64 34 34
41	Scarpless Slippers	46	BoE	124	62 59 59
42	Heretic Slippers	47	BoE	127	71 61 61
42	Nightcap Boots	47	BoE	127	71 58 58
43	Raggle Boots	48	BoE	129	73 00 00
44	Chieftain's Boots	49	BoE	132	83 65 65
44	Wild Leather Boots	49	BoE	132	81 50 50
45	Vampire Boots	50	BoE	134	83 58 58
46	Keeper's Hooves	51	BoE	137	89 43 43
46	Righteous Boots	51	BoE	137	91 28 28
47	Serpentine Boots	52	BoE	139	1 02 61
48	Judeline Sabotons	53	BoE	142	1 00 48
49	Infernal Boots	54	BoE	144	1 09 54
50	Chromatic Boots	55	BoE	147	1 15 30
▶	SPELL Arcane & Nature Resist +12				
50	Fracture Boots	55	BoE	147	1 14 43
▶	SPELL Frost & Shadow Resist +12				
50	Protean Boots	55	BoE	147	1 12 90
50	Shadefield Boots	55	BoE	147	1 20 53
51	Angelic Boots	54	BoE	149	1 21 20
51	Priesthood Boots	54	BoE	149	1 19 68
52	Spiritwalker Boots	56	BoE	152	1 26 51
53	Starhide Boots	58	BoE	154	1 34 47
54	Nightmare Boots	59	BoE	157	1 44 67
55	Heather Runed Boots	60	BoE	159	1 48 26
55	Springlike Boots	60	BoE	159	1 61 14
▶	SPELL Increase Healing 20				
N/A	Swiftfoot Boots	60	BoE	159	1 49 69
56	Cadaverous Walkers	61	BoE	161	1 58 95
56	Phantom Boots	61	BoE	161	1 61 94
57	Arch Druid's Sandals	62	BoE	164	1 63 45
57	Hellfire Boots	62	BoE	164	1 68 77
58	Serpentine Shoes	63	BoE	166	1 71 63

STANDARD LEATHER FOOT ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Cracked Leather Boots	5	None	20	10
1	Dirty Leather Boots	5	None	20	10
N/A	Rainwater Boots	7	BoA	28	10
3	Handstitched Leather Boots	8	None	32	10
N/A	Zombie Skin Boots	8	BoA	32	10
4	Burnt Leather Boots	9	None	36	10
4	Gray Fur Booties	9	None	36	10
4	Primal Sandals	9	None	36	10
5	Battered Leather Boots	10	None	40	10
5	Lite Boots	10	None	40	10
5	Rough Leather Boots	10	None	40	10
N/A	Weather-worn Boots	10	BoA	40	10
6	Pioneer Boots	11	None	43	10
N/A	Cushioned Boots	12	BoA	47	10
7	Gypsy Sandals	12	None	47	10
N/A	Tiger Hide Boots	12	BoA	47	10
7	Tribal Boots	12	None	47	10
8	Grizzly Slippers	13	None	50	10
9	Hunting Boots	14	None	54	10
10	Ceremonial Leather Ankleguards	15	BoE	57	10
12	Tanned Leather Boots	17	None	64	10
13	Fine Leather Boots	18	None	67	10
15	Dark Leather Boots	20	None	63	10
17	Cured Leather Boots	22	None	69	10
22	Cuirbott Boots	27	None	83	10
32	Studded Boots	37	None	96	10
35	Worn Running Boots	40	None	103	10
45	Reinforced Leather Boots	50	None	127	10

INFERIOR LEATHER FOOT ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Ragged Leather Boots	3	None	12	10
3	Worn Leather Boots	8	None	31	10
10	Worped Leather Boots	15	None	54	10
14	Patched Leather Boots	19	None	67	10
20	Rawhide Boots	25	None	73	10
21	Tough Leather Boots	26	None	76	10
30	Hardened Leather Boots	35	None	87	10
43	Thick Leather Boots	48	None	116	10
49	Smooth Leather Boots	54	None	130	10
64	Strapped Boots	69	None	163	10

LEATHER HAND ARMOR

EPIC LEATHER HAND ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
37	Gloves of Holy Might	42	BoE	125	53 44 44
▶	SPELL Add 1% Crit, 20 Attack Power/30 for Undead				

SUPERIOR LEATHER HAND ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
22	Huge Battle Gloves	27	BoA	88	9 80 80
22	Toughened Leather Gloves	27	BoE	88	9 62 62
22	Wallof Gloves	27	BoE	88	9 80 80
23	Bravler Gloves	28	BoE	91	10 70 70
30	Ebon Vise	35	BoA	96	22 32 32
37	Archivist Gloves	42	BoA	114	40 14 14
▶	SPELL Nature Resist +10				
41	Gauntlets of the Sea	46	BoE	124	53 63 63
▶	SPELL Use: Heal: Target for 300-500				
45	Elven Spirit Gloves	50	BoE	134	68 17 17
▶	SPELL Increase Nature Dmg 13				
48	Bloodfist Talons	53	BoA	142	85 20 20
▶	SPELL Increase spell Dmg 9, Fire Resist +10				
51	Mar Alon's Grip	56	BoE	149	1 05 19 19
▶	SPELL Increase Healing 20				
53	Devilstar Gauntlets	58	BoE	154	1 17 01 01
▶	SPELL Attack Power 28				

SUPERIOR LEATHER HAND ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
54	Skull's Fingertone Gloves	59	BoA	157	1 14 00 00
▶	SPELL Add 1% Crit				
54	Fullbrash Handgrips	61	BoA	161	1 34 34 34
56	Gargoyles Slavers	61	BoA	161	1 24 24 24
▶	SPELL Attack Power 42				
56	Sleight Gauntlets	61	BoA	161	1 33 33 33
▶	SPELL Increased Armor 100				

GOOD LEATHER HAND ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Rings' Flying Gloves	15	BoA	54	1 00 00 00
10	Fine Leather Gloves	15	BoE	54	1 00 00 00
10	Hunting Gloves	15	BoE	54	1 00 00 00
11	Lupine Handwraps	16	BoE	58	1 00 00 00
12	Boat's Gloves	17	BoE	61	2 00 20 20
N/A	Shucking Gloves	17	BoA	61	2 00 20 20
N/A	Black Wholy Gloves	18	BoA	65	2 00 20 20
13	Blackened Defiant Gloves	18	BoE	65	2 00 20 20
N/A	Dusty Mining Gloves	18	BoA	65	2 00 20 20
13	Feral Gloves	18	BoE	65	2 00 20 20
13	Metamorphic Gloves	18	BoE	65	2 00 20 20

GOOD LEATHER HAND ARMOR

PURCHASE VALUE	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
9	Woodworking Gloves	18	BoE	65	2
21	Gloves of the Fang	19	BoE	68	3
29	Inscribed Leather Gloves	19	BoE	68	3
30	Prospector's Mitts	19	BoE	68	2
41	Bandit Gloves	20	BoE	60	3
41	Foreman's Gloves	20	BoE	60	3
41	Gloved Fingers	20	BoE	60	3
39	Gloves of the Moon	20	BoA	60	3
51	Hammerflut Gloves	20	BoA	60	3
54	Windfall Gloves	20	BoA	60	3
52	Deviate Scale Gloves	21	BoE	63	4
52	Moonskuller's Gloves	22	BoE	66	4
70	Scouting Gloves	23	BoE	69	5
87	Brothback Gloves	24	BoE	71	5
86	Nimble Leather Gloves	24	BoE	71	5
89	Red Whelp Gloves	24	BoE	71	5
88	SPELL 5% Chance to deal 15-25 Dmg on hit				
05	Fletcher's Gloves	25	BoE	74	6
28	SPELL Add 1% Missile Crit				
52	Forest Leather Gloves	25	BoE	74	6
15	Dark Leather Gloves	26	BoE	77	7
43	SPELL Add 5 Lockpicking				
07	Herbalist's Gloves	27	BoE	80	8
22	SPELL Add 5 Herbalism				
88	Prate's Gloves	27	BoE	80	8
86	Wrangler's Gloves	27	BoE	80	8
88	Derish's Gloves	28	BoE	83	9
50	Pilferer's Gloves	28	BoE	83	8
	SPELL Add 7 Subtlety				
	Emblazoned Gloves	29	BoE	86	9
	Heavy Earthen Gloves	29	BoE	86	9
	SPELL Attack Power 16				
	Hilmar's Leather Gloves	29	BoE	86	10
	Kado Hade Handwraps	29	BoE	86	9
7	Barbaric Gloves	30	BoE	75	10
19	Naga Gloves	30	BoA	75	11
09	SPELL Nature Resist +8				
74	Petfinder's Gloves	30	BoE	75	10
00	Nark's Handwraps	31	BoE	78	12
78	Genarion Handwraps	32	BoE	80	12
31	Infiltrator's Gloves	32	BoE	80	13
79	Cutthroat's Mitts	33	BoE	83	14
96	Gloves of Insight	33	BoA	83	15
60	Shagheer's Gloves	33	BoA	83	14
	Headhunter's Mitts	34	BoE	85	15
	Insignia Gloves	34	BoE	85	16
	Archer's Gloves	35	BoE	88	17
	Brand Handwraps	36	BoA	90	20
	Ghostwalker's Gloves	36	BoE	90	18
	Mud's Crochets	36	BoA	90	18
	Hawkeye's Gloves	37	BoE	92	20
	Prospector's Gloves	37	BoA	92	22
	Sentinel's Gloves	37	BoE	92	22
	Tiger Hunter's Gloves	37	BoA	92	21
	Glyth's Mitts	38	BoE	95	22
	Gnomish Mechanic's Gloves	38	BoA	95	24
	Witch Doctor's Handwraps	38	BoE	95	22
	Naturalist's Gloves	39	BoE	97	24
	Seine Fish	39	BoA	97	24
	Elves Gloves	40	BoE	99	28
	Seawolf Gloves	40	BoA	99	27
	Starfire Gauntlets	40	BoA	99	26
	Ranger's Gloves	41	BoE	101	30
	Razzini's Racing Grips	41	BoA	101	29
	Warrior's Gloves	41	BoE	101	28
	Beaurologer's	43	BoA	106	33
	Imperial Leather Gloves	43	BoE	106	35
	Razler's Gloves	43	BoA	106	35
	Wolf Rider's Gloves	43	BoE	106	33
	Tracker's Gloves	44	BoE	108	37
	Assassin's Gloves	45	BoE	111	38
	Janglor's Handcrafted Gloves	45	BoA	111	38
	Phet's Handcrafted Gloves	45	BoA	111	38
	Cabalot's Gloves	46	BoE	113	42
	Sargash's Gloves	46	BoE	113	41
	Herald's Gloves	47	BoE	115	48
	Regulate's Gloves	48	BoE	118	53
	Chieftan's Gloves	49	BoE	120	52

GOOD LEATHER HAND ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE	
45	Vampire Gloves	50	BoE	122	55	72
46	Keeper's Gloves	51	BoE	124	59	62
46	Rigorous Gloves	51	BoE	124	61	77
47	Jodeline's Gloves	52	BoE	126	63	20
47	Serpentskin Gloves	52	BoE	126	69	38
47	Wicked Leather Gauntlets	52	BoE	126	68	72
48	Chimeric Gloves	53	BoE	129	68	67
▶ SPELL Arcane Resist +11, Nature Resist +12						
48	Infernal Gloves	53	BoE	129	69	66
49	Ogreener Fists	54	BoA	131	71	18
49	Protonator's Gloves	54	BoE	131	71	01
49	Kunk Leather Gauntlets	54	BoE	131	71	95
50	Angelic Gloves	55	BoE	133	79	47
N/A	Nightfall Gloves	56	BoA	136	87	34
51	Pridelord's Gloves	56	BoE	136	79	78
52	Spiritwalker's Gloves	57	BoE	138	85	65
N/A	Blight Leather Gloves	58	BoA	140	89	65
53	Stormhide Gloves	58	BoE	140	89	65
54	Frosthealer's Gloves	59	BoE	143	95	04
▶ SPELL Frost Resist +13, Shadow Resist +12						
54	Nightmare Gloves	59	BoE	143	1	00
55	Nether Rusted Handwraps	60	BoE	144	98	84
56	Condemner's Gloves	61	BoA	147	1	05
56	Phantom Handwraps	61	BoE	147	1	09
57	Arch Druid's Mitts	62	BoE	149	1	08
58	Hellfire Gloves	63	BoE	151	1	19
58	Seraphim's Gloves	63	BoE	151	1	14

STANDARD LEATHER HAND ARMOR

M	LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A		Archery Training Gloves	5	BoA	19	40
N/A		Barbarian Leather Gloves	5	BoA	19	50
1		Cracked Leather Gloves	5	None	19	60
1		Dirty Leather Gloves	5	None	19	60
N/A		Nomadic Gloves	5	BoA	19	50
N/A		Wall Handler's Gloves	5	BoA	19	60
N/A		Double-layered Gloves	8	BoA	29	200
N/A		Loos-stamped Gloves	8	BoA	29	190
N/A		Sewing Gloves	8	BoA	29	200
N/A		Driving Gloves	9	BoA	33	280
5		Battered Leather Gloves	10	None	36	340
5		Burnt Leather Gloves	10	None	36	380
5		Primal Mitts	10	None	36	340
5		Rough Leather Gloves	10	None	36	350
N/A		Vellid Grips	10	BoA	36	380
5		White Wolf Gloves	10	None	36	380
6		Pioneer Gloves	11	None	39	470
7		Tribal Gloves	12	None	43	590
8		Embossed Leather Gloves	13	None	46	710
8		Gypsy Gloves	13	None	46	730
9		Grizzly Gloves	14	None	49	840
10		Ceremonial Leather Gloves	15	BoE	52	1000
12		Tanned Leather Gloves	17	None	58	1000
17		Carved Leather Gloves	22	None	62	2000
22		Caribou's Gloves	27	None	76	5000
29		Dog Training Gloves	34	None	81	9000
▶		SPELL Add 30 Attack Power vs. Beasts				
32		Studded Gloves	37	None	88	12000
33		Guardian Gloves	38	None	90	13000
45		Reinforced Leather Gloves	50	None	116	34000

INFERIOR LEATHER HAND ARMOR

M	LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1		Rugged Leather Gloves	4	None	14	7
1		Worn Leather Gloves	6	None	21	4
8		Winged Leather Gloves	13	None	43	51
12		Patched Leather Gloves	17	None	55	90
18		Rawhide Gloves	23	None	62	2
24		Tough Leather Gloves	29	None	77	34
31		Hardened Leather Gloves	36	None	81	7
44		Thick Leather Gloves	49	None	108	22
53		Smooth Leather Gloves	58	None	126	36
63		Strapped Gloves	68	None	146	61

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

2 LEATHER HEAD ARMOR

SUPERIOR LEATHER HEAD ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
32 Enduring Cap	33	BoE	118	26@ 55
32 Adventurer's Pith Helmet	37	BoE	132	40@ 83
32 Expert Goldmine's Helmet	38	BoE	135	42@ 20
► SPELL Adds 7 to Hit Ace				
40 Wolfhead Helm	45	BoE	158	74@ 21
► SPELL On Shift: Adds 20 Energy at 5 Rags				
N/A Engineer's Gold Headpiece	47	BoE	165	88@ 47
43 Winged Helm	48	BoE	168	94@ 24
43 Embossed of the Lycan	50	BoE	174	1@ 08
► SPELL Attack Power 32				
43 Helm of Fire	50	BoE	174	1@ 08
52 Spell Firewall, Fire Resist +5				
52 Ghosthead	57	BoE	197	1@ 64
52 Spell Shadow Resist +5				
52 Head of the Undergown	57	BoE	197	1@ 58
► SPELL Adds 25 Hit 1% Crit				
52 Ragular's Eyepatch	57	BoE	197	1@ 66
► SPELL Adds 2% Crit				
58 Eye of Rand	63	BoE	216	2@ 10
► SPELL Adds 2% Crit				
58 Featherman Headress	63	BoE	216	2@ 05

GOOD LEATHER HEAD ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
35 Hammer's Helm	30	BoE	98	17@ 63
N/A Ninja Mask	30	BoE	98	16@ 06
35 Ringed Helm	30	BoE	98	16@ 63
35 Embossed Hat	31	BoE	101	17@ 67
36 Kado Hide Helm	31	BoE	101	17@ 67
37 Ruffian's Chaper	31	BoE	101	18@ 84
37 Mask's Cap	32	BoE	105	19@ 76
37 Tuff Wavy Helm	32	BoE	105	20@ 65
37 Whiskered Headress	32	BoE	105	20@ 39
38 Inflator Cap	33	BoE	108	21@ 57
39 Pathfinder Hat	34	BoE	111	23@ 52
39 Canorian Coronet	35	BoE	114	26@ 73
39 Jaspig's Cap	35	BoE	114	26@ 99
31 Archer's Cap	36	BoE	117	28@ 71
31 Feathered Headress	36	BoE	117	28@ 46
32 Confessor's Hat	37	BoE	120	31@ 20
N/A Spirit Hunter Headress	37	BoE	120	32@ 18
32 Cloaked Hood	38	BoE	123	36@ 94
32 Headhunter's Headress	38	BoE	123	33@ 81
32 Sentinel Cap	38	BoE	123	35@ 14
34 Ghostwalker Crown	39	BoE	126	36@ 52
34 Gilded Helm	39	BoE	126	37@ 68
N/A Cap of Harmony	40	BoE	129	39@ 91
34 Comfortable Leather Hat	40	BoE	129	41@ 31
35 Elven Cap	40	BoE	129	42@ 40
35 Howler's Helm	40	BoE	129	39@ 44
35 Numen's Helm	30	BoE	94	17@ 63
N/A White Drinker's Cap	40	BoE	129	40@ 98

LEATHER LEG ARMOR

EPIC LEATHER LEG ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
41 Leggings of Arson	62	BoE	250	3@ 50
► SPELL Increase spell Dmg 9				

SUPERIOR LEATHER LEG ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
18 Leggings of the Fang	23	BoE	106	12@ 56
25 Petrified Leggings	30	BoE	116	26@ 83
► SPELL Fire Resist -10				
25 Troll's Bone Leggings	30	BoE	116	25@ 74
N/A Tripruner Dungers	37	BoE	142	52@ 67
34 Warlock's Kilt	39	BoE	149	60@ 74
34 Beaklike Hide Pants	43	BoE	163	80@ 40

GOOD LEATHER HEAD ARMOR continued

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
34 Nightgown Headband	41	BoE	132	44@ 10
37 Ranger Helm	42	BoE	135	46@ 78
37 Witch Doctor's Headress	42	BoE	135	44@ 80
38 Impaled Leather Helm	43	BoE	138	49@ 58
38 Nocturnal Skullcap	43	BoE	138	49@ 48
39 Big Voodoo Mask	44	BoE	141	53@ 58
40 Tracker's Headband	45	BoE	144	60@ 58
40 Worden's Wizard Hat	45	BoE	144	57@ 18
40 Wild Leather Helmet	45	BoE	144	63@ 30
42 Cobalt Helm	47	BoE	150	68@ 58
42 Wolf Rider's Skullcap	47	BoE	150	67@ 58
43 Assassin's Visor	48	BoE	153	73@ 80
43 Heraldic Headpiece	48	BoE	153	78@ 78
44 Scorpion's Skullcap	49	BoE	156	78@ 18
45 Chaffin's Headress	50	BoE	158	84@ 49
45 Ragular's Helm	50	BoE	158	83@ 58
46 Vampire Headress	51	BoE	161	89@ 49
47 Righteous Skullcap	52	BoE	164	99@ 58
48 Keeper's Helmet	53	BoE	167	1@ 00
N/A Lord's Headress	53	BoE	167	1@ 00
49 Serpentine Helm	54	BoE	171	1@ 06
50 Infernal Cap	55	BoE	173	1@ 19
51 Jadefin Crown	56	BoE	176	1@ 19
51 Wicked Leather Headband	56	BoE	176	1@ 31
52 Angelic Helm	57	BoE	179	1@ 34
52 Praetorian Coll	57	BoE	179	1@ 26
53 Prized Helm	58	BoE	182	1@ 34
53 Runic Leather Headband	58	BoE	182	1@ 41
54 Spiritwalker Headpiece	59	BoE	185	1@ 43
55 Starchide Helm	60	BoE	188	1@ 48
56 Nightmare Helmet	61	BoE	191	1@ 64
57 Bone Ring Helm	62	BoE	194	1@ 78
57 Panther Rusted Crown	62	BoE	194	1@ 63
57 Phantom Headress	62	BoE	194	1@ 77
58 Arch Devil's Headress	63	BoE	196	1@ 83
58 Hellfire Helm	63	BoE	196	1@ 79
58 Tribal War Headress	63	BoE	196	1@ 71
► SPELL Increase Nature Dmg 13				
59 Seraphim Crown	64	BoE	199	1@ 80

STANDARD LEATHER HEAD ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
31 Studded Hat	37	None	114	25@ 68
45 Reinforced Leather Cap	50	None	150	35@ 98

INTERIOR LEATHER HEAD ARMOR

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
30 Hardened Leather Helm	35	None	102	15@ 38
37 Thick Leather Hat	42	None	121	18@ 48
52 Smooth Leather Helmet	57	None	161	51@ 98

SUPERIOR LEATHER LEG ARMOR continued

M LEV ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
44 Jinxed Hoodie Kilt	49	BoE	185	1@ 37
49 Wickerize Searing	54	BoE	202	1@ 75
50 Stormhead Pants	55	BoE	205	1@ 87
► SPELL Increased Critical 2				
52 Living Leggings	57	BoE	213	2@ 12
► SPELL Increase Healing 24, Nature Resist +8				
52 Warbur Woolies	57	BoE	214	2@ 22
53 Wickerize Leggings	58	BoE	214	2@ 38
► SPELL Increased Dodge 2				
55 Deviator Leggings	60	BoE	222	2@ 57
► SPELL Attack Power 46				
55 Earthborn Kilt	60	BoE	222	2@ 53
55 Treemaster Leggings	60	BoE	222	2@ 39
58 Blackmaster Leggings	63	BoE	231	2@ 77

GOOD LEATHER LEG ARMOR

LEI ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Ant Leather Breeches	10	Bol	53	10 20
Front Kilt	11	Bol	58	10 49
Kagad Leather Pants	11	Bol	58	10 52
Panzer Trousers	12	Bol	63	10 93
Tidal Pants	12	Bol	63	10 99
Topdown Leggings	13	Bol	67	2 47
Sitzy Pants	14	Bol	72	2 80
Tropy Trousers	14	Bol	72	2 94
Endowed Leather Pants	15	Bol	76	3 47
Horvater's Pants	15	Bol	76	3 39
Kala Hunter's Leggings	15	Bol	76	3 48
Twined Leather Trousers	15	Bol	76	3 43
Hunting Pants	16	Bol	81	3 92
Crusader Leather Leggings	17	Bol	86	4 54
Frontier Breeches	17	Bol	86	4 58
Leaf's Trousers	18	Bol	90	5 25
Mokaned Delfin Leggings	18	Bol	90	5 63
Indraguna Leggings	18	Bol	90	5 12
Geary Tinker's Pants	18	Bol	90	5 19
Wildwiper Leggings	18	Bol	90	5 12
Light Leather Pants	19	Bol	95	5 99
Lupine Leggings	19	Bol	95	5 90
Darkwood Leggings	20	Bol	84	6 92
Ford Leggings	20	Bol	84	6 78
Inscribed Leather Pants	20	Bol	84	7 18
Silk Devil's Leggings	20	Bol	84	7 13
Silk's Trousers	20	Bol	84	7 15
Stomach Trousers	20	Bol	84	7 31
Leaf's Pants	21	Bol	88	8 29
Prospector's Woolies	21	Bol	88	8 04
Smoking Pants	21	Bol	88	8 04
Bard's Pants	22	Bol	92	9 82
Blugil Breeches	23	Bol	96	10 85
Dark Leather Pants	23	Bol	96	10 89
Alchemist's Leggings	24	Bol	100	11 45
Sealing Trousers	24	Bol	100	11 46
Darkwood Breeches	26	Bol	108	14 63
Forest Leather Pants	26	Bol	108	15 32
Slaking Pants	26	Bol	108	15 71
Shadow Weaver Leggings	27	Bol	112	16 90
Wingler's Leggings	27	Bol	112	16 09
Pran's Pants	28	Bol	116	18 48
Sole Leggings	28	Bol	116	18 94
Kala Hla Leggings	29	Bol	120	19 47
Mylic Searing	30	Bol	120	20 99
Darvab Leggings	30	Bol	106	22 02
Wipe Pants	30	Bol	106	22 52
▶ SPELL Frost Resist +11				
Infused Leggings	31	Bol	109	22 74
Yellidur Pants	31	Bol	109	22 56
Concise Kilt	32	Bol	113	25 92
Guardian Pants	32	Bol	113	27 84
Leather's Linoleth	33	Bol	116	28 51
Daisy Leather Leggings	33	Bol	116	30 87
Bank's Pants	33	Bol	116	30 31
Barbaric Leggings	34	Bol	119	31 51
Ferne Leggings	34	Bol	119	33 46
Infiltrator Pants	34	Bol	119	31 75
Headhunter's Woolies	35	Bol	123	34 50
Insignia Leggings	35	Bol	123	36 25
Glacemaker Leggings	36	Bol	126	37 95
Archer's Trousers	37	Bol	129	42 60
Lightstep Leggings	37	Bol	129	44 42
Rowley's Breeches	38	Bol	133	45 08
Serfist Trousers	39	Bol	136	50 42
Slayed Leggings	40	Bol	139	56 48
Wingery Kilt	40	Bol	139	54 86
Twined Hunter Leggings	40	Bol	139	54 03
Wild Doctor's Linoleth	40	Bol	139	52 59
Natural Leggings	41	Bol	142	56 79
Olve Leggings	42	Bol	145	66 89
Ranger Leggings	42	Bol	149	69 91
Warden's Woolies	43	Bol	149	66 24
Wolf Rider's Leggings	44	Bol	152	71 54
Assassin's Pants	45	Bol	155	77 27
Imperial Leather Pants	45	Bol	155	83 59
Rightstep Pants	46	Bol	158	87 08
Obtain Leggings	46	Bol	158	86 45
Tracker's Leggings	46	Bol	158	87 45
Big Toots Pants	47	Bol	161	90 22
Scorpion Leggings	47	Bol	161	90 13
Cabaler Leggings	48	Bol	165	98 94
Herds Leggings	49	Bol	168	120 75

GOOD LEATHER LEG ARMOR continued

LEI ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Roguelow Leggings	49	Bol	168	1 04 15
Vorpic Pants	50	Bol	171	1 11 44
Wild Leather Leggings	50	Bol	171	1 15 85
Chieftain's Leggings	51	Bol	174	1 21 25
Abol's Leggings	52	Bol	177	1 32 00
Keeper's Woolies	52	Bol	177	1 26 40
Gryphon Rider's Leggings	53	Bol	180	1 24 66
Rightness Leggings	53	Bol	180	1 29 85
Judeline's Pants	54	Bol	184	1 42 02
Serpentine Leggings	54	Bol	184	1 46 05
Vulture Leggings	54	Bol	184	1 45 59
▶ SPELL Increased Armor 80, Fire Resist +20				
Windwiper Leggings	54	Bol	184	1 44 46
Provisioner Leggings	55	Bol	187	1 50 54
Chimeric Leggings	56	Bol	190	1 62 33
▶ SPELL Arson & Fire Resist +16				
Infernal Leggings	56	Bol	190	1 67 17
Frontstep Leggings	57	Bol	193	1 70 12
▶ SPELL Frost Resist +17, Shadow Resist +16				
Angelic Leggings	58	Bol	194	1 90 21
Prized Pants	58	Bol	196	1 79 30
Wicked Leather Pants	58	Bol	196	1 78 92
Luminary Kilt	59	Bol	200	1 97 20
Shoreline Leggings	59	Bol	200	1 88 26
Runic Leather Pants	60	Bol	202	2 08 85
Spiritwalker Leggings	60	Bol	202	2 01 72
Cadaverous Kilt	61	Bol	205	2 09 54
Crypt Stalker Leggings	61	Bol	205	2 11 91
▶ SPELL Nature & Shadow Resist +18				
Never Rained Leggings	61	Bol	205	2 07 54
Arch Druid's Kilt	62	Bol	208	2 17 04
Ghostface Leggings	62	Bol	208	2 19 97
Nightmare Leggings	62	Bol	208	2 23 48
Phantomal Leggings	63	Bol	212	2 43 33
Seraphim Leggings	63	Bol	212	2 38 84
Hellfire Leggings	64	Bol	215	2 32 72

STANDARD LEATHER LEG ARMOR

LEI ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Canyon Leggings	5	Bol	26	13 00
Cracked Leather Pants	5	None	26	11 00
Dirty Leather Pants	5	None	26	12 00
N/A Dust-covered Leggings	5	Bol	26	12 00
Osworn Leather Leggings	5	Bol	26	12 00
N/A Zombic Skin Leggings	5	Bol	26	13 00
N/A Rough-Awaken Kilde Leggings	9	Bol	46	54 00
Buttered Leather Pants	10	None	51	68 00
Handstitched Leather Pants	10	None	51	71 00
N/A Patched Pants	10	Bol	51	75 00
N/A Rough Leather Pants	10	None	51	79 00
Torned Leather Pants	12	None	82	2 80 00
Curled Leather Pants	22	None	87	5 61 00
Caribouil Pants	27	None	106	9 61 00
Studded Pants	37	None	123	24 00 95
Reinforced Leather Pants	50	None	162	68 00 42

INTERIOR LEATHER LEG ARMOR

LEI ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Primitive Kilt	1	None	5	1 00
Primitive Kilt	1	None	5	1 00
Rugged Leather Pants	2	None	10	2 00
Worn Leather Pants	7	None	34	18 00
Warped Leather Pants	14	None	65	1 23 00
Patched Leather Pants	18	None	81	2 08 00
Roughside Pants	24	None	90	4 79 00
Tough Leather Pants	30	None	95	6 56 00
Hardened Leather Pants	32	None	101	10 49 00
Thick Leather Pants	42	None	131	25 25 00
Smooth Leather Pants	53	None	162	54 86 00
Strapped Pants	66	None	199	1 11 75 00

LEATHER SHOULDER ARMOR

SUPERIOR LEATHER SHOULDER ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
25 Mantle of Thieves	30	BoE	100	19@ 57
26 Forest Tracker Epaullets	31	BoE	103	23@ 76
27 Watchman Pauldrons	32	BoE	106	24@ 88
33 Flatrock Shoulders	38	BoE	125	41@ 40
37 Fleshhide Shoulders	42	BoA	137	59@ 57
40 Sheepshear Mantle	45	BoE	146	69@ 90
42 Atal of Spaulders	52	BoA	167	14@ 76
► SPELL Increased Armor 80				
49 Ironleather Shoulders	54	BoE	173	17@ 58
49 Living Shoulders	54	BoE	173	17@ 58
► SPELL Increased Healing 28, Nature Resist +8				
54 Demonic Rusted Spaulders	59	BoA	188	18@ 88
N/A Haycon's Muzzle	60	BoA	190	18@ 28
► SPELL Arcane Resist +10				
56 Spaulders of the Ursson	61	BoE	193	19@ 70
56 Trueshield Shoulders	61	BoA	193	19@ 49
► SPELL Adds 2% Hit, 24 Attack Power				
57 Death's Clutch	62	BoA	197	19@ 57
58 Wyrmtongue Shoulders	63	BoA	199	20@ 36

GOOD LEATHER SHOULDER ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
20 Forest Leather Mantle	25	BoE	89	9@ 82
21 Hillman's Shoulders	26	BoE	92	11@ 99
21 Moonstalker's Shoulder Pads	26	BoE	92	11@ 63
22 Brimblebark Amice	27	BoE	96	12@ 07
22 Earthen Leather Shoulders	27	BoE	96	13@ 06
22 Pirate's Shoulders	27	BoE	96	12@ 55
23 Dark Leather Shoulders	28	BoE	99	14@ 57
23 Wrangler's Mantle	28	BoE	99	13@ 27
24 Dervish Spaulders	29	BoA	103	14@ 84
25 Embossed Shoulders	30	BoE	90	16@ 39
25 Koda Hide Pauldrons	30	BoE	90	16@ 06
26 Pathfinder Shoulder Pads	31	BoE	93	17@ 67
27 Canorian Mantle	32	BoE	97	19@ 44
27 Monk's Shoulders	32	BoE	97	20@ 74
28 Infiltrator Shoulders	33	BoE	99	22@ 81
29 Catbrow's Mantle	34	BoE	102	23@ 52
30 Barbaric Shoulders	35	BoE	105	26@ 09
30 Headhunter's Spaulders	35	BoE	105	25@ 87
30 Isargine Mantle	35	BoE	105	28@ 09
31 Ghazwalker Pads	36	BoE	108	28@ 46
32 Archer's Shoulder Pads	37	BoE	111	32@ 07
32 Boulder Pads	37	BoE	111	33@ 51
33 Hawkeye's Epaullets	38	BoE	114	33@ 81
33 Sentinel Shoulders	38	BoE	114	36@ 60
34 Glyphed Epaullets	39	BoE	116	38@ 24
34 Witch Doctor's Pauldrons	39	BoE	116	36@ 52
35 Nocturnal Shoulder Pads	40	BoE	119	39@ 44
36 Elven Shoulders	41	BoE	122	46@ 61
36 Ravens' Spaulders	41	BoA	122	43@ 31
36 Warden's Mantle	41	BoE	122	42@ 59
37 Nightshade Shoulders	42	BoE	125	47@ 82
37 Ranger Shoulders	42	BoE	125	49@ 26
38 Wolf Rider's Shoulder Pads	43	BoE	127	49@ 48
39 Assassin's Shoulder Pads	44	BoA	130	53@ 66
39 Imperial Leather Spaulders	44	BoA	130	57@ 43
39 Wild Leather Shoulders	44	BoE	130	55@ 37
40 Tracker's Shoulder Pads	45	BoE	133	60@ 95
N/A Loreakin Shoulders	46	BoA	135	65@ 10
42 Cabalist Spaulders	47	BoE	138	69@ 75
42 Scorpion's Shoulder Pads	47	BoE	138	67@ 59
N/A Failed Flying Experiment	48	BoA	141	79@ 62
43 Heretic Spaulders	48	BoE	141	79@ 32
43 Rageclaw Shoulder Pads	48	BoE	141	73@ 00
44 Vampire's Shoulder Pads	49	BoE	144	78@ 11
45 Chieftain's Shoulders	50	BoE	146	85@ 30
N/A Kaylar's Shoulders	50	BoA	146	84@ 98
46 Keeper's Mantle	51	BoE	149	89@ 43
46 Righteous Spaulders	51	BoE	149	93@ 69

GOOD LEATHER SHOULDER ARMOR *continued*

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
48 Jodeline Epaullets	53	BoE	154	100@ 48
N/A Penance Spaulders	53	BoA	154	100@ 25
48 Seraphim Spaulders	53	BoE	154	100@ 70
49 Protector's Pauldrons	54	BoE	157	106@ 50
N/A Saurickshaw Spaulders	54	BoA	157	106@ 90
50 Infernal Shoulder Pads	55	BoE	160	118@ 78
N/A Shadowmaw Spaulders	55	BoA	160	112@ 80
N/A Shizzle's Muzzle	55	BoA	160	118@ 34
50 Splinterhide Shoulders	55	BoA	160	116@ 10
N/A Cloudrift Mantle	56	BoA	163	119@ 40
52 Angelic Shoulders	57	BoE	166	135@ 40
52 Primal Pauldrons	57	BoE	166	126@ 10
N/A Plow Wood Spaulders	58	BoA	168	141@ 54
53 Stormhide Shoulders	58	BoE	168	134@ 49
N/A Wyrmlife Shoulders	58	BoA	168	137@ 36
► SPELL Adds 2% Hit				
54 Nether Rusted Shoulder Pads	59	BoE	171	141@ 20
54 Stormwalker Spaulders	59	BoE	171	144@ 10
54 Stormbrand Shoulders	59	BoE	171	146@ 10
► SPELL Adds 1% Crit				
55 Nightmare Shoulders	60	BoE	173	159@ 40
56 Arch Devil's Epaullets	61	BoE	176	155@ 60
56 Volcanic Shoulders	61	BoE	176	160@ 10
► SPELL Increased Armor 50, Fire Resist +18				
57 Phantom Shoulder Pads	62	BoE	179	174@ 40
57 Runic Leather Shoulders	62	BoE	179	173@ 10
58 Hellfire Shoulders	63	BoE	181	181@ 14
58 Seraphim Shoulder Pads	63	BoE	181	171@ 40

STANDARD LEATHER SHOULDER ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15 Barding Pauldrons	20	None	68	3@ 70
15 Rugged Spaulders	20	None	68	3@ 08
16 Inscribed Leather Spaulders	21	None	72	3@ 70
16 Lupine Mantle	21	None	72	3@ 50
17 Bandit Shoulders	22	None	75	4@ 00
18 Rigid Spaulders	23	None	78	4@ 10
18 Scouring Spaulders	23	None	78	4@ 30
19 Feral Shoulder Pads	24	None	82	5@ 10
20 Prospector's Pads	25	None	84	5@ 10

INFERIOR LEATHER SHOULDER ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15 Patched Leather Shoulder Pads	20	None	65	2@ 07
20 Rawhide Shoulder Pads	25	None	80	4@ 10
21 Tough Leather Shoulders	26	None	83	4@ 10
32 Hardened Leather Shoulder Pads	37	None	100	12@ 70
42 Thick Leather Shoulder Pads	47	None	125	29@ 00
47 Smooth Leather Shoulder Pads	52	None	137	38@ 10
60 Strapped Shoulder Pads	65	None	168	80@ 10

LEATHER WAIST ARMOR

EPIC LEATHER WAIST ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1. Sash of Mercy	61	BoA	158	1 77@ 33
2. SPELL Increase Healing 48				

SUPERIOR LEATHER WAIST ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1. Devotion Sash Belt	23	BoE	48	6@ 58
2. Silver-lined Belt	27	BoE	79	10@ 31
3. Moss Cosh	31	BoA	77	14@ 42
4. Gem-studded Leather Belt	37	BoE	91	26@ 52
5. SPELL Use: Heals Player for 225-375				
6. Dragon's Sash	42	BoE	103	38@ 30
7. Girdle of Infernal Fury	55	BoA	132	93@ 29
8. SPELL Attack Power 30				
9. Ranger's Whipping Belt	55	BoA	132	98@ 19
10. Serpentine Sash	57	BoE	137	1 06@ 01
11. Onyx-studded Girdle	60	BoA	143	1 24@ 34
12. SPELL Increased Armor 90				
13. Indigo's Strand	60	BoA	143	1 20@ 64
14. SPELL Adds 1% Crit				
15. Crystallized Girdle	61	BoA	145	1 26@ 68
16. Furbrite Girdle	62	BoA	147	1 30@ 51
17. SPELL Frost Resist +10				

GOOD LEATHER WAIST ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1. Dryland Belt	14	BoA	46	1@ 51
2. Bard's Belt	15	BoE	49	1@ 80
3. Binding Girdle	15	BoA	49	1@ 75
4. Wendigo Collar	15	BoE	49	1@ 69
5. Feral Card	17	BoE	55	2@ 22
6. Inscribed Leather Belt	17	BoE	55	2@ 44
7. Prospector's Sash	18	BoE	58	2@ 56
8. Bandit Cinch	19	BoE	61	3@ 15
9. Mountstalker's Belt	20	BoA	54	3@ 39
10. Belt of the Fang	21	BoA	57	4@ 05
11. Scouting Belt	21	BoE	57	4@ 22
12. Blackened Duress Belt	22	BoE	59	4@ 51
13. Seafoam Cinch	22	BoA	59	4@ 47
14. Support Girdle	22	BoE	59	4@ 69
15. Briskbank Belt	23	BoE	62	5@ 07
16. Forest Leather Belt	23	BoE	62	5@ 23
17. Nulfin Belt	23	BoE	62	5@ 32
18. Gourmand Belt	24	BoA	64	5@ 86
19. Wrengler's Belt	24	BoA	64	5@ 72
20. Dark Leather Belt	25	BoE	67	7@ 03
21. Heartwood Girdle	25	BoA	67	7@ 50
22. Hillman's Belt	25	BoE	67	7@ 05
23. Pterid Belt	25	BoE	67	7@ 08
24. Girdle of the Blindwatcher	26	BoA	69	8@ 03
25. Kudu Hide Girdle	26	BoA	69	7@ 31
26. Belt of Vindication	27	BoA	72	8@ 23
27. Derish Belt	27	BoE	72	8@ 67
28. Beastmaster's Girdle	28	BoA	74	9@ 47
29. Pathfinder Belt	28	BoA	74	9@ 55
30. Azure Sash	29	BoA	77	10@ 00
31. Canorian Card	29	BoE	77	9@ 73
32. Embossed Belt	29	BoE	77	9@ 89
33. Windong Cinch	29	BoA	77	9@ 73
34. SPELL Attack Power 12				
35. Meditative Sash	30	BoA	68	10@ 92
36. Monk's Waistband	30	BoE	68	11@ 14
37. Ninja Belt	30	BoA	68	11@ 21
38. Windborne Belt	30	BoA	68	10@ 97
39. Catthorn's Belt	31	BoE	70	11@ 78
40. Green Leather Belt	32	BoE	72	13@ 11
41. Infilitator Card	32	BoE	72	13@ 72
42. Grapple's Belt	33	BoA	75	15@ 54
43. Headhunter's Belt	33	BoE	75	14@ 25

GOOD LEATHER WAIST ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
28. Raptor Hide Belt	33	BoE	75	15@ 33
29. Ghastwalker Belt	34	BoE	77	15@ 68
30. Guardian Belt	34	BoE	77	15@ 97
31. Imajima Belt	34	BoE	77	16@ 60
32. N/A Shapher's Girdle	34	BoA	77	14@ 35
33. Archer's Belt	35	BoE	79	18@ 95
34. Ringful Girdle	35	BoA	79	17@ 25
35. SPELL Attack Power 16				
36. Howkay's Card	36	BoE	81	18@ 97
37. Sentinel Girdle	36	BoE	81	20@ 74
38. Witch Doctor's Waistband	37	BoE	83	20@ 87
39. Glyphed Belt	38	BoE	85	23@ 17
40. Nocturnal Sash	38	BoE	85	22@ 54
41. Dusky Belt	39	BoE	87	25@ 87
42. Elven Belt	39	BoE	87	26@ 36
43. Barbaric Belt	40	BoE	89	28@ 04
44. SPELL Use: Adds 30 Rage				
45. Warden's Waistband	40	BoE	89	26@ 79
46. Ranger Card	41	BoE	91	30@ 75
47. Imperial Leather Belt	42	BoE	93	32@ 44
48. N/A Magram Hunter's Belt	42	BoA	93	32@ 31
49. Wolf Rider's Belt	42	BoE	93	30@ 67
50. Assassin's Belt	43	BoE	96	33@ 12
51. N/A Grimsn Horn Prevention Belt	43	BoE	96	33@ 17
52. SPELL Use: Shields User from 500 Dam				
53. N/A Thang's Shoelace	43	BoA	96	35@ 86
54. N/A Belt of Corruption	44	BoA	98	38@ 15
55. N/A Leather Chief's Belt	44	BoA	98	38@ 31
56. Tracker's Belt	44	BoE	98	35@ 64
57. Scorpion Sash	45	BoE	99	38@ 63
58. Cobalt Belt	46	BoE	102	43@ 53
59. Rapscall Belt	46	BoE	102	41@ 72
60. Heraldic Belt	47	BoA	104	46@ 37
61. Vampiric Bindings	47	BoE	104	45@ 06
62. Chieftain's Belt	48	BoE	106	51@ 93
63. Keeper's Card	49	BoE	108	52@ 07
64. Righteous Waistguard	49	BoE	108	53@ 95
65. N/A Vinelodge Cinch	49	BoA	108	40@ 10
66. Serpentine Girdle	50	BoE	110	46@ 69
67. Infernal Belt	52	BoA	114	63@ 70
68. Jodeline Belt	52	BoA	114	63@ 99
69. Praetorian Girdle	53	BoE	116	72@ 73
70. Angelic Belt	54	BoA	118	75@ 27
71. N/A Excavator's Utility Belt	55	BoA	120	75@ 27
72. Pridelord Girdle	55	BoE	120	83@ 68
73. Runic Leather Belt	56	BoE	122	85@ 47
74. Spiritwalker Belt	56	BoE	122	86@ 24
75. Stormhide Belt	56	BoE	122	84@ 57
76. Rafter Runed Belt	57	BoA	124	91@ 48
77. Nightmare Girdle	58	BoE	126	97@ 55
78. Phantom Girdle	59	BoE	128	98@ 84
79. Arch Druid's Belt	60	BoE	130	99@ 01
80. Wicked Leather Belt	60	BoE	130	85@ 47
81. Cadaverous Belt	61	BoA	132	1 03@ 96
82. Seraphim Sash	61	BoE	132	1 03@ 78
83. Flamescarred Girdle	62	BoA	134	1 08@ 97
84. SPELL Fire Resist +20				

STANDARD LEATHER WAIST ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1. N/A Blackened Leather Belt	5	BoA	17	6@
2. Cracked Leather Belt	5	None	17	6@
3. Dirty Leather Belt	5	None	17	6@
4. N/A Horrid Belt	5	BoA	17	6@
5. N/A Old Leather Belt	5	BoA	17	6@
6. N/A Outfitter Belt	5	BoA	17	6@
7. Squealer's Belt	7	None	23	13@
8. N/A Animal Skin Belt	8	BoA	26	19@
9. N/A Primal Belt	8	None	26	18@
10. N/A Burnt Leather Belt	9	None	30	26@
11. Buttered Leather Belt	10	None	33	37@
12. Handstitched Leather Belt	10	None	33	34@

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

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STANDARD LEATHER WAIST ARMOR continued

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
5	Pioneer Belt	10	None	33	35 ●
5	Ratty Old Belt	10	None	33	37 ●
5	Rough Leather Belt	10	None	33	36 ●
5	Tribal Belt	10	None	33	35 ●
6	Grizzly Belt	11	None	35	44 ●
7	Gypsy Sash	12	None	38	57 ●
N/A	Weathered Belt	12	BoA	38	57 ●
8	Hunting Belt	13	None	41	71 ●
9	Ceremonial Leather Belt	14	BoA	44	86 ●
10	Lapins Card	15	BoA	47	1 ● 01 ●
11	Fine Leather Belt	16	None	50	1 ● 25 ●
12	Tanned Leather Belt	17	None	52	1 ● 45 ●
13	Marloc Scale Belt	18	None	55	1 ● 56 ●
17	Cured Leather Belt	22	None	56	2 ● 77 ●
22	Cairboul's Belt	27	None	68	5 ● 24 ●
32	Studded Belt	37	None	79	13 ● 74 ●
45	Reinforced Leather Belt	50	None	104	34 ● 08 ●

INTERIOR LEATHER WAIST ARMOR

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Rugged Leather Belt	5	None	16	48 ●
2	Worn Leather Belt	7	None	22	18 ●
9	Warped Leather Belt	14	None	42	10 ●
13	Patched Leather Belt	18	None	52	1 ● 02 ●
19	Rawhide Belt	24	None	58	2 ● 20 ●
25	Tough Leather Belt	30	None	61	4 ● 60 ●
N/A	Ripped Prospectors Belt	38	BoA	77	9 ● 60 ●
34	Hardened Leather Belt	39	None	79	10 ● 60 ●
39	Thick Leather Belt	44	None	88	15 ● 00 ●
50	Smooth Leather Belt	55	None	108	37 ● 50 ●
58	Strapped Belt	63	None	122	47 ● 80 ●

LEATHER WRIST ARMOR

EPIC LEATHER WRIST ARMOR

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
44	Whispering Armguards	49	BoA	101	80 ● 07 ●

SUPERIOR LEATHER WRIST ARMOR

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
20	Drinking Bands	25	BoA	57	8 ● 53 ●
20	Emisary Cuffs	33	BoA	64	18 ● 25 ●
▶	SPELL Arcane Resist +5				
30	Unearthed Bands	35	BoA	67	20 ● 96 ●
▶	SPELL Attack Power 08				
34	Enchanted Kodo Bracers	39	BoA	75	30 ● 63 ●
47	Darkwater Bracers	52	BoA	97	75 ● 67 ●
▶	SPELL Shadow Resist +7				
50	Drumflay Bracers	55	BoA	103	95 ● 05 ●
52	Cinderhole Armplatters	57	BoA	104	1 ● 03 ● 98 ●
▶	SPELL Fire Resist +10				
56	Black Howler Armguards	61	BoA	113	1 ● 25 ● 70 ●
58	Blackmist Armguards	63	BoA	116	1 ● 40 ● 18 ●
▶	SPELL Increased Hit Chance 1, Shadow Resist +10				

GOOD LEATHER WRIST ARMOR continued

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
10	Bark's Bracers	15	BoA	38	1 ● 74 ●
11	Feral Bindings	16	BoA	41	1 ● 93 ●
12	Inscribed Leather Bracers	17	BoA	43	2 ● 29 ●
12	Prospector's Cuffs	17	BoA	43	2 ● 22 ●
N/A	Ridgeback Bracers	18	BoA	45	2 ● 79 ●
N/A	Savannah Bracers	18	BoA	45	2 ● 56 ●
14	Bandit Bracers	19	BoA	48	3 ● 18 ●
15	Monocleric's Bracellets	20	BoA	42	3 ● 54 ●
16	Scouting Bracers	21	BoA	44	4 ● 25 ●
17	Brilliant Bindings	22	BoA	46	4 ● 72 ●
18	Wrangler's Wristbands	23	BoA	48	5 ● 07 ●
19	Forest Leather Bracers	24	BoA	50	5 ● 84 ●
20	Beaver Bracers	25	BoA	52	7 ● 05 ●
20	Kodo Hide Cuffs	25	BoA	52	6 ● 47 ●
N/A	Lamplike Bracers	25	BoA	52	6 ● 47 ●
20	Owl Bracers	25	BoA	52	7 ● 04 ●
20	Wolf Bracers	25	BoA	52	7 ● 03 ●
21	Black Wolf Bracers	26	BoA	54	7 ● 68 ●
21	Deepwood Bracers	26	BoA	54	7 ● 51 ●
21	Puffindur Bracers	26	BoA	54	7 ● 31 ●

GOOD LEATHER WRIST ARMOR continued

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
21	Pirate's Bracers	26	BoA	54	7 ● 20 ●
22	Bands of Serpents	27	BoA	56	8 ● 77 ●
22	Cenarian Cuffs	27	BoA	56	8 ● 98 ●
23	Derish Bracers	27	BoA	56	8 ● 78 ●
23	Emblazoned Bracers	28	BoA	58	9 ● 88 ●
23	Glowing Leather Bracers	28	BoA	58	9 ● 95 ●
24	Cutthroat's Armguards	29	BoA	60	9 ● 78 ●
24	Madwolf Bracers	29	BoA	60	10 ● 70 ●
24	Monkey's Wristbands	29	BoA	60	10 ● 20 ●
25	Headhunter's Bands	30	BoA	53	10 ● 70 ●
25	Jurassic Wristguards	30	BoA	53	11 ● 13 ●
26	Infiltrator Bracers	31	BoA	55	11 ● 74 ●
28	Ghastly Bracers	33	BoA	58	14 ● 25 ●
28	Insignia Bracers	33	BoA	58	15 ● 14 ●
29	Archer's Bracers	34	BoA	60	15 ● 70 ●
30	Honkoy's Bracers	35	BoA	61	18 ● 30 ●
31	Green Leather Bracers	36	BoA	63	19 ● 34 ●
31	Sentinel Bracers	36	BoA	63	20 ● 60 ●
32	Dusky Bracers	37	BoA	65	21 ● 40 ●
32	Glyphed Bracers	37	BoA	65	22 ● 30 ●
33	Green Whelp Bracers	38	BoA	66	23 ● 80 ●
33	Marloc Scale Bracers	38	BoA	66	23 ● 16 ●
33	Witch Doctor's Bindings	38	BoA	66	22 ● 50 ●
34	Elven Bands	39	BoA	68	25 ● 80 ●
34	Guardian Leather Bracers	39	BoA	68	25 ● 80 ●
34	Nocturnal Wristbands	39	BoA	68	24 ● 30 ●
35	Warrior's Wristbands	40	BoA	69	26 ● 20 ●
36	Ranger Wristguards	41	BoA	71	30 ● 60 ●
37	Imperial Leather Bracers	42	BoA	73	33 ● 60 ●
37	Wolf Rider's Wristbands	42	BoA	73	30 ● 60 ●
38	Assassin's Bands	43	BoA	74	33 ● 120 ●
39	Scorpion's Wristbands	44	BoA	76	35 ● 70 ●
39	Tracker's Wristguards	44	BoA	76	37 ● 80 ●
40	Cavalier Bracers	45	BoA	77	40 ● 140 ●
41	Heretic Bracers	46	BoA	79	44 ● 30 ●
41	Rageword Bracers	46	BoA	79	41 ● 70 ●
42	Vampire Bands	47	BoA	81	45 ● 60 ●
43	Chieftain's Bracers	48	BoA	82	48 ● 50 ●
43	Keeper's Bindings	48	BoA	82	48 ● 60 ●
44	Righteous Bracers	49	BoA	84	53 ● 30 ●
45	Jadehide Bracellets	50	BoA	85	55 ● 70 ●
45	Serpentkin Bracers	50	BoA	85	60 ● 50 ●
46	Practitioner Wristbands	51	BoA	87	59 ● 60 ●
47	Infernal Armplatters	52	BoA	89	65 ● 70 ●
48	Priesthood Bands	53	BoA	90	66 ● 90 ●
48	Wicked Leather Bracers	53	BoA	90	73 ● 110 ●

GOOD LEATHER WRIST ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
4	Agate Bracers	54	BoE	92	72@ 18
9	Basic Leather Bracers	55	BoE	93	76@ 54
60	Steelehide Bracers	55	BoE	93	75@ 27
02	Spinebreaker Bracers	56	BoE	95	79@ 88
35	Reaper Runed Armguards	57	BoE	97	84@ 57
65	Highmoss Armguards	58	BoE	98	94@ 66
61	Arch Druid's Armguards	59	BoE	100	94@ 13
68	Shillide Bracers	60	BoA	101	98@ 84
03	SPELL Frost Resist +15				
56	Phantom Armplates	60	BoE	101	03@ 19
38	Seraphim Bindings	60	BoE	101	98@ 84
	Hellfire Bracers	61	BoE	103	06@ 75

STANDARD LEATHER WRIST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
	Corded Leather Bracers	5	None	13	6@
	Dry Leather Bracers	5	None	13	6@
13	Hamaki Bracers	5	BoA	13	6@
	Wolfskin Bracers	5	BoA	13	6@
	Feral Bracers	7	BoA	18	13@
	Burnt Leather Bracers	8	None	21	19@
	Sandrunner Wristwraps	8	BoA	21	20@
	Zombie Skin Bracers	8	BoA	21	19@
1	Hardstitched Leather Bracers	9	None	23	28@
	Primal Bonds	9	None	23	26@
	Ironed Leather Bracers	10	None	25	34@
	Power Bracers	10	None	25	36@
13	Plain Hunter Wristwraps	10	BoA	25	35@

STANDARD continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
5	Rough Leather Bracers	None	25	37@	
5	Sturdy Leather Bracers	None	25	38@	
5	Tribal Bracers	None	25	38@	
6	Grizzly Bracers	None	28	44@	
N/A	Burnt Hide Bracers	12	BoA	30	60@
7	Gypsy Bands	12	None	30	57@
7	Ice-covered Bracers	12	None	30	58@
8	Ceremonial Leather Bracers	13	BoE	32	70@
N/A	Ivy Cuffs	13	BoA	32	72@
9	Gnarl Kindred Bracers	14	None	34	87@
9	Hunting Bracers	14	None	34	87@
9	Light Leather Bracers	14	None	34	84@
9	Lupine Cuffs	14	BoA	34	84@
12	Tanned Leather Bracers	17	None	41	1@ 45
17	Cured Leather Bracers	22	None	44	2@ 78
22	Cuirballe Bracers	27	None	53	5@ 27
32	Studded Bracers	37	None	61	12@ 62
45	Reinforced Leather Bracers	50	None	81	34@ 46

INFERIOR LEATHER WRIST ARMOR

M	LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	4	Ragged Leather Bracers	4	None	10	2@
4	9	Worn Leather Bracers	9	None	22	18@
6	11	Wargled Leather Bracers	11	None	26	32@
15	20	Patched Leather Bracers	20	None	38	1@ 34
16	21	Ruined Leather Bracers	21	None	40	1@ 61
22	27	Tough Leather Bracers	27	None	50	3@ 51
29	34	Hardened Leather Bracers	34	None	54	6@ 27
38	43	Thick Leather Bracers	43	None	67	14@ 02
54	59	Smooth Leather Bracers	59	None	90	28@ 11

MAIL CHEST ARMOR

EPIC MAIL CHEST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
	Ironmail Jerkin	44	BoE	344	1@ 41@ 13
	SPELL Frost Resist +10				
	Savage Gladiator Chain	57	BoA	441	3@ 35@ 33
	SPELL Adds +20 Defense, +2% Crit				
	Divine Scale Breastplate	62	BoE	480	4@ 19@ 37
	SPELL Increased Armor 150, Fire Resist +9				
	Invulnerable Mail	63	BoE	487	4@ 38@ 36
	SPELL Adds 150 Armor, 20 Defense, and Negates 5% of Physical Attacks				

SUPERIOR MAIL CHEST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
	Phantom Armor	25	BoA	220	18@ 80
	Tortoise Armor	25	BoA	220	18@ 72
	SPELL Increased Armor 110				
	Martyr's Chain	26	BoE	229	22@ 13
	Water Scale Breastplate	28	BoA	246	26@ 20
	Shining Silver Breastplate	29	BoE	255	29@ 35
	Brutal Hood	30	BoA	226	30@ 98
	SPELL Use: Adds 30 Range				
	Double Link Tunic	30	BoE	226	31@ 08
	SPELL Increased Armor 60				
	Fire Hardened Hood	30	BoA	226	32@ 42
	SPELL Use: Adds 30 Range				
	Avenger's Armor	31	BoE	234	33@ 79
	Ironplate's Ribcage	35	BoA	263	53@ 20

SUPERIOR MAIL CHEST ARMOR

M	LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
31	36	Green Iron Hood	BoE	270	56@ 58	
▶		SPELL Increased Armor 120				
33	38	Archon Chestpiece	BoE	282	67@ 23	
34	39	Scarlet Chestpiece	BoE	287	69@ 92	
39	44	Deathchill Armor	44	BoA 315	1@ 04@ 34	
39	44	Polished Jazzerint Armor	44	BoA 315	1@ 03@ 01	
43	48	Gothrillo Scale Armor	48	BoA 342	1@ 46@ 34	
46	51	Dragonplate Breastplate	51	BoE 363	1@ 84@ 53	
▶		SPELL Fire & Frost Resist +13, Shadow Resist +12, Use: Absorb 600 Magic Dam				
▶		Atlatl Breastplate	52	BoA 370	1@ 84@ 32	
▶		SPELL Attack Power 22				
▶		Green Dragonplate Breastplate	52	BoE 370	1@ 99@ 38	
▶		SPELL Nature Resist +11				
49	54	Withers Mail	54	BoE 384	2@ 06@ 42	
▶		SPELL Increase Nature Dmg 20				
52	57	Blue Dragonplate Breastplate	57	BoE 405	2@ 44@ 09	
▶		SPELL Arcane Resist +8				
52	57	Deathdealer Breastplate	57	BoA 405	2@ 45@ 90	
▶		SPELL Adds 2% Crit				
53	58	Black Dragonplate Breastplate	58	BoE 412	2@ 60@ 71	
▶		SPELL Attack Power 50, Fire Resist +8				
56	61	Bloodmold Hood	61	BoA 433	3@ 25@ 09	
▶		SPELL Adds 1% Dodge				
56	61	Red Dragonplate Breastplate	61	BoE 433	2@ 98@ 34	
▶		SPELL Increase Healing 60, Fire Resist +12				
57	62	Bronze Hood	62	BoA 440	3@ 38@ 84	
▶		SPELL Attack Power 56				
57	62	Dreamwalker Chestpiece	62	BoE 440	3@ 33@ 87	
58	63	Breastplate of the Chosen	63	BoA 446	3@ 59@ 55	

GOOD MAIL CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
3	Copper Chain Vest	10	BoE	97	1@ 42
4	Charge's Armor	11	BoE	107	1@ 79
4	Warrior's Tunic	11	BoE	107	1@ 89
8	Battle Chain Tunic	13	BoE	125	2@ 95
8	Dragon's Hawk	13	BoE	125	2@ 81
N/A	Explorer's Vest	13	BoE	125	2@ 85
10	Infantry Tunic	13	BoE	125	3@ 05
10	Cadet Vest	15	BoE	143	4@ 06
N/A	Guerrilla Armor	15	BoE	143	4@ 36
N/A	Ironhook Chain	15	BoE	143	4@ 07
10	Sharkskin	15	BoE	143	4@ 23
10	Wax-polished Armor	15	BoE	143	4@ 16
11	Ironforge Chain	16	BoE	153	4@ 96
11	Veteran Armor	16	BoE	153	4@ 76
11	War Iron Tunic	16	BoE	153	4@ 65
13	Brackwater Vest	18	BoE	171	4@ 53
13	Rusted Copper Breastplate	18	BoE	171	4@ 30
13	Soldier's Armor	18	BoE	171	4@ 75
15	Ironforge Breastplate	20	BoE	161	8@ 71
►	SPELL Increased Armor 30				
15	Raider's Chestplate	20	BoE	161	8@ 11
16	Bladesworded Surcoat	21	BoE	169	9@ 36
16	Burnished Tunic	21	BoE	169	10@ 01
N/A	Violet Scale Armor	22	BoE	177	11@ 40
18	Defender Tunic	23	BoE	185	13@ 12
N/A	Oriskany Chain	23	BoE	185	12@ 69
18	War Wolf Chestplate	23	BoE	185	12@ 16
N/A	Chestplate of Kite	24	BoE	193	14@ 18
19	Outrunner's Chestguard	24	BoE	193	13@ 74
N/A	Wildwood Chain	24	BoE	193	15@ 09
N/A	Deputy Chain Coat	25	BoE	200	16@ 68
N/A	Ferret Chain	25	BoE	200	16@ 56
20	Furified Chain	26	BoE	200	16@ 82
21	Duty Chain Armor	26	BoE	200	17@ 69
21	Grant's Chestplate	26	BoE	200	17@ 55
21	Silvered Bronze Breastplate	26	BoE	208	18@ 31
22	Holt of Horvitz	27	BoE	216	19@ 91
22	Lambent Scale Breastplate	27	BoE	216	21@ 19
22	Hulking Chestguard	28	BoE	224	21@ 24
24	Humber's Chestplate	28	BoE	224	21@ 40
24	Battleforge Armor	29	BoE	232	24@ 47
25	Large Ogre Chain Armor	30	BoE	206	26@ 69
25	Scaled Chain Breastplate	30	BoE	206	25@ 70
26	Glimmering Mail Breastplate	31	BoE	213	29@ 39
26	Sentry's Surcoat	31	BoE	213	28@ 27
27	Barbaric Iron Breastplate	32	None	219	33@ 30
28	Ambrush's Chestguard	33	BoE	226	36@ 77
28	Slayer's Surcoat	33	BoE	226	34@ 21
30	Wicked Chain Chestplate	34	BoE	233	37@ 63
30	Days Shredder Plate	35	BoE	240	41@ 27
30	Phalanx Breastplate	35	BoE	240	42@ 56
31	Redlink Scale Breastplate	36	BoE	245	45@ 54
31	Mail Combat Armor	36	BoE	245	47@ 85
32	Pillager's Chestguard	37	BoE	251	50@ 09
32	Rampage Chestguard	38	BoE	256	54@ 05
34	Burning Blade Breastplate	39	BoE	261	58@ 43
34	Knights' Breastplate	39	BoE	261	59@ 15
35	Golden Scale Goggles	40	BoE	266	65@ 58
35	Warrior's Tunic	40	BoE	266	63@ 10
35	Steel Breastplate	40	BoE	266	64@ 88
►	SPELL Increased Armor 150				
41	Chief Brigadier Armor	41	BoE	272	72@ 68
41	Sparkshell Breastplate	41	BoE	272	68@ 15
N/A	Baranek Chestguard	42	BoE	277	73@ 68
N/A	Blood-forged Armor	42	BoE	277	77@ 93
N/A	Gelko Marauder Chain	42	BoE	277	73@ 66
42	Turtle Scale Breastplate	42	BoE	277	75@ 67
43	Sinist Scale Chestguard	43	BoE	282	79@ 49
39	Captain's Breastplate	44	BoE	287	93@ 25
39	Ranger's Armor	44	BoE	287	85@ 85
39	Tough Scorpion Breastplate	44	BoE	287	86@ 28
N/A	Blockwater Tunic	45	BoE	291	1@ 01 40
N/A	Brigade Breastplate	45	BoE	291	99@ 30
N/A	Downwind's Chestplate	45	BoE	291	99@ 69
41	Ancient Chestplate	46	BoE	298	1@ 00 14
41	Drake-scale Vest	46	BoE	298	1@ 00 93
42	Blackforge Breastplate	47	BoE	304	1@ 16 99
42	Battlelink Armor	47	BoE	304	1@ 08 15

GOOD MAIL CHEST ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
43	Champion's Armor	48	BoE	311	1@ 23@ 25
49	Khan's Chestplate	49	BoE	317	1@ 24@ 18
45	Warrior's Chestplate	50	BoE	323	1@ 37@ 35
51	Gryphon Mail Breastplate	51	BoE	330	1@ 48@ 36
46	Thunderbolt Breastplate	51	BoE	330	1@ 54@ 50
47	Island Chestplate	52	BoE	336	1@ 51@ 48
48	Heavy Scorpion Vest	53	BoE	343	1@ 64@ 38
48	Lion's Breastplate	53	BoE	343	1@ 69@ 48
N/A	Splintered Armor	53	BoE	343	1@ 68@ 50
49	Protector Breastplate	54	BoE	349	1@ 70@ 43
49	Radiant Breastplate	54	BoE	349	1@ 70@ 43
►	SPELL Frost & Shadow Resist +16				
50	Cruiser's Armor	55	BoE	355	1@ 97@ 75
N/A	Managuard Chestplate	55	BoE	355	1@ 80@ 68
51	Dark Iron Mail	56	BoE	362	1@ 92@ 55
51	Elshard Armor	56	BoE	362	1@ 99@ 100
51	Ironhide Breastplate	56	BoE	362	1@ 91@ 49
52	Diamond Surcoat	57	BoE	368	2@ 02@ 90
N/A	Prism Scale Hawk	57	BoE	368	2@ 04@ 84
N/A	Battleplate Armor	58	BoE	374	2@ 30@ 54
53	Divine Breastplate	58	BoE	374	2@ 33@ 81
53	Ray Decayed Armor	58	BoE	374	2@ 15@ 140
54	Bloodstained Breastplate	59	BoE	381	2@ 25@ 92
N/A	Jade Scale Breastplate	59	BoE	381	2@ 25@ 92
N/A	Willow Band Hawk	59	BoE	381	2@ 25@ 92
55	Allyscal Breastplate	60	BoE	387	2@ 54@ 86
56	Impenetrable Breastplate	61	BoE	393	2@ 49@ 57
57	Hellkiter Chestguard	62	BoE	400	2@ 61@ 53
57	Savage Mail Tunic	62	BoE	400	2@ 75@ 119
57	Tempest Breastplate	62	BoE	400	2@ 69@ 89
59	Mercurial Breastplate	64	BoE	412	3@ 12@ 16
59	Warlord's Chestguard	64	BoE	412	2@ 88@ 34
60	Kraken Breastplate	65	BoE	419	3@ 23@ 109
60	Triumphal Chestplate	65	BoE	419	3@ 02@ 75

STANDARD MAIL CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Barkmail Vest	5	BoE	47	1@ 16
1	Frontman Chain Vest	5	None	47	1@ 16
N/A	Jagged Chain Vest	5	BoE	47	1@ 16
N/A	Rugged Mail Vest	5	BoE	47	1@ 16
1	Rusted Chain Vest	5	None	47	1@ 16
1	Tarnished Chain Vest	5	None	47	1@ 16
2	Mountainous Chestplate	7	None	65	2@ 24
2	Rough Copper Vest	7	None	65	2@ 26
5	Light Chain Armor	10	None	92	3@ 26
5	Light Mail Armor	10	None	92	3@ 26
N/A	Singe Brigade Vest	10	BoE	92	3@ 27
12	Chieftain Armor	17	None	154	3@ 48
17	Scalman Vest	22	None	168	7@ 11
18	Rough Bronze Goggles	23	None	175	7@ 12
22	Polished Scale Vest	27	None	205	11@ 35
32	Augmented Chain Vest	37	None	238	31@ 34
45	Brigantine Vest	50	None	307	85@ 54

INTERIOR MAIL CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Flemy Chain Vest	5	None	45	1@ 16
5	Loose Chain Vest	10	None	88	5@ 38
9	Warm Mail Vest	14	None	121	1@ 26
11	Laced Mail Vest	16	None	137	1@ 16
17	Linked Chain Vest	22	None	159	4@ 28
23	Reinforced Chain Vest	28	None	201	4@ 28
28	Double Mail Vest	33	None	263	14@ 75
40	Overlaid Chain Armor	45	None	282	36@ 56
49	Laminated Scale Armor	54	None	314	71@ 98
57	Sterling Chain Armor	62	None	360	1@ 07@ 48

MAIL FOOT ARMOR

SUPERIOR MAIL FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
21	Shin-linked Footguards	21	BoE	128	8 50
32	Cowmold Trudgers	32	BoE	146	29 45
35	Scarlet Boots	35	BoE	181	37 90
35	Ravenous Scale Boots	35	BoE	181	39 94
37	Black Oye Kickers	37	BoE	190	45 81
50	Olven Chain Boots	50	BoE	244	1 29 54
54	Woodstock Greaves	54	BoA	264	1 41 43
57	Savage Gladiator Greaves	57	BoA	278	1 93 00
59	Therapy's Goloshes	59	BoA	288	2 11 68
61	Wind Dancer Boots	61	BoA	297	2 25 61
61	SPELL Adds 1% Dodge	61	BoA	297	2 33 38
61	Windweaver Greaves	61	BoA	297	2 33 38

GOOD MAIL FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15	Greaves of the People's Militia	15	BoA	98	3 31
15	Mat Stompers	15	BoA	98	3 31
16	Woodpatterned Sabatons	16	BoA	105	3 30
16	Padded Lamellar Boots	16	BoA	105	3 72
17	Crocodile Boots	17	BoA	111	4 03
17	Soldier's Boots	17	BoE	111	4 09
17	War Point Boots	17	BoE	111	4 03
18	Tunneler's Boots	18	BoA	118	4 69
19	Blackrock Boots	19	BoE	124	5 06
19	Raider's Boots	19	BoE	124	5 33
20	Outrunner's Slippers	20	BoE	110	6 13
21	Burnished Boots	21	BoE	116	7 05
21	Grant's Boots	21	BoE	116	7 05
22	Drudge Boots	22	BoA	122	8 30
23	Defender Boots	23	BoE	127	9 38
23	Savage Trodders	23	BoA	127	9 34
24	Hulking Boots	24	BoE	132	10 35
25	Fortified Boots	25	BoE	138	12 31
25	Gold Milite Boots	25	BoA	138	12 57
25	Quagmire Goloshes	25	BoA	138	12 49
26	Silvered Bronze Boots	26	BoE	143	13 17
27	Dangerous Chain Boots	27	BoE	149	15 73
27	Lambent Scale Boots	27	BoE	149	15 73
27	Spiked Chain Greaves	27	BoE	149	14 54
28	Sentry's Sabatons	28	BoA	154	16 06
29	Butterfuge Boots	29	BoE	159	18 30
29	Green Iron Boots	29	BoE	159	17 67
29	Slayer's Slippers	29	BoE	159	17 66
31	Glimmering Mail Greaves	31	BoE	146	22 30
31	Wicked Chain Boots	31	BoE	146	21 30
32	Amulet's Boots	32	BoE	151	24 07
32	Resilient Scale Sabatons	32	BoE	151	23 43
32	Trouncing Boots	32	BoE	151	23 80
33	Pilgrim's Boots	33	BoE	155	25 77
34	Phalanx Boots	34	BoE	160	29 03
35	Mail Combat Boots	35	BoE	165	33 01
36	Barbaric Iron Boots	36	BoE	169	37 06
36	Rearguard Boots	36	BoE	169	35 27
37	Burning Blade Boots	37	BoE	172	37 73
37	Knight's Boots	37	BoE	172	39 83
37	Polished Steel Boots	37	BoE	172	39 37
38	Warrior's Gounlets	38	BoE	176	40 75
39	Chief Brigadier Boots	39	BoE	180	47 11
39	Sparkshell Sabatons	39	BoE	180	44 01
40	Heroic Boots	40	BoE	183	52 21
40	Golden Scale Boots	40	BoE	183	49 77
41	Silken Scale Boots	41	BoE	187	51 34
42	Captain's Boots	42	BoE	190	56 80
42	Darkspore Boots	42	BoA	190	60 21
42	Ravager's Boots	42	BoE	190	55 54
43	Brigade Boots	43	BoA	194	63 68
44	Ancient Greaves	44	BoE	197	64 67
45	Blackfuge Greaves	45	BoE	200	72 33
45	Ironclad Sabatons	45	BoE	200	69 85
45	Boots of Zui'ner	45	BoA	200	75 36
45	Ironclad Boots	45	BoA	200	71 78
46	Champion's Greaves	46	BoE	205	82 84

GOOD MAIL FOOT ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
46	Chain's Greaves	46	BoE	205	75 44
47	Gryphon Mail Greaves	47	BoE	209	87 98
47	Tough Scarp'd Boots	47	BoE	209	83 75
48	Warmonger's Greaves	48	BoE	213	92 18
49	Islebrand Sabatons	49	BoA	218	94 15
49	Thunderstrike Greaves	49	BoA	218	94 54
50	Protector Sabatons	50	BoE	222	1 00 74
51	Lord's Boots	51	BoE	227	1 07 52
52	Atal's Boots	52	BoA	231	1 19 77
52	Ironhide Greaves	52	BoE	231	1 14 26
53	Cruader's Boots	53	BoE	236	1 32 12
53	Flamefoot Greaves	53	BoA	236	1 21 12
54	Dragonarm Greaves	54	BoE	240	1 28 39
55	Ebonhail Boots	55	BoE	244	1 43 62
57	Divine Greaves	57	BoE	253	1 66 76
58	Abyssal Boots	58	BoE	257	1 78 01
58	Bloodstir Boots	58	BoE	257	1 62 09
58	Radiant Boots	58	BoE	257	1 64 21
58	SPELL Frost & Shadow Resist +15	58	BoE	257	1 64 21
59	Impenetrable Sabatons	59	BoE	262	1 70 19
59	Swiftfoot Battleboots	59	BoE	262	1 73 12
60	Hellcraze Greaves	60	BoE	266	1 78 70
60	Tempter Boots	60	BoE	266	1 87 17
61	Bloodmail Boots	61	BoA	270	1 87 99
61	Mercurial Greaves	61	BoE	270	2 01 68
62	Warlord's Sabatons	62	BoE	275	1 97 02
63	Krakon Boots	63	BoE	279	2 23 96
63	Savage Mail Boots	63	BoE	279	2 18 41
63	Triumphal Sabatons	63	BoE	279	2 06 87

STANDARD MAIL FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
5	N/A Outfitter Boots	5	None	33	10 18
5	Rusted Chain Boots	5	None	33	11 09
5	Tarnished Chain Boots	5	None	33	11 09
5	N/A Tracking Boots	5	None	33	11 09
8	N/A Cryptwalker Boots	8	None	51	34 09
9	Copper Chain Boots	9	None	57	42 48
9	Perrine's Boots	9	None	57	42 48
9	Charger's Boots	10	None	64	68 09
10	N/A Cliff Rammer Boots	10	None	64	64 64
10	Light Chain Boots	10	None	64	64 64
10	Light Mail Boots	10	None	64	64 64
10	N/A Lightweight Boots	10	None	64	64 64
10	Warrior's Boots	10	None	64	66 06
11	Infantry Boots	11	None	70	81 05
12	Battle Chain Boots	12	None	76	85 08
13	Cadet Boots	13	None	81	1 38 30
13	War Torn Slippers	13	None	81	1 27 07
14	Veteran Boots	14	None	87	1 57 37
15	Brookwater Boots	15	BoE	94	1 91 01
17	Chainmail Boots	17	None	106	2 05 50
18	Rough Bronze Boots	18	None	112	2 08 95
22	Scalemail Boots	22	None	116	4 38 08
27	Polished Scale Boots	27	None	141	8 79 07
37	Augmented Chain Boots	37	None	164	23 87 07
50	Brigandine Boots	50	None	211	65 13 07

INFERIOR MAIL FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
3	Flimsy Chain Boots	3	None	19	3 04
4	Loose Chain Boots	4	None	54	33 00
13	Warm Mail Boots	13	None	77	92 00
20	Loose Mail Boots	20	None	99	2 55 00
21	Linked Chain Boots	21	None	105	3 02 00
27	Reinforced Chain Boots	27	None	134	5 97 00
32	Double Mail Boots	32	None	136	9 62 00
46	Overlinked Chain Boots	46	None	184	31 70 00
53	Laminated Scale Boots	53	None	212	49 40 00
65	Stirling Chain Boots	65	None	259	91 61 00

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

MAIL HAND ARMOR

EPIC MAIL HAND ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
44	Edgemaster's Handguards	49	BoE	238	1	06	01
	▶ SPELL Increased 10 Aoe						

SUPERIOR MAIL HAND ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
18	Thorium Gauntlets	23	BoE	127	7	07	87
23	Algae Fish	28	BoA	154	12	07	75
29	Grobbs Paws	34	BoA	160	22	07	60
31	Reticulated Bone Gauntlets	36	BoE	169	29	07	16
31	Stormgale Fish	36	BoE	169	29	07	05
39	Gauntlets of Divinity	44	BoA	197	54	07	36
	▶ SPELL Attack Power 32						
40	Dragonazole Gauntlets	45	BoE	200	59	07	79
	▶ SPELL Adds 1% Crit						
41	Markwater Gauntlets	46	BoE	205	60	07	86
48	Buttercutter Gauntlets	53	BoE	236	1	03	74
52	Savage Gladiator Grips	57	BoA	253	1	27	67
53	Mulien Fish	58	BoA	257	1	30	83
	▶ SPELL Fireball, Fire Resist +10						
54	Storm Gauntlets	59	BoE	262	1	40	99
	▶ SPELL Fire Resist +10, Add 3 Dam, Add 13 to Nature spells						
N/A	Vooner's Vice Grips	60	BoA	266	1	45	33
	▶ SPELL Adds 2% Crit						
58	Decorative Gauntlets	63	BoA	279	1	72	10

GOOD MAIL HAND ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
10	Gemmed Copper Gauntlets	15	BoE	90	2	06	16
10	Veteran Gloves	15	BoE	90	2	09	09
12	Sapper's Gloves	17	BoE	101	2	09	89
12	Skunktail Gauntlets	17	BoE	101	2	09	78
12	Soldier's Gauntlets	17	BoE	101	2	09	67
N/A	Rugged Mail Gloves	18	BoA	107	3	04	34
13	Warrior's Gloves	18	BoE	107	3	07	07
14	Raider's Gauntlets	19	BoE	113	3	08	58
15	Blackrock Gauntlets	20	BoE	100	4	05	05
N/A	Bridgeworker's Gloves	20	BoA	100	4	18	04
15	Burnished Gloves	20	BoE	100	4	08	08
15	Outrigger's Gloves	20	BoE	100	4	07	07
N/A	Riveted Gauntlets	20	BoA	100	4	19	04
N/A	Grunt's Handwraps	21	BoE	106	4	08	04
N/A	Right Watch Gauntlets	21	BoA	106	4	73	04
N/A	Polar Gauntlets	22	BoA	111	5	07	07
N/A	Dagmire Gauntlets	23	BoA	115	6	01	41
18	Defender Gauntlets	23	BoE	115	6	49	06
18	Hulking Gauntlets	23	BoE	115	6	08	06
N/A	Gloves of Brann	24	BoA	120	7	14	07
N/A	Hedgepaw Gauntlets	24	BoA	120	7	22	07
N/A	Fortified Gauntlets	25	BoE	125	8	25	08
N/A	Palatirider Gloves	25	BoA	125	7	87	07
21	Spiked Chain Gauntlets	26	BoE	130	8	77	08
22	Lambent Scale Gloves	27	BoE	135	10	52	09
22	Sentry's Gloves	27	BoE	135	9	65	09
22	Silvered Bronze Gauntlets	27	BoE	135	9	65	09
23	Beaklike Scale Gauntlets	28	BoA	140	11	24	11
23	Ironclaw Gauntlets	28	BoE	140	11	45	11
	▶ SPELL Attack Power 12						
24	Slayer's Gloves	29	BoE	145	11	68	11
25	Glimmering Mail Gauntlets	30	BoE	129	13	40	12
25	Green Iron Gauntlets	30	BoE	129	12	95	12
25	Wicked Chain Gauntlets	30	BoE	129	12	85	12
26	Amberclaw Gauntlets	31	BoA	133	14	26	13
N/A	Brutal Gauntlets	31	BoA	133	15	46	13
N/A	Fire Hardened Gauntlets	31	BoA	133	14	97	13
27	Beaklike Scale Gauntlets	32	BoE	137	15	55	14
27	Baselard Gauntlets	32	BoE	137	15	85	14
27	Gauntlets of Ogre Strength	32	BoE	137	16	21	14
	▶ SPELL Attack Power 16						
28	Phoenix Gauntlets	33	BoE	141	17	78	15

GOOD MAIL HAND ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
29	Mail Combat Gauntlets	34	BoE	146	19	04	19
29	Pillager's Gloves	34	BoE	146	18	07	19
30	Burning Blade Gauntlets	35	BoE	150	20	07	20
30	Ramgale Gauntlets	35	BoE	150	21	07	20
31	Marsader's Gauntlets	36	BoE	153	22	07	21
32	Barbaric Iron Gloves	37	BoE	157	27	17	22
32	Knight's Gauntlets	37	BoE	157	25	04	22
33	Chief Brigadier Gauntlets	38	BoE	160	28	15	22
33	Scarlet Gauntlets	38	BoE	160	27	08	22
33	Sparkshell Gauntlets	38	BoE	160	27	05	22
34	Sinhal Scale Gloves	39	BoE	163	29	07	23
35	Berserker Gauntlets	40	BoE	167	31	07	23
35	Ravager's Handwraps	40	BoE	167	31	15	23
36	Captain's Gauntlets	41	BoE	170	37	04	23
36	Golden Scale Gauntlets	41	BoE	170	36	07	23
36	Turtle Scale Gloves	41	BoE	170	34	11	23
37	Ancient Gauntlets	42	BoE	173	36	08	23
38	Brigade Gauntlets	43	BoE	176	42	07	24
38	Blackforce Gauntlets	44	BoE	179	43	08	24
39	Ironclaw Gauntlets	44	BoE	179	42	07	24
39	Mithril Scale Gloves	44	BoE	179	44	07	24
40	Khan's Gloves	45	BoE	182	46	04	24
40	Tough Sargol Gauntlets	45	BoE	182	46	04	24
41	Champion's Gauntlets	46	BoE	186	54	07	24
42	Gryphon Mail Gauntlets	47	BoE	190	58	08	24
42	Warhammer's Gauntlets	47	BoE	190	56	23	24
43	Icebrand Gauntlets	48	BoE	194	58	04	24
44	Thunderclaw Gauntlets	49	BoE	198	62	07	24
45	Lord's Gauntlets	50	BoE	202	73	14	24
45	Protector Gauntlets	50	BoE	202	66	04	24
47	Crusader's Gauntlets	52	BoE	210	75	03	24
47	Ironhide Gauntlets	52	BoE	210	75	04	24
48	Diamond Gauntlets	53	BoE	214	80	07	24
N/A	Moldering Gauntlets	53	BoA	214	80	28	24
N/A	Brazen Gauntlets	54	BoA	218	89	04	24
49	Ironhold Gauntlets	54	BoE	218	89	07	24
50	Blacksteel Gauntlets	55	BoE	222	90	12	24
N/A	Bricksteel Gauntlets	55	BoA	222	91	11	24
N/A	Grishab Gauntlets	55	BoA	222	95	07	24
50	Heavy Scarpal Gauntlets	55	BoE	222	96	07	24
51	Divine Gauntlets	56	BoE	226	1	05	24
52	Impenetrable Gauntlets	57	BoE	230	1	01	24
52	Radiant Gloves	57	BoE	230	1	02	24
	▶ SPELL Frost & Shadow Resist +12						
53	Alloyed Gauntlets	58	BoE	234	1	17	24
54	Tempest Gauntlets	59	BoE	238	1	17	24
54	Tranquil Gauntlets	59	BoA	238	1	19	24
	▶ SPELL Adds 8 to Bow						
55	Gilded Gauntlets	60	BoA	242	1	20	24
55	Hellclaw Gauntlets	60	BoE	242	1	18	24
56	Woodmail Gauntlets	61	BoA	246	1	24	24
56	Darkspearer Claws	61	BoA	246	1	27	24
	▶ SPELL Nature & Shadow Resist +13						
56	Mercurial Gauntlets	61	BoE	246	1	27	24
57	Warlord's Gauntlets	62	BoE	250	1	30	24
58	Kraken Gauntlets	63	BoE	254	1	47	24
58	Triumphant Gauntlets	63	BoE	254	1	37	24

STANDARD MAIL HAND ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
N/A	Boar Handler Gloves	5	BoA	30	1	08	34
N/A	Painted Chain Gloves	5	BoA	30	1	08	34
1	Rested Chain Gloves	5	None	30	1	08	35
1	Tarnished Chain Gloves	5	None	30	1	08	36
N/A	Cold Steel Gauntlets	8	BoA	46	7	08	36
4	Warrior's Gloves	9	None	52	1	08	37
5	Charger's Handwraps	10	None	58	4	08	37
5	Light Chain Gloves	10	None	58	4	08	37
5	Light Mail Gloves	10	None	58	4	08	38
N/A	Mass-covered Gauntlets	10	BoA	58	6	08	38

STANDARD MAIL HAND ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
11	Stormwind Chain Gloves	10	BoA	58	42@
21	Battle Chain Gloves	11	None	63	56@
31	Infantry Coppers	11	None	63	54@
41	Unadorned Coppers	12	None	69	71@
51	War Tarn Handgrips	12	None	69	67@
61	Leather Coppers	13	None	74	92@
71	Brackwater Coppers	14	BoE	80	1@ 06@
81	Naamagry Overlaid	14	BoA	80	1@ 01@
91	Blackspattered Gloves	15	BoE	85	1@ 21@
101	Ornamental Gloves	17	None	96	1@ 76@
111	Scaled Gloves	22	None	105	3@ 22@
121	Polished Scale Gloves	27	None	128	5@ 88@
131	Augmented Chain Gloves	37	None	149	15@ 96@
141	Brigantine Gloves	50	None	192	40@ 44@

INFERIOR MAIL HAND ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Flimsy Chain Gloves	4	None	23	3@
2	Loose Chain Gloves	7	None	39	11@
3	Worn Mail Gloves	11	None	60	29@
13	Laced Mail Gloves	18	None	96	1@ 29@
19	Linked Chain Gloves	24	None	108	2@ 98@
25	Reinforced Chain Gloves	30	None	116	5@ 34@
31	Double Mail Gloves	36	None	138	9@ 71@
41	Overlaid Chain Gloves	47	None	171	23@ 57@
54	Laminated Scale Gloves	59	None	214	46@ 59@
62	Sterling Chain Gloves	67	None	243	67@ 81@

MAIL HEAD ARMOR

EPIC MAIL HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
59	Helm of Havr	59	BoE	371	2@ 76@ 36@

SUPERIOR MAIL HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
32	Epocher Crown	32	BoE	196	30@ 21@
33	Sunshine Helm	33	BoE	202	32@ 01@
42	SPELL Fire Resist +10				
42	Raging Berserker's Helm	42	BoA	247	68@ 63@
42	SPELL Adds 1% Crit				
47	High Burgis Helm	47	BoE	272	1@ 05@ 43@
52	Brimstone	52	BoE	300	1@ 36@ 69@
55	Helm of Exile	55	BoA	317	1@ 69@ 80@
56	Horns of Erimikus	56	BoA	323	85@ 97@
57	Savage Gladiator Helm	57	BoA	329	1@ 90@ 73@
61	Helm of the Great Chief	61	BoE	352	2@ 42@ 85@
63	SPELL Aura of Resolve				
63	Crown of Tyranny	63	BoA	363	2@ 53@ 36@
63	SPELL Adds 40 to Group Attack Power, lowers Spirit by 10.				

GOOD MAIL HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
31	Brutal Helm	31	BoA	173	23@ 28@
31	Fire Hardened Helm	31	BoA	173	22@ 21@
31	Glimmering Mail Helm	31	BoA	173	22@ 45@
31	Sentry's Headress	31	BoA	173	21@ 20@
32	Ambrusher's Helm	32	BoA	178	23@ 90@
33	Phoenix Headguard	33	BoA	184	26@ 58@
33	Slayer's Skullcap	33	BoA	184	25@ 66@
33	Sparkmetal Helm	33	BoA	184	28@ 25@
33	Tuskon Helm	33	BoA	184	26@ 27@
34	Green Iron Helm	34	BoA	189	30@ 53@
34	Wicked Chain Helmet	34	BoA	189	28@ 22@
35	Barbaric Iron Helm	35	BoE	195	33@ 37@
35	Beastlike Scale Crown	35	BoE	195	31@ 05@
35	Mail Combat Headguard	35	BoE	195	37@ 98@
36	Renegade Circlet	36	BoA	199	36@ 86@
37	Pilgrim's Crown	37	BoA	204	37@ 57@
38	Burning Blade Circlet	38	BoA	208	40@ 57@
38	Golden Scale Helm	38	BoA	208	44@ 05@
38	Knight's Headguard	38	BoA	208	41@ 39@
39	Chief Brigadier Helm	39	BoE	212	46@ 72@
39	Marsuder's Helmet	39	BoA	212	43@ 87@
40	Sparkmetal Crown	40	BoA	216	47@ 33@
41	Berserker Helm	41	BoA	221	53@ 57@
41	Goblin Mining Helmet	41	BoA	221	52@ 55@
42	SPELL Adds 5 to Mining				
42	Captain's Circlet	42	BoE	225	60@ 38@
42	Silithid Scale Coronet	42	BoE	225	55@ 20@
43	Ranger's Crown	43	BoA	229	59@ 62@
43	Skullsplitter Helm	43	BoA	229	61@ 72@

GOOD MAIL HEAD ARMOR continued

44	Brigade Circlet	44	BoE	223	69@ 95@
45	Ancient Crown	45	BoE	237	69@ 54@
45	Blackforge Helm	45	BoE	237	74@ 69@
46	Baselink Helmet	46	BoE	242	75@ 10@
46	Mithril Helm	46	BoE	242	79@ 55@
46	Turtle Scale Helm	46	BoE	242	77@ 80@
47	Champion's Helmet	47	BoA	247	88@ 45@
48	Khan's Helmet	48	BoE	252	87@ 60@
48	Warman's Circlet	48	BoE	252	92@ 11@
50	Gryphon Mail Crown	50	BoE	263	1@ 07@ 15@
50	Thunderstorm Helm	50	BoE	263	1@ 01@ 15@
50	Tough Scorpion Helm	50	BoE	263	1@ 02@ 72@
51	Drakefire Headguard	51	BoA	268	1@ 08@ 30@
51	Lord's Crown	51	BoE	268	1@ 07@ 45@
52	Indurand Circlet	52	BoE	273	1@ 13@ 76@
53	Crusader's Helm	53	BoE	278	1@ 21@ 67@
53	Protector Helm	53	BoA	278	1@ 20@ 58@
54	Conservator Helm	54	BoA	283	1@ 38@ 42@
55	Clayridge Helm	55	BoA	289	1@ 40@ 44@
55	Ebonhold Helmet	55	BoE	289	1@ 43@ 51@
55	Ironhide Helmet	55	BoE	289	1@ 35@ 49@
56	Doemantic Crown	56	BoA	294	1@ 43@ 62@
57	Divine Circlet	57	BoE	299	1@ 52@ 39@
58	Bloodstreak Helm	58	BoA	304	1@ 61@ 37@
59	Abysmal Helm	59	BoA	309	1@ 68@ 96@
59	Heavy Scorpion Helm	59	BoE	309	1@ 82@ 30@
59	Radiant Circlet	59	BoE	309	1@ 70@ 34@
60	SPELL Frost & Shadow Resist +18				
60	Impenetrable Helm	60	BoE	314	1@ 77@ 91@
61	Tempest Band	61	BoE	314	1@ 87@ 03@
61	Hellcrafter Helm	61	BoE	320	1@ 86@ 80@
62	Mercurial Circlet	62	BoE	325	1@ 99@ 48@
63	Dragonbane Helm	63	BoA	330	2@ 15@ 84@
63	SPELL Attack Power 28				
63	Kraken Helm	63	BoE	330	2@ 08@ 65@
63	Warlord's Helmet	63	BoE	330	2@ 55@ 95@
64	Triumph Skullcap	64	BoE	335	2@ 16@ 25@

STANDARD MAIL HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
37	Augmented Chain Helm	37	None	194	24@ 56@
50	Brigantine Helm	50	None	250	59@ 97@

INFERIOR MAIL HEAD ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
30	Double Mail Helm	30	None	150	7@ 71@
44	Overlinked Helm	44	None	210	26@ 14@
54	Laminated Scale Helm	54	None	255	51@ 12@

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS



MAIL LEG ARMOR



EPIC MAIL LEG ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
N/A	Leggings of the Chromatic Defier	62	BoA	420	4	54	82
N/A	Leggins of the Chromatic Defier	62	BoA	420	4	25	65



SUPERIOR MAIL LEG ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
N/A	Chausses of Westfall	24	BoA	185	17	27	27
21	Dreamrunner Leggings	26	BoE	200	22	41	41
N/A	Dual Reinforced Leggings	37	BoA	241	63	44	44
34	SPELL Increased Armor 180						
34	Leggings of the Vault	39	BoE	252	73	19	19
34	Firmament Leggings	39	BoE	252	76	21	21
38	SPELL Fire Resist +10						
38	Scarlet Leggings	43	BoA	271	95	87	87
48	Scouringcale Leggings	53	BoA	330	2	01	41
38	SPELL Fire Resist +10						
49	Green Dragonscale Leggings	54	BoE	336	2	24	82
51	SPELL Nature Resist +11						
51	Windrunner Leggings	56	BoA	348	2	50	65
52	Savage Gladiator Leggings	57	BoA	354	7	53	36
53	Woolies of the Prancing Minstrel	58	BoA	360	2	68	64
57	SPELL Adds 2% Dodge						
57	Moonstone Leggings	62	BoA	385	3	13	18
57	Black Dragonscale Leggings	62	BoE	385	3	19	33
58	SPELL Attack Power 54, Fire Resist +8						
58	Tristram Leggings	63	BoA	391	3	33	88
58	SPELL Attack Power 34						



GOOD MAIL LEG ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
N/A	Blacklock Leggings	10	BoA	85	1	42	42
5	Warrior's Pants	10	BoE	85	1	46	46
6	Chaper's Pants	11	BoE	93	1	79	79
7	Battle Chain Pants	12	BoE	101	2	35	35
7	Infantry Leggings	12	BoE	101	2	45	45
8	Burned Copper Pants	13	BoE	109	2	99	99
N/A	Stormwind Guard Leggings	13	BoA	109	2	90	90
9	Cadet Leggings	14	BoE	117	3	36	36
9	War Tans Kilt	14	BoE	117	3	37	37
10	Veteran Leggings	15	BoE	125	4	15	15
11	Blackwater Leggings	16	BoA	134	4	92	92
N/A	Seller's Leggings	17	BoA	142	5	39	39
13	Soldier's Leggings	17	BoE	142	5	33	33
13	Blowdowner Briches	18	BoA	150	6	15	15
N/A	Gargyle Leggings	18	BoA	150	6	15	15
N/A	Gusthorn Leggings	18	BoA	150	6	15	15
14	Goblin Mail Leggings	19	BoE	158	7	13	13
14	Raider's Leggings	19	BoE	158	7	41	41
15	War Point Leggings	19	BoE	158	7	07	07
15	Ferment's Leggings	20	BoE	140	8	10	10
15	Burnished Leggings	21	BoE	148	9	33	33
16	Rough Bronze Leggings	21	BoA	148	9	67	67
17	Outrunner's Leggings	22	BoE	155	10	76	76
18	Defender Leggings	23	BoE	161	13	07	07
18	Mighty Chain Pants	23	BoA	161	12	21	21
19	Gren's Leggings	24	BoE	168	13	74	74
19	Lagomarine's Leggings	24	BoE	168	15	03	03
20	Furified Leggings	25	BoE	175	16	64	64
20	Hulking Leggings	25	BoE	175	15	53	53
N/A	Durichire Mail Leggings	26	BoA	182	18	10	10
N/A	Lambent Scale Leggings	26	BoE	182	19	19	19
N/A	Mullechle Chain Leggings	26	BoA	182	17	96	96
N/A	Juggernaut Leggings	27	BoA	189	20	66	66
22	Splink Chain Leggings	27	BoE	189	19	31	31



GOOD MAIL LEG ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE	VALUE
23	Battleforge Leggings	28	BoA	196	22	30	30
N/A	Brutal Leggings	29	BoA	203	23	30	30
N/A	Fire Hardened Leggings	29	BoA	203	24	60	60
N/A	Plainsguard Leggings	29	BoA	203	23	37	37
24	Sentry's Leggings	29	BoE	203	23	37	37
25	Glimmering Mail Leggings	30	BoE	180	26	60	60
N/A	Mercenary Leggings	30	BoA	180	26	60	60
26	Green Iron Leggings	31	BoE	186	29	36	36
26	Silvered Bronze Leggings	31	BoE	186	28	40	40
27	Amber's Leggings	32	BoE	192	31	63	63
27	Slayer's Pants	32	BoE	192	32	16	16
28	Wicked Chain Leggings	33	BoE	198	34	27	27
29	Golden Scale Leggings	34	BoA	204	38	82	82
29	Phoenix Leggings	34	BoA	204	39	41	41
30	Recluse Scale Leggings	35	BoE	210	41	40	40
31	Mail Combat Leggings	36	BoE	215	46	46	46
31	Pillager's Leggings	36	BoE	215	45	54	54
32	Burning Blade Braches	37	BoE	219	50	09	09
32	Rampage Leggings	37	BoE	219	54	25	25
N/A	Stranger's Cavalry Leggings	37	BoA	219	54	38	38
33	Marauder's Leggings	38	BoE	224	54	10	10
34	Knight's Leggings	39	BoE	229	59	37	37
35	Chief Brigadier Leggings	40	BoE	233	67	53	53
35	Sparklehall Leggings	40	BoE	233	63	10	10
36	Shibid Scale Leggings	41	BoE	238	68	15	15
37	Berserker Leggings	42	BoE	242	77	42	42
37	Mithril Scale Pants	42	BoE	242	80	53	53
37	SPELL Adds 1% Dodge						
37	Orchid War Leggings	42	BoE	242	77	39	39
38	Captain's Leggings	43	BoA	246	86	65	65
38	Reaver's Woolen	43	BoA	246	79	49	49
39	Ancient Leggings	44	BoE	251	85	85	85
40	Brigade Leggings	45	BoE	255	93	49	49
40	Indolent Scale Leggings	45	BoE	255	1	01	76
41	SPELL Fire & Frost Resist +13						
41	Blackforge Leggings	46	BoE	261	1	01	36
41	Bonelock Leggings	46	BoE	261	1	00	140
42	Khan's Leggings	47	BoE	266	1	08	150
42	Turtle Scale Leggings	47	BoE	266	1	09	520
43	Champion's Leggings	48	BoE	272	1	26	91
44	Tough Scorpion Leggings	49	BoE	277	1	27	040
44	Wormrunner's Leggings	49	BoE	277	1	31	06
45	Gryphon Mail Leggings	50	BoE	283	1	44	030
46	Island Leggings	51	BoE	289	1	43	09
46	Thunderbolt Leggings	51	BoE	289	1	44	030
47	Lord's Leggings	52	BoE	294	1	52	40
48	Protector Leggings	53	BoE	300	1	60	760
49	Crowder's Leggings	54	BoE	305	1	72	61
50	Ironhide Leggings	55	BoE	311	1	80	650
51	Domestic Leggings	56	BoE	316	1	91	49
51	Ebonhide Leggings	56	BoE	316	2	03	58
N/A	Outrider Leggings	56	BoA	316	2	05	29
52	Bloodlust Briches	57	BoE	322	2	03	160
52	Divine Leggings	57	BoE	322	2	03	90
52	Heavy Scorpion Leggings	57	BoE	322	2	17	60
54	Abyrdal Leggings	59	BoE	333	2	26	150
55	Impenetrable Leggings	60	BoE	338	2	37	270
N/A	Primal Leggings	60	BoA	338	2	51	440
56	SPELL Increase Nature Dmg 17						
56	Bloodmail Leggings	61	BoA	344	2	71	350
56	Hellcater Leggings	61	BoA	344	2	49	07
56	Radiant Leggings	61	BoA	344	2	53	30
56	SPELL Frost & Shadow Resist +18						
56	Tempest Leggings	61	BoE	344	2	62	710
57	Warlord's Leggings	62	BoE	350	2	61	510
58	Mercer's Leggings	62	BoE	355	2	81	370
58	Triumph Leggings	63	BoE	355	2	74	410
59	Krokan Leggings	64	BoE	361	2	93	720

STANDARD MAIL LEG ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
11 Belter's Chain Leggings	5	BoA	41	14
12 Painted Chain Leggings	5	BoA	41	14
13 Roamer's Leggings	5	BoA	41	14
14 Rusted Chain Leggings	5	None	41	15
15 Tarnished Chain Leggings	5	None	41	15
16 Copper Chain Pants	9	None	73	67
17 Light Chain Leggings	10	None	81	87
18 Light Mail Leggings	10	None	81	87
19 Brass Scale Pants	11	BoA	89	1
20 Chainmail Pants	17	None	135	3
21 Scalemail Pants	22	None	147	6
22 Polished Scale Leggings	22	None	180	11
23 Augmented Chain Leggings	37	None	208	31
24 Brigandine Leggings	50	None	269	86

INFERIOR MAIL LEG ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1 Flimsy Chain Pants	2	None	16	2
3 Loose Chain Pants	8	None	62	31
7 Worn Mail Pants	12	None	91	89
14 Loosened Mail Pants	19	None	142	2
20 Linked Chain Pants	25	None	158	6
21 Reinforced Chain Pants	26	None	164	7
30 Double Mail Pants	35	None	189	17
38 Overlinked Chain Pants	43	None	222	34
51 Laminated Scale Pants	56	None	285	79
59 Sterling Chain Pants	64	None	325	1

MAIL SHOULDER ARMOR

SUPERIOR MAIL SHOULDER ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
24 Sparklemail Mantle	29	BoE	191	23
27 Herald's Shoulder	42	BoA	228	68
30 Skeleton Shoulders	43	BoE	232	73
40 Shoulders of a Lost Age	45	BoE	240	85
49 Dragonmail Shoulders	55	BoA	293	1
51 Black Dragonmail Shoulders	59	BoE	314	2
52 SPELL Arcane Resist +6	60	BoE	319	2
53 Black Dragonmail Shoulders	60	BoE	319	2
54 SPELL Attack Power 40, Fire Resist +6	61	BoE	325	2
55 Draconic Epaulet	61	BoE	325	2
56 SPELL Fire Resist +10	63	BoA	335	2
57 Bananaga Shoulder	63	BoA	335	2
58 SPELL Dual 60-90 Dam Vs. Attackers Who Crit				

GOOD MAIL SHOULDER ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
20 Leathermail Paddings	25	BoE	150	12
21 Silvered Bronze Shoulders	25	BoE	150	12
22 Fortified Shoulders	26	BoE	156	14
23 Hailing Shoulders	26	BoE	156	14
24 Lambent Scale Paddings	27	BoE	162	14
25 Spiked Chain Shoulder Pads	27	BoE	162	14
26 Battleforge Shoulders	28	BoE	168	17
27 Glorious Shoulders	28	BoE	168	17
28 Elbe Shoulders	30	BoE	154	21
29 Glimmering Mail Paddings	30	BoE	154	20
30 Sentry's Shoulders	30	BoE	154	19
31 Slayer's Shoulder Pads	31	BoE	159	21
32 Antebaker's Paddings	32	BoE	165	23
33 Barbed Iron Shoulders	32	BoE	165	25
34 Green Iron Shoulders	32	BoE	165	25
35 Wicked Chain Shoulder Pads	32	BoE	165	23
36 Phoenix Shoulders	33	BoE	170	27
37 Basilisk Scale Shoulder Pads	34	BoE	175	28
38 Golden Scale Shoulders	35	BoE	180	31
39 Mail Combat Shoulders	35	BoE	180	32
40 Grim Paddings	36	BoA	184	34
41 Pilgrim's Paddings	36	BoE	184	34
42 Frost Metal Paddings	37	BoA	188	38
43 Runegate Paddings	37	BoE	188	41
44 Burning Blade Paddings	38	BoE	192	40
45 Knight's Paddings	38	BoE	192	43
46 Wrangling Shoulders	38	BoA	192	40
47 Chief Brigadier Paddings	40	BoE	200	47

GOOD MAIL SHOULDER ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
48 Enforcer Paddings	40	BoA	200	50
49 Marauder's Shoulder Pads	40	BoE	200	47
50 Pillager's Paddings	40	BoA	200	48
51 Sanguine Paddings	40	BoA	200	47
52 Berserker Paddings	41	BoE	204	54
53 Sparklemail Shoulder Pads	41	BoE	204	51
54 Slitth Scale Shoulder Pads	41	BoE	208	55
55 Captain's Shoulders	42	BoE	211	61
56 Ravager's Mantle	43	BoE	211	59
57 Ancient Paddings	44	BoE	215	64
58 Brigade Paddings	44	BoE	215	65
59 Bonelink Epaulet	45	BoE	219	69
60 Rockhard Paddings	45	BoA	219	71
61 Blackfury Paddings	46	BoE	223	79
62 Champion's Paddings	47	BoE	228	81
63 Khan's Mantle	47	BoE	228	81
64 Mithril Scale Shoulder	47	BoE	228	86
65 Gryphon Mail Paddings	48	BoE	233	95
66 Tough Scorpion Shoulders	48	BoE	233	89
67 Icebrand Shoulder Pads	49	BoE	238	94
68 Wurminger's Paddings	49	BoE	238	99
69 Thunderbolt Paddings	50	BoE	242	1
70 Protector Pads	51	BoE	247	1
71 Lord's Paddings	52	BoE	252	1
72 Crusader's Paddings	53	BoE	257	1
73 Ironhide Paddings	53	BoE	257	1
74 Draconic Epaulet	54	BoE	262	1
75 Elanhold Shoulder Pads	54	BoE	262	1
76 Lord Surveyor's Mantle	55	BoA	266	1
77 Divine Paddings	56	BoE	271	1
78 Bloodstained Epauls	57	BoE	276	1
79 Abyssal Paddings	58	BoE	281	1
80 Impenetrable Paddings	59	BoE	285	1
81 Tempest Paddings	60	BoE	290	1
82 Windchirper Paddings	60	BoA	290	1
83 SPELL Arcane Resist +20				
84 Heavy Scorpion Shoulders	61	BoE	295	2
85 Hellkiter Shoulder Pads	61	BoE	295	1
86 Mercator Paddings	62	BoA	300	2
87 Royal Cap Shoulders	62	BoA	300	2
88 Warlord's Shoulder Pads	62	BoE	300	1
89 Kraken Paddings	63	BoE	304	2
90 Savage Mail Shoulders	63	BoE	304	2
91 Triumph Shoulder Pads	63	BoE	304	2

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

STANDARD MAIL SHOULDER ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
16	Bloodstained Shoulder Pads	21	None	120	4@ 23
16	Raider's Shoulderpads	21	None	120	4@ 31
17	Burnished Shoulders	22	None	126	5@ 15
17	Rough Bronze Shoulders	22	None	126	5@ 32
17	War Point Shoulder Pads	22	None	126	4@ 86
18	Blackrock Pauldrons	23	None	131	5@ 83
18	Outrunner's Pauldrons	23	None	131	5@ 49
19	Defender Pauldrons	24	None	137	6@ 67
N/A	Durable Chain Shoulders	24	BoA	137	6@ 24
20	Grunt's Pauldrons	25	None	143	7@ 02

INFERIOR MAIL SHOULDER ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15	Laced Mail Shoulderpads	20	None	108	2@ 80
16	Linked Chain Shoulderpads	21	None	114	2@ 84
22	Reinforced Chain Shoulderpads	27	None	146	6@ 19
34	Double Mail Shoulderpads	39	None	176	18@ 19
42	Ornamented Chain Shoulderpads	42	None	187	24@ 34
50	Laminated Scale Shoulderpads	55	None	240	56@ 36
64	Sterling Chain Shoulderpads	69	None	300	13@ 49

MAIL WAIST ARMOR

SUPERIOR MAIL WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15	Stormbringer Belt	20	BoE	99	5@ 34
19	Cobra's Girdle	24	BoA	119	8@ 44
28	Girdle of Golden Strength	33	BoA	140	20@ 55
N/A	SPELL Adds 5 Defense				
N/A	Stonewall Girdle	36	BoA	152	28@ 30
N/A	SPELL Increased Armor 100				
37	Boar Champion's Belt	42	BoA	171	45@ 41
44	Belt of the Gladiator	49	BoA	196	77@ 16
52	Childhood Girdle	57	BoA	228	1@ 27 67
N/A	SPELL Frost Resist +10				
55	Chieftain's Girdle	60	BoA	239	1@ 53@ 10
N/A	SPELL Attack Power 44				
57	Detention Strap	62	BoA	247	1@ 64@ 47

GOOD MAIL WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Clothed Belt	15	BoA	81	2@ 05
10	Silver Duffel Belt	15	BoE	81	2@ 03
11	Soldier's Girdle	16	BoA	86	2@ 33
12	War Point Waistband	17	BoE	91	2@ 67
N/A	Breakwater Girdle	18	BoA	96	3@ 37
13	Raider's Belt	18	BoE	96	3@ 12
14	Outrunner's Cord	19	BoA	101	3@ 53
15	Burnished Girdle	20	BoE	90	4@ 35
15	Grunt's Belt	20	BoE	90	4@ 07
15	Rumorsale Girdle	20	BoE	90	4@ 19
17	Defender Girdle	22	BoE	100	5@ 72
17	Hulking Belt	22	BoE	100	5@ 38
18	Warrior's Girdle	23	BoE	104	6@ 41
19	Fortified Belt	24	BoE	108	7@ 33
20	Splined Chain Belt	25	BoE	113	7@ 78
21	Lambent Scale Girdle	26	BoE	117	8@ 81
21	Sentry's Sash	26	BoE	117	8@ 77
23	Butcher's Girdle	28	BoE	126	11@ 20
23	Slayer's Sash	28	BoE	126	11@ 18
24	Gorgon's War Belt	29	BoE	130	12@ 23
24	Glimmering Mail Girdle	29	BoE	130	12@ 28
25	Wicked Chain Waistband	30	BoE	116	12@ 85
26	Amicus's Girdle	31	BoE	120	14@ 32
N/A	Brilliant Scale Belt	31	BoE	120	14@ 13
N/A	Brighthead Girdle	32	BoA	123	16@ 96
N/A	Phoenix Girdle	32	BoE	123	16@ 22
N/A	Belt of the Stars	33	BoA	127	18@ 58
N/A	Croaker Belt	33	BoA	127	18@ 17
N/A	Pillager's Girdle	33	BoE	127	17@ 10
29	Burning Blood Belt	34	BoE	131	18@ 81
29	Mail Combat Belt	34	BoE	131	20@ 14
N/A	Branches' Belt	35	BoA	135	20@ 70
30	Marauder's Belt	35	BoE	135	20@ 70
30	Reigns Belt	35	BoE	135	22@ 25
31	Sparkshell Belt	36	BoE	138	23@ 06
32	Knight's Girdle	37	BoE	141	26@ 82
32	Serket Belt	37	BoE	141	25@ 07
33	Chief Brigadier Girdle	38	BoA	144	27@ 91
33	Sithil Scale Armguards	38	BoE	144	27@ 63
34	Reverent's Cord	39	BoE	147	29@ 21

GOOD MAIL WAIST ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
35	Berserker Belt	40	BoE	150	22@ 94
36	Ancient Belt	41	BoA	153	24@ 07
36	Captain's Waistguard	41	BoE	153	35@ 40
37	Ronin's Belt	42	BoA	156	36@ 80
37	Heavy Natchal Belt	42	BoE	156	38@ 85
38	Brigade Girdle	43	BoA	158	43@ 05
39	Blackforge Girdle	44	BoA	161	44@ 78
39	Sargent Chain Belt	44	BoA	161	45@ 40
N/A	SPELL Adds 1% Crit				
41	Champion's Girdle	46	BoE	168	50@ 58
N/A	Girdle of Reginald	46	BoA	168	52@ 07
N/A	SPELL Deals 75-125 Dam When Struck (1% Chance)				
41	Khan's Belt	46	BoE	168	50@ 07
N/A	Nightshade Girdle	47	BoA	171	55@ 21
47	Warrior's Belt	47	BoE	171	56@ 44
43	Gryphon Mail Belt	48	BoA	175	59@ 07
44	Island Belt	49	BoE	178	62@ 09
44	Thunderbolt Girdle	49	BoA	178	62@ 53
45	Lord's Girdle	50	BoE	182	73@ 45
45	Protector Waistband	50	BoE	182	64@ 84
N/A	Strangefire Girdle	50	BoA	182	72@ 64
46	Ironhide Belt	51	BoA	186	71@ 54
47	Croaker's Belt	52	BoE	189	76@ 33
47	Radiant Belt	52	BoE	189	75@ 15
N/A	SPELL Frost & Shadow Resist +12				
54	Doemonic Belt	54	BoE	196	85@ 21
49	Ebonhold Girdle	54	BoE	196	89@ 06
55	Bloodlust Belt	55	BoE	200	90@ 32
50	Divine Girdle	55	BoE	200	90@ 07
N/A	Gold Link Belt	56	BoA	203	95@ 74
51	Impenetrable Belt	56	BoE	203	1@ 03@ 73
52	Abyssal Girdle	57	BoE	207	1@ 11@ 58
53	Hellfire Belt	58	BoA	211	1@ 07@ 58
N/A	Sage's Girdle	59	BoA	214	1@ 12@ 86
54	Tempest Belt	59	BoA	214	1@ 17@ 87
54	Warrior's Belt	59	BoE	214	1@ 12@ 86
55	Triumphal Girdle	60	BoE	218	1@ 18@ 90
56	Bloodmail Belt	61	BoA	221	1@ 36@ 89
56	Foresight Girdle	61	BoE	221	1@ 31@ 48
56	Mercenary Girdle	61	BoE	221	1@ 33@ 37
57	Krakon Girdle	62	BoE	225	1@ 41@ 56

STANDARD MAIL WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Latched Belt	5	BoA	27	7@
N/A	Painted Chain Belt	5	BoA	27	7@
1	Rusted Chain Belt	5	None	27	7@
N/A	Resic Belt	5	BoA	27	7@
1	Tarnished Chain Belt	5	None	27	7@
N/A	Cloped Belt	8	BoA	42	23@
3	Warrior's Girdle	8	None	42	23@
N/A	Wide Metal Girdle	8	BoA	42	23@
4	Charger's Belt	9	None	47	31@
5	Battle Chain Girdle	10	None	52	41@

STANDARD MAIL WAIST ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Infantry Belt	10	None	52	44
2	Light Chain Belt	10	None	52	43
3	Light Mail Belt	10	None	52	41
4	Copper Chain Belt	11	None	57	56
5	Royal Frostmare Girdle	11	None	57	55
6	Stocked Girdle	11	BoE	57	54
7	Cadet Belt	12	None	62	72
8	War Torn Girdle	13	None	67	84
9	Belt of the People's Militia	14	BoE	72	102
10	Brackwater Girdle	14	BoE	72	101
11	Veteran Girdle	14	None	72	100
12	Bloodspattered Sash	15	BoE	77	127
13	Chieftain Belt	17	None	87	175
14	Rural Copper Belt	18	None	91	198
15	Salem Belt	22	None	95	308
16	Polished Scale Belt	27	None	116	581
17	Augmented Chain Belt	37	None	134	1578
18	Brigandine Belt	50	None	173	4202

INFERIOR MAIL WAIST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Floppy Chain Belt	2	None	10	1
3	Loose Chain Belt	8	None	40	16
7	Worn Mail Belt	12	None	59	48
14	Laced Mail Belt	19	None	91	47
20	Linked Chain Belt	25	None	101	30
21	Reinforced Chain Belt	26	None	105	30
29	Double Mail Belt	34	None	118	70
29	Overlinked Chain Belt	44	None	145	170
47	Laminated Scale Belt	52	None	170	300
58	Staring Chain Belt	63	None	205	540

MAIL WRIST ARMOR

SUPERIOR MAIL WRIST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
10	Animal Handcuffs	26	BoA	100	100
10	Yorgen Bracers	27	BoE	104	120
15	Pugilist Bracers	30	BoE	99	160
16	Crusader Bindings	41	BoE	131	430
17	Ironage's Bracers	42	BoA	133	440
18	SPELL Increased Armor 50				
18	Shenecale Bracers	49	BoA	153	760
18	Pyramet Wristguards	57	BoE	177	250
18	SPELL Fire Resist +10				
18	Lordly Armguards	59	BoE	183	400
18	Bronzeplate Armguards	60	BoA	186	490
18	Longguard Armbraces	61	BoA	189	600
18	SPELL Increase Healing 30				

GOOD MAIL WRIST ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Breastlaced Wristbands	30	BoA	90	130
N/A	Fire-welded Bracers	30	BoA	90	140
26	Phalanx Bracers	31	BoE	93	140
27	Pilgrimage Bracers	32	BoE	96	150
28	Mail Combat Armguards	33	BoE	99	170
29	Burning Blade Bracers	34	BoE	102	180
29	Renegade Bracers	34	BoE	102	190
30	Marshall's Bracers	35	BoE	105	200
N/A	Durakin Bracers	36	BoA	107	240
31	Knight's Bracers	36	BoE	107	240
31	Scarlet Wristguards	36	BoE	107	230
31	Spartan Bracers	36	BoE	107	220
32	Chief Brigadier Bracers	37	BoE	110	240
N/A	Duskcap Armbraces	37	BoA	110	260
32	Shield Scale Bracers	37	BoE	110	250
34	Barbarian Bracers	39	BoE	114	290
N/A	Auric Bracers	40	BoA	117	310
35	Captain's Bracers	40	BoE	117	320
35	Reverge's Armguards	40	BoE	117	310
35	Reverge's Armguards	40	BoA	117	310
N/A	War Rider Bracers	40	BoA	117	320
37	Archer Bracers	42	BoE	121	360
37	Brigade Bracers	42	BoE	121	390
37	Turtle Scale Bracers	42	BoE	121	400
38	SPELL Increased Armor 100				
38	Blackfinge Bracers	43	BoE	123	410
38	Bonfire Bracers	43	BoE	123	390
38	Midriff Scale Bracers	43	BoE	123	410
39	Tough Scorpion Bracers	44	BoE	125	430
40	Champion's Bracers	45	BoE	127	460
40	Khaz's Bracers	45	BoE	127	460
42	Wurmgar's Bracers	46	BoE	130	510
42	Gryphon Mail Bracers	47	BoE	133	550
43	Island Bracers	48	BoE	136	580
44	Thunderbolt Bracers	48	BoE	136	630
44	Law's Armguards	49	BoE	139	650
44	Protector Armguards	49	BoE	139	670
N/A	Chieftain Cuffs	50	BoA	141	680
45	Ironhide Cuffs	50	BoE	141	660
N/A	Prophet's Hand Ring	50	BoA	141	730
46	Crusader's Armguards	51	BoE	144	770
46	Demonic Bindings	51	BoE	144	710
46	Heavy Scorped Bracers	51	BoE	144	760
48	Shielded Wristguards	52	BoE	147	780
48	Blasphemous Bracers	53	BoE	150	800
49	Divine Bracers	54	BoE	153	880
50	Impermeable Bindings	55	BoE	155	900

GOOD MAIL WRIST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15	Bloodspattered Wristbands	15	BoE	63	20
15	Soldier's Wristguards	15	BoE	63	20
17	Raider's Bracers	17	BoE	71	20
17	War Point Bindings	17	BoE	71	20
18	Cavalier Bracers	18	BoA	75	30
18	Outrigger's Cuffs	18	BoE	75	30
19	Burnished Bracers	19	BoE	79	30
19	Giant's Bracers	19	BoE	79	30
22	Defender Bracers	22	BoE	77	50
22	Hulking Bands	22	BoE	77	50
23	Rough Bronze Bracers	23	BoE	81	60
24	Fortified Bracers	24	BoE	84	70
25	Patterned Bronze Bracers	25	BoE	88	80
25	Rift Bracers	25	BoA	88	80
25	Spiked Chain Wristbands	25	BoE	88	80
26	Reed Bracers	26	BoA	91	80
26	Lambent Scale Bracers	26	BoE	91	90
26	Sentry's Armbraces	26	BoE	91	80
27	Butterfly Wristguards	27	BoE	95	100
27	Beetle Cuffs	27	BoA	95	80
27	Tempered Bracers	27	BoA	95	100
28	Ermine Wristguards	28	BoA	98	110
28	Sinner's Cuffs	28	BoE	98	100
29	Glimmering Mail Bracers	29	BoE	101	120
29	Steel-clipped Bracers	29	BoA	101	110
29	Wicked Chain Bracers	29	BoE	101	110
30	Ambered Bracers	30	BoE	90	120
30	Beetle Scale Bracers	30	BoE	90	120

GOOD MAIL WRIST ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
50	Robbed Armguards	55	BoA	155	1	81
51	Abyssal Bracers	56	BoE	158	1	83
N/A	Crypt Demon Bracers	56	BoA	158	1	84
53	Hellfire Bindings	58	BoE	164	1	87
53	Tempest Bracers	58	BoA	164	1	88
N/A	Sagebracers	59	BoA	167	1	90
54	Warlord's Armguards	59	BoE	167	1	92
55	Mercurial Bracers	60	BoE	169	1	94
55	Slackwrist Bracers	60	BoA	169	1	95
▶	SPELL Adds 1% Crit					
56	Triumph Bracers	61	BoE	172	1	97
57	Kinked Bracers	62	BoE	175	1	99
57	Twilight Void Bracers	62	BoA	175	1	100
▶	SPELL Shadow Resist +15					

STANDARD MAIL WRIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
1	Reinforced Chain Bracers	5	None	21	7	0
N/A	Reinforced Bracers	5	None	21	7	0
1	Tornish Chain Bracers	5	None	21	7	0
2	Copper Bracers	7	None	29	17	0
3	Charger's Bindings	8	None	33	22	0
N/A	Graystone Bracers	8	BoA	33	23	0
4	Battle Chain Bracers	9	None	36	33	0
4	Warrior's Bracers	9	None	36	33	0
N/A	Brass-studded Bracers	10	BoA	40	44	0
N/A	Fortified Bindings	10	BoA	40	42	0
5	Infantry Bracers	10	None	40	44	0
5	Light Chain Bracers	10	None	40	43	0

PLATE CHEST ARMOR

EPIC PLATE CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
N/A	Braceplate of the Chromatic Flight	62	BoA	702	2	94
▶	SPELL Fire Resist +15					61

SUPERIOR PLATE CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
40	Carapace of Tater Vash	42	BoA	387	63	77
40	Transcendent Breastplate	49	BoE	507	1	88
▶	SPELL Health 60-100 Dam when struck (3% Chance)					99
49	Hydraulic Armor	54	BoE	558	1	43
▶	SPELL Fire Resist +10					41
49	Warrior's Embrace	54	BoA	558	1	42
▶	SPELL Adds 2% Dodge					33
50	Carapace of Anah'shah	55	BoA	569	1	55
52	Demon Forged Breastplate	57	BoE	590	1	66
▶	SPELL Strength 120 HP when struck (3% Chance)					40
54	Dark Iron Plate	59	BoA	611	1	94
▶	SPELL Increased Armor 120					28
54	Skin's Cold Embrace	59	BoA	611	1	81
▶	SPELL Frost Resist +10					76
55	Plate of the Shaman King	60	BoA	622	1	90
56	Deathbone Chestplate	61	BoA	633	2	05
▶	SPELL Adds 25 Defense					78
58	General's Ceremonial Plate	63	BoA	654	2	27
▶	SPELL Increased Armor 140					68
N/A	Ornate Adornment Breastplate	63	BoA	654	2	25
▶	SPELL Increased Defense					19

STANDARD MAIL WRIST ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
5	Light Mail Bracers	10	None	40	43	0
6	War Torn Bands	11	None	44	53	0
7	Brackwater Bracers	12	BoE	48	70	0
7	Cadet Bracers	12	None	48	70	0
N/A	Innervrought Bracers	12	BoA	48	69	0
8	Veteran Bracers	13	None	52	89	0
N/A	Cloth Mail Bracers	14	BoA	56	1	10
12	Chainmail Bracers	17	None	67	1	76
14	Rusted Copper Bracers	19	None	75	2	25
17	Scaled Mail Bracers	22	None	74	3	36
22	Polished Scale Bracers	27	None	90	5	60
28	Green Iron Bracers	33	None	94	11	06
32	Augmented Chain Bracers	37	None	104	15	16
32	Golden Scale Bracers	37	None	104	16	09
45	Brigandine Bracers	50	None	134	40	29

INTERIOR MAIL WRIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
1	Flemy Chain Bracers	4	None	16	3	0
5	Loose Chain Bracers	10	None	28	7	0
9	Worn Mail Bracers	14	None	53	7	0
11	Laced Mail Bracers	16	None	60	9	0
17	Linked Chain Bracers	22	None	70	2	32
23	Reinforced Chain Bracers	28	None	88	4	38
33	Double Mail Bracers	38	None	101	11	45
43	Overlaid Chain Bracers	48	None	122	24	03
53	Laminated Scale Bracers	58	None	147	44	14
61	Sterling Chain Bracers	66	None	167	64	19

GOOD PLATE CHEST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
40	Solitaire Surcoat	41	BoE	222	49	04
40	Jester's Chestplate	42	BoE	352	51	07
40	Haga Scale Breastplate	43	BoE	383	52	06
40	Field Plate Armor	44	BoE	414	60	40
40	Embossed Plate Armor	45	BoE	424	67	43
41	Heavy Mithril Breastplate	46	BoE	433	70	45
▶	SPELL Increased Armor 90					
41	Warbringer's Chestguard	46	BoE	433	67	93
42	Chromatic Chestplate	47	BoE	442	76	66
43	Ornate Mithril Breastplate	48	BoE	451	83	68
▶	SPELL Adds 13% Crit and 1% Dodge					
43	Tyrant's Chestplate	48	BoE	451	81	92
44	Gothic Plate Armor	49	BoE	461	84	38
45	Prismatic Scale Breastplate	50	BoE	470	89	15
45	Thorium Armor	50	BoE	470	92	28
▶	SPELL Arcane, Fire, Frost, Nature & Shadow Resist +8					
46	Bloodforged Chestplate	51	BoE	479	95	39
46	Voracious Chestguard	51	BoE	479	1	02
47	Overlord's Chestplate	52	BoE	488	1	03
48	Worm Scale Chestguard	53	BoE	498	1	07
48	Revenant Chestplate	54	BoE	507	1	19
49	Spiderfang Carapace	54	BoA	507	1	17
49	Sunscale Chestguard	54	BoE	507	1	13
50	Leviathan Chestplate	55	BoE	517	1	25
51	High Chief's Armor	56	BoE	527	1	27
52	Jadimir Scale Breastplate	57	BoE	536	1	35
52	Spectral Plate Chestplate	57	BoE	536	1	48
N/A	Warforged Chestplate	57	BoA	536	1	36
53	Templar Chestplate	58	BoE	546	1	48
54	Valkyrie Breastplate	59	BoE	556	1	50
N/A	Boudierkin Breastplate	60	BoA	565	1	68
▶	SPELL Increased Armor 200					
55	Hydra Chestplate	60	BoE	565	1	67
55	Imperial Plate Chest	60	BoE	565	1	67

GOOD PLATE CHEST ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
43	Gladius Breastplate	61	BoE	575	1	66 00 05
53	Dragonbone Armor	62	BoE	585	1	74 00 25
73	Nether Plate Armor	62	BoE	585	1	78 00 88
73	Runic Breastplate	62	BoE	585	1	87 00 05
73	SPELL Increased Armor 150, Fire & Nature Resist +15					
69	Densen Plate Armor	63	BoE	594	1	94 00 66
89	Enchanted Thorium Breastplate	63	BoE	594	1	99 00 77
01	Thorn's Breastplate	63	BoE	594	1	83 00 07
76	Exalted Harness	65	BoE	613	2	01 00 83
25	Hyperion Armor	65	BoE	613	2	03 00 70

STANDARD PLATE CHEST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
45	Platemail Vest	50	None	446		54 00 38
N/A	PVP Plate Breastplate Alliance	60	None	537		94 00 88

INFERIOR PLATE CHEST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
53	Light Plate Chestpiece	58	None	491		59 00 87

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

1 PLATE FOOT ARMOR

EPIC PLATE FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
45	Boots of Avoidance	45	BoE	349		78 00 07
	SPELL Adds 2% Dodge					

SUPERIOR PLATE FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
42	Obsidian Greaves	42	BoE	286		47 00 85
55	Battlechaser's Greaves	55	BoE	391	1	14 00 06
58	Sapphirin's Scale Boots	58	BoE	413	1	40 00 87
58	Stalshunk Boots	58	BoA	413	1	37 00 32
61	Nether Conqueror Boots	61	BoA	435	1	54 00 33
	SPELL Adds 2% Dodge					
61	Rhinal Footguards	61	BoA	435	1	60 00 69

GOOD PLATE FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
40	Heater's Greaves	40	BoE	202		33 00 78
40	Saltstone Sabatons	40	BoE	202		34 00 18
41	Field Plate Boots	41	BoE	222		36 00 35
41	Envoy's Boots	41	BoA	222		34 00 38
42	Embossed Plate Boots	42	BoE	242		37 00 27
42	Haga Scale Greaves	42	BoE	242		37 00 77
43	Kashbridge Boots	43	BoA	263		42 00 58
43	Warbringer's Sabatons	43	BoE	263		40 00 59
44	Chromite Greaves	44	BoE	285		46 00 13
44	Tyrant's Greaves	44	BoE	285		47 00 01
45	Gothic Sabatons	45	BoA	291		47 00 49
45	Shinkicker Boots	45	BoA	291		47 00 49
46	Prismatic Scale Sabatons	46	BoE	298		50 00 07
47	Bloodforged Sabatons	47	BoE	304		59 00 02
47	Heavy Mitral Boots	47	BoE	304		57 00 69
	SPELL Increased Armor 70					
47	Volcanic Greaves	47	BoE	304		54 00 77
48	Overlord's Greaves	48	BoE	310		59 00 60
49	Growth Water Sinking Device	49	BoA	317		67 00 91
49	Growth Mitral Boots	49	BoE	317		67 00 39
	SPELL Adds 1% Dodge, Use: Negate Root/Immune to Root 5 Sec					
49	Wyrm Scale Greaves	49	BoE	317		67 00 49
50	Reverent Boots	50	BoE	323		70 00 85

GOOD PLATE FOOT ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
45	Sunscale Sabatons	50	BoE	323		66 00 86
46	High Chief's Sabatons	51	BoE	329		71 00 54
52	Leviathan Boots	52	BoE	336		76 00 50
N/A	Steelsmith Greaves	52	BoA	336		77 00 72
53	Jadehorn Scale Sabatons	53	BoE	342		80 00 39
53	Spectral Plate Greaves	53	BoE	342		80 00 78
54	Escheval Greaves	54	BoA	349		85 00 66
	SPELL Adds 1% Dodge					
54	Shieldplate Sabatons	54	BoA	349		85 00 21
54	Valkyrie Sabatons	54	BoE	349		85 00 21
55	Cragplate Greaves	55	BoA	355		90 00 32
55	Templar Boots	55	BoE	355		94 00 29
56	Gladius Sabatons	56	BoE	362		95 00 74
56	Hydra Sabatons	56	BoE	362		98 00 47
56	Thorium Boots	56	BoE	362	1	03 00 36
	SPELL Arcane, Fire, Frost, Nature & Shadow Resist +7					
58	Dragonbone Greaves	58	BoE	375	1	07 00 58
58	Nether Plate Greaves	58	BoE	375	1	11 00 49
59	Imperial Plate Boots	59	BoE	382	1	20 00 62
60	Demon Plate Boots	60	BoE	389	1	25 00 19
60	Runic Plate Boots	60	BoE	389	1	22 00 93
	SPELL Increased Armor 100, Fire & Nature Resist +10					
60	Thorn's Greaves	60	BoE	389	1	18 00 60
61	Deathblow Sabatons	61	BoA	395	1	27 00 17
62	Carapace Greaves	62	BoA	402	1	41 00 67
62	Hyperion Greaves	62	BoE	402	1	37 00 47
62	Lancewielder Greaves	62	BoA	402	1	31 00 48
	SPELL Fire Resist +20					
63	Exalted Sabatons	63	BoE	409	1	37 00 30

STANDARD PLATE FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
45	Platemail Boots	50	None	307		40 00 16
N/A	PVP Plate Boot Alliance	60	None	369		72 00 78

INFERIOR PLATE FOOT ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
47	Light Plate Boots	52	None	302		31 00 89

PLATE HAND ARMOR

EPIC PLATE HAND ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
57	Stronghold Gauntlets	62	BoE	439	1	52@ 71@
	► SPELL Immune to Disarm					

SUPERIOR PLATE FOOT ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
40	Craghats	45	BoA	291		37@ 85@
	► SPELL Add 7 Defense					
40	Plated Fist of Hakao	45	BoE	291		40@ 61@
40	Truesilver Gauntlets	45	BoE	291		40@ 28@
43	Vice Grips	48	BoA	310		48@ 40@
	► SPELL Attack Power 14					
53	Fiery Plate Gauntlets	58	BoE	375		89@ 19@
	► SPELL Add Fire Dmg - Weap 04, Fire Resist +10					
55	Backscarion Gauntlets	60	BoA	389	1	03@ 16@
55	Stonegrip Gauntlets	60	BoE	389	1	04@ 26@
	► SPELL Add 15 Defense					
56	Reaver Claws	61	BoA	395	1	05@ 58@
	► SPELL Add 1% Crit					
57	Boneclenched Gauntlets	62	BoA	402	1	05@ 61@
	► SPELL Increased Armor 220, Frost Resist +10					

STANDARD PLATE FOOT ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
45	Platemail Gloves	50	None	279		26@ 97@
N/A	PVP Plate Gauntlets Alliance	60	None	336		48@ 28@

INFERIOR PLATE FOOT ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
51	Light Plate Gloves	56	None	296		27@ 03@

PLATE HEAD ARMOR

EPIC PLATE HEAD ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
56	Lionheart Helm	61	BoE	561	2	18@ 94@
	► SPELL Adds 2% Crit					

SUPERIOR PLATE HEAD ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
40	Horned Viking Helmet	42	BoA	315		45@ 75@
	► SPELL Use: Charges Enemy, Stuns Player, and Meas Enemy for 30 sec					
40	Isenvald Barbut	44	BoA	370		51@ 97@
	► SPELL Frost Resist +10					
47	Mugthall's Helm	52	BoE	436		90@ 80@
N/A	Arngard's Helm	54	BoA	454	1	05@ 54@
51	Golden Skull Helm	56	BoA	471	1	18@ 61@
	► SPELL Adds 11 Defense					
55	Whiteland Helm	60	BoE	505	1	48@ 59@
	► SPELL Increased Armor 120					

GOOD PLATE FOOT ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
40	Jacotar's Gauntlets	40	BoE	184		22@ 34@
40	Saltstone Gauntlets	40	BoE	184		22@ 34@
40	Field Plate Gauntlets	41	BoE	201		24@ 36@
40	Heavy Mithril Gauntlet	41	BoE	201		24@ 36@
	► SPELL Increased Armor 80					
40	Naga Scale Gauntlets	41	BoE	201		23@ 35@
40	Warbringer's Gauntlets	42	BoE	220		25@ 37@
40	Embossed Plate Gauntlets	43	BoE	239		29@ 39@
40	Chromite Gauntlets	44	BoE	259		30@ 50@
40	Ornate Mithril Gloves	44	BoE	259		29@ 47@
	► SPELL Add 1% Crit					
39	Tyrant's Gauntlets	44	BoE	259		29@ 47@
40	Prismatic Scale Gauntlets	45	BoE	265		30@ 50@
41	Gothic Plate Gauntlets	46	BoE	271		33@ 53@
42	Bloodforged Gauntlets	47	BoE	276		34@ 55@
42	Valorous Gauntlets	47	BoE	276		34@ 55@
43	Wyrm Scale Gauntlets	48	BoE	282		38@ 57@
N/A	Granite Grips	49	BoA	288		42@ 57@
44	Overlord's Gauntlets	49	BoE	288		43@ 58@
45	Revenant Gauntlets	50	BoE	294		44@ 59@
45	Sunscale Gauntlets	50	BoE	294		44@ 59@
47	High Chief's Gauntlets	52	BoE	305		50@ 54@
47	Leviathan Gauntlets	52	BoE	305		50@ 54@
48	Jadamei Scale Gauntlets	53	BoE	311		55@ 58@
48	Spectral Plate Gauntlets	53	BoE	311		53@ 64@
50	Templar Gauntlets	55	BoE	323		62@ 64@
50	Valkyrie Gauntlets	55	BoE	323		60@ 70@
51	Fists of Phloxes	56	BoA	329		65@ 65@
51	Glorious Gauntlets	56	BoE	329		63@ 73@
52	Hydra Gauntlets	57	BoE	335		69@ 72@
53	Dragonbone Gauntlets	58	BoE	341		71@ 72@
N/A	Emerald Mist Gauntlets	58	BoA	341		71@ 72@
N/A	Lavagplate Gauntlets	58	BoA	341		77@ 68@
53	Nether Plate Gauntlets	58	BoE	341		73@ 77@
55	Banshee's Touch	60	BoA	353		85@ 35@
	► SPELL Arcane & Frost Resist +13					
55	Demom Plate Gauntlets	60	BoE	353		84@ 48@
55	Titan's Gauntlets	60	BoE	353		79@ 87@
56	Deathbone Gauntlets	61	BoE	359		85@ 100@
56	Exalted Gauntlets	61	BoE	359		83@ 102@
57	Hyperion Gauntlets	62	BoE	365		88@ 61@

GOOD PLATE HEAD ARMOR

M. LEV	ARMOR NAME	LEV	BIND	AC	VENDOR	PURCHASE VALUE
40	Jacotar's Helm	40	BoE	229		33@ 38@
40	Saltstone Helm	41	BoE	262		37@ 37@
40	Field Plate Helmet	42	BoE	286		39@ 40@
40	Embossed Plate Helmet	43	BoE	311		39@ 44@
40	Naga Scale Crown	43	BoE	311		41@ 38@
40	Chromite Barbut	44	BoE	337		46@ 35@
N/A	Sentinel's Guard	45	BoA	344		50@ 32@
40	Warbringer's Crown	45	BoE	344		48@ 36@
41	Gothic Plate Helmet	46	BoE	352		51@ 48@
41	Tyrant's Helm	46	BoE	352		50@ 36@
40	Heavy Mithril Helm	47	BoE	359		57@ 36@
	► SPELL Increased Armor 100					
43	Prismatic Scale Helmet	48	BoE	367		58@ 40@
43	Valorous Helm	48	BoE	367		59@ 37@
44	Ornate Mithril Helm	49	BoE	374		67@ 43@
	► SPELL Add 1% Crit					
44	Overlord's Helmet	49	BoE	374		64@ 45@
45	Bloodforged Helmet	50	BoE	382		64@ 46@
46	Revenant Helmet	51	BoE	389		76@ 48@
47	Wyrm Scale Cuir	52	BoE	397		75@ 44@
48	Leviathan Helm	53	BoE	405		84@ 50@
48	Sunscale Crown	53	BoE	405		80@ 38@

GOOD PLATE HEAD ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Spectral Plate Helmet	54	BoE	412	85@ 95
High Chief's Crown	55	BoE	420	90@ 32
Templar Crown	56	BoE	428	1@ 00@ 32
Thorium Helm	56	BoE	428	1@ 03@ 72
▶ SPELL Arcane, Fire, Frost, Nature & Shadow Resist +10				
Jadenic Scale Helm	57	BoE	436	1@ 01@ 49
Hydra Headpiece	58	BoE	444	1@ 11@ 88
Valkyrie Hoodress	58	BoE	444	1@ 07@ 58
Glorious Hoodress	59	BoE	451	1@ 12@ 96
Imperial Plate Helm	59	BoE	451	1@ 21@ 06
Nether Plate Helm	59	BoE	451	1@ 17@ 50
Dragonbone Skullcap	60	BoE	459	1@ 18@ 60
Demon Plate Helm	61	BoE	467	1@ 32@ 90
Runic Plate Helm	61	BoE	467	1@ 29@ 56
▶ SPELL Increased Armor 150, Fire & Nature Resist +13				
Thorn's Crown	62	BoE	475	1@ 30@ 76
Enchanted Thorium Helm	63	BoE	483	1@ 50@ 89
Hyperion Helm	63	BoE	483	1@ 40@ 68
Skull of Gylf	63	BoA	483	1@ 43@ 36
▶ SPELL Increased Armor 200				
Exalted Helmet	64	BoE	491	1@ 44@ 17

STANDARD PLATE HEAD ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Steel Plate Helm	43	None	295	23@ 77
▶ SPELL Increased Armor 60				
Platemail Helm	50	None	363	40@ 67
PVP Cloth Helm Horde	60	None	436	74@ 07
N/A PVP Plate Helm Alliance	60	None	436	71@ 16

INFERIOR PLATE HEAD ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Light Plate Helmet	55	None	378	36@ 12

PLATE LEG ARMOR

EPIC PLATE LEG ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Cavalier Legplates	62	BoE	614	2@ 99@ 00
▶ SPELL Heaven's Blessing				

SUPERIOR PLATE LEG ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Golem Shard Leggings	46	BoE	417	80@ 24
▶ SPELL Add 9 Defense				
Silvershell Leggings	51	BoE	461	1@ 16@ 84
Legplates of the Eternal Guardian	57	BoA	516	1@ 64@ 56
▶ SPELL Increased Armor 220				
Drawing Legguards	63	BoE	572	2@ 20@ 90
Warmer Legguards	63	BoA	572	2@ 31@ 96
▶ SPELL Add 2% Dodge				

GOOD PLATE LEG ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Schitone Legplates	40	BoE	257	42@ 98
Jocster's Legplates	41	BoE	282	49@ 00
Heavy Mailfist Pants	42	BoE	308	53@ 87
▶ SPELL Increased Armor 120				
Huge Scale Legplates	42	BoE	308	50@ 49
Field Plate Leggings	43	BoE	335	52@ 86
Embossed Plate Leggings	44	BoE	363	57@ 30
Brass Mailfist Pants	44	BoE	363	59@ 52
▶ SPELL Add 1% Dodge				
Warbringer's Legguards	45	BoE	371	64@ 32
Ornamite Legplates	46	BoE	379	72@ 27
Gothic Plate Leggings	47	BoE	387	74@ 41
Tyrant's Legplates	47	BoE	387	79@ 25
Prismatic Scale Belt	48	BoE	395	81@ 95
Bloodfurred Legplates	49	BoE	403	83@ 32
Valorous Legguards	49	BoE	403	85@ 03
Overlord's Legplates	50	BoE	411	95@ 86
Wyrm Scale Legplates	51	BoE	419	95@ 39
Reverent Leggings	52	BoE	427	1@ 07@ 92
Sunscale Legplates	52	BoE	427	1@ 01@ 12

GOOD PLATE LEG ARMOR continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A Centurion Legplates	53	BoA	436	1@ 06@ 92
49 High Chief's Legguards	54	BoE	444	1@ 13@ 62
49 Leviathan Leggings	54	BoA	444	1@ 20@ 39
N/A Bejeweled Legguards	55	BoA	452	1@ 22@ 45
▶ SPELL Add 1% Dodge				
Jadenic Scale Legguards	55	BoE	452	1@ 20@ 43
Spectral Plate Leggings	56	BoE	461	1@ 29@ 26
Templar Legplates	57	BoE	469	1@ 42@ 30
Valkyrie Legplates	57	BoE	469	1@ 35@ 32
Glorious Legplates	58	BoE	478	1@ 43@ 44
Lavacrest Leggings	58	BoA	478	1@ 49@ 80
Hydra Legplates	59	BoE	486	1@ 57@ 23
Thorium Legplates	60	BoE	495	1@ 73@ 76
▶ SPELL Arcane, Fire, Frost, Nature & Shadow Resist +10				
Deathbone Legguards	61	BoA	503	1@ 70@ 85
Dragonbone Legplates	61	BoE	503	1@ 66@ 05
Imperial Plate Leggings	61	BoE	503	1@ 79@ 23
Nether Plate Leggings	61	BoE	503	1@ 73@ 36
Demon Plate Leggings	62	BoE	512	1@ 88@ 08
Handcrafted Mastersmith Leggings	62	BoA	512	1@ 82@ 74
▶ SPELL Increased Armor 270				
Runic Plate Leggings	62	BoE	512	1@ 82@ 72
▶ SPELL Increased Armor 150, Fire & Nature Resist +14				
Thorn's Legplates	62	BoE	512	1@ 74@ 35
Enchanted Thorium Leggings	63	BoE	520	2@ 00@ 48
Exalted Legplates	63	BoE	520	1@ 83@ 07
Hyperion Legplates	64	BoE	528	1@ 97@ 70

STANDARD PLATE LEG ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Platemail Leggings	50	None	390	54@ 37
N/A PVP Plate Legplates Alliance	60	None	470	94@ 88

INFERIOR PLATE LEG ARMOR

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Light Plate Pants	55	None	407	57@ 53

PLATE SHOULDER ARMOR

EPIC PLATE SHOULDER ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
50	Stalwart Pauldrons	55	BoE	465	1 ♂ 33 ♂ 78 ♂
▶	SPELL Increased Defense				

SUPERIOR PLATE SHOULDER ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
45	Big BoE Pauldrons	50	BoE	388	85 ♂ 93 ♂
46	Wyrmslayer Pauldrons	51	BoE	395	89 ♂ 97 ♂
52	Wall of Nightmares Pauldrons	57	BoE	443	1 ♂ 31 ♂ 02 ♂
▶	SPELL Shadow Resist +10				
53	Downbringer Pauldrons	58	BoE	451	1 ♂ 30 ♂ 80 ♂
▶	SPELL Increase Healing 30				
54	Ebonsteel Pauldrons	59	BoE	458	1 ♂ 43 ♂ 68 ♂
55	Slamshock Pauldrons	60	BoE	466	1 ♂ 42 ♂ 04 ♂
56	Stonemason Pauldrons	61	BoE	474	1 ♂ 63 ♂ 67 ♂
▶	SPELL Increased Armor 210				

GOOD PLATE SHOULDER ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
40	Heavy Mithril Shoulder	41	BoE	242	37 ♂ 01 ♂
40	Jaunter's Pauldrons	41	BoE	242	36 ♂ 88 ♂
40	Saltstone Shoulder Pads	41	BoE	242	34 ♂ 94 ♂
40	Field Plate Pauldrons	42	BoE	264	36 ♂ 84 ♂
40	Huge Scale Pauldrons	42	BoE	264	38 ♂ 01 ♂
40	Embossed Plate Pauldrons	43	BoE	287	39 ♂ 95 ♂
40	Warbringer's Pauldrons	43	BoE	287	41 ♂ 51 ♂
40	Tyrant's Epauls	44	BoE	311	42 ♂ 84 ♂
40	Chromite Pauldrons	45	BoE	318	50 ♂ 36 ♂
40	Onyx Mithril Shoulder	45	BoE	318	48 ♂ 57 ♂
▶	SPELL Add 1% Dodge				
40	Prismatic Scale Pauldrons	45	BoE	318	46 ♂ 36 ♂
N/A	Greenstone Pauldrons	46	BoE	325	52 ♂ 64 ♂
47	Bloodforged Shoulder Pads	47	BoE	332	54 ♂ 07 ♂
47	Gothic Plate Pauldrons	47	BoE	332	56 ♂ 02 ♂
47	Veteran Pauldrons	48	BoE	338	59 ♂ 82 ♂
44	Wyrm Scale Epauls	49	BoE	345	62 ♂ 49 ♂

PLATE WAIST ARMOR

SUPERIOR PLATE WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
35	Enormous Ogre Belt	40	BoE	182	27 ♂ 04 ♂
46	Inf'lorian's Tank Ring	51	BoE	296	62 ♂ 63 ♂
52	Girdle of Uther	57	BoE	332	82 ♂ 26 ♂
53	Rainbow Girdle	58	BoE	338	89 ♂ 88 ♂
N/A	Onyx's Girth Restraint	60	BoE	350	95 ♂ 42 ♂
▶	SPELL Add 1% Crit				
58	Dragon Girdle	63	BoE	368	1 ♂ 16 ♂ 41 ♂
58	Reinforced Mastersmith Girdle	63	BoE	368	1 ♂ 19 ♂ 87 ♂
▶	SPELL Increased Armor 150				

GOOD PLATE SHOULDER ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Bark Iron Pauldrons	50	BoE	352	73 ♂ 40 ♂
45	Overlord's Pauldrons	50	BoE	352	72 ♂ 14 ♂
46	Revenant Pauldrons	51	BoE	359	74 ♂ 14 ♂
46	Sunscale Pauldrons	51	BoE	359	71 ♂ 34 ♂
47	Earthling Pauldrons	52	BoE	366	78 ♂ 00 ♂
48	High Chief's Pauldrons	53	BoE	373	80 ♂ 34 ♂
47	Imperial Plate Pauldrons	53	BoE	373	84 ♂ 44 ♂
48	Leviathan Pauldrons	53	BoE	373	85 ♂ 40 ♂
49	Jademane Scale Shoulder Pads	54	BoE	381	85 ♂ 20 ♂
50	Spectral Plate Pauldrons	55	BoE	388	91 ♂ 01 ♂
51	Templar Pauldrons	56	BoE	395	1 ♂ 01 ♂ 50 ♂
51	Valkyrie Pauldrons	56	BoE	395	95 ♂ 74 ♂
52	Glorious Shoulder Pads	57	BoE	402	1 ♂ 01 ♂ 49 ♂
53	Dark Iron Pauldrons	58	BoE	410	1 ♂ 07 ♂ 74 ♂
▶	SPELL Increased Armor 130				
53	Hydra Pauldrons	58	BoE	410	1 ♂ 12 ♂ 70 ♂
54	Dragonbone Pauldrons	59	BoE	417	1 ♂ 12 ♂ 96 ♂
54	Nether Plate Pauldrons	59	BoE	417	1 ♂ 18 ♂ 37 ♂
55	Runic Plate Pauldrons	60	BoE	424	1 ♂ 22 ♂ 47 ♂
▶	SPELL Increased Armor 100, Fire & Nature Resist +10				
56	Acid-etched Pauldrons	61	BoE	431	1 ♂ 28 ♂ 10 ♂
▶	SPELL Nature Resist +20				
56	Demon Plate Pauldrons	61	BoE	431	1 ♂ 25 ♂ 21 ♂
56	Titan's Shoulder Pads	61	BoE	431	1 ♂ 24 ♂ 50 ♂
57	Exalted Epauls	62	BoE	439	1 ♂ 30 ♂ 74 ♂
58	Hyperion Pauldrons	63	BoE	446	1 ♂ 41 ♂ 75 ♂

STANDARD PLATE SHOULDER ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	PVP Plate Shoulder Hards	60	None	403	71 ♂ 14 ♂
N/A	PVP Plate Shoulder Alliance	60	None	403	72 ♂ 17 ♂

INFERIOR PLATE SHOULDER ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
49	Light Plate Shoulder Pads	54	None	343	37 ♂ 30 ♂

GOOD PLATE WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
40	Jaunter's Girdle	40	BoE	165	22 ♂ 44 ♂
40	Saltstone Girdle	40	BoE	165	22 ♂ 15 ♂
40	Field Plate Girdle	41	BoE	181	24 ♂ 14 ♂
40	Huge Scale Belt	41	BoE	181	23 ♂ 30 ♂
40	Embossed Plate Girdle	42	BoE	198	26 ♂ 50 ♂
40	Warbringer's Belt	42	BoE	198	25 ♂ 34 ♂
40	Chromite Girdle	43	BoE	215	28 ♂ 30 ♂
40	Tyrant's Belt	43	BoE	215	28 ♂ 15 ♂
39	Prismatic Scale Leggings	44	BoE	233	29 ♂ 89 ♂
40	Gothic Plate Girdle	45	BoE	238	31 ♂ 54 ♂

GOOD PLATE WAIST ARMOR continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
46	Bloodforged Belt	46	BoE	244	33@ 38@
46	Valorous Girdle	46	BoE	244	36@ 25@
47	Wyrm Scale Girdle	47	BoE	249	36@ 05@
48	Overlord's Girdle	48	BoE	254	40@ 48@
49	Sensate Girdle	49	BoE	259	41@ 66@
50	Revenant Girdle	50	BoE	264	47@ 06@
50	Thorium Belt	50	BoE	264	44@ 36@
SPELL Arcane, Fire, Frost, Nature & Shadow Resist +6					
51	High Chief's Belt	51	BoE	269	47@ 69@
51	Leviathan Girdle	51	BoE	269	50@ 35@
52	Azel or Girdle	52	BoA	275	53@ 38@
52	Jadeite Scale Belt	52	BoE	275	50@ 56@
52	Spectral Plate Girdle	52	BoE	275	50@ 61@
53	Imperial Plate Belt	53	BoE	280	55@ 33@
54	Templar Girdle	54	BoE	285	59@ 08@
54	Valkyrie Girdle	54	BoE	285	61@ 56@
55	Glorious Belt	55	BoE	291	60@ 21@
55	Hydra Girdle	55	BoE	291	62@ 39@
55	Stonewall Girdle	55	BoA	291	61@ 48@
SPELL Increased Armor 160					
56	Stalwart Clutch	56	BoA	296	70@ 12@
SPELL Adds 12 Defense					
57	Dragonbone Girdle	57	BoE	302	67@ 66@

GOOD PLATE WAIST ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
52	Nether Plate Girdle	57	BoE	302	89@ 85@
N/A	Geoforge Girdle	58	BoA	307	71@ 72@
SPELL Increased Defense					
59	Demon Plate Girdle	59	BoE	313	80@ 94@
54	Titus's Belt	59	BoE	313	75@ 30@
55	Exalted Girdle	60	BoE	318	79@ 07@
56	Deathbone Girdle	61	BoA	323	84@ 46@
56	Hyperion Girdle	61	BoE	323	84@ 75@

STANDARD PLATE WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
45	Platemail Belt	50	None	251	25@ 67@

INFERIOR PLATE WAIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
52	Light Plate Belt	57	None	272	28@ 34@

PLATE WRIST ARMOR

SUPERIOR PLATE WRIST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
40	Skullplate Bracers	42	BoE	169	30@ 27@
46	Gambler's Cuffs	48	BoE	217	47@ 15@
46	Rusted Golem Shackles	53	BoE	240	64@ 64@
SPELL Adds 6 Defense					
57	Emberplate Armguards	57	BoA	258	86@ 37@
SPELL Fire Resist +10					
59	Vambraces of the Sedit	59	BoA	267	92@ 96@
SPELL Adds 1% Crit					
62	Vigilant Vambraces	62	BoA	281	1@ 10@ 05@
63	Battleborn Armbraces	63	BoA	286	1@ 16@ 40@
SPELL Adds 1% Crit and 1% Hit					

GOOD PLATE WRIST ARMOR

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
40	Jester's Wristguards	40	BoE	129	22@ 19@
40	Sabotage Armplates	40	BoE	129	21@ 73@
41	Field Plate Vambraces	41	BoE	141	23@ 88@
41	Rage Scale Vambraces	41	BoE	141	23@ 63@
42	Embossed Plate Bracers	42	BoE	154	24@ 75@
42	Warbringer's Armplates	42	BoE	154	25@ 15@
43	Onyx Bracers	43	BoE	167	28@ 07@
43	Tyrant's Armguards	43	BoE	167	27@ 77@
44	Prismatic Scale Armguards	44	BoE	181	28@ 61@
45	Bloodforged Bindings	45	BoE	185	31@ 08@
45	Gothic Plate Vambraces	45	BoE	185	33@ 11@
46	Valorous Wristguards	46	BoE	189	35@ 74@
46	Wyrm Scale Bracers	46	BoE	189	33@ 38@
48	Overlord's Vambraces	48	BoE	197	39@ 88@
48	Sensate Wristguards	48	BoE	197	38@ 93@
49	High Chief's Bindings	49	BoE	202	41@ 66@
49	Revenant Bracers	49	BoE	202	43@ 50@
50	Jadeite Scale Armguards	50	BoE	206	44@ 57@

GOOD PLATE WRIST ARMOR continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Reinforced Vambraces	50	BoA	206	45@ 49@
46	Leviathan Vambraces	51	BoE	210	49@ 67@
46	Thorium Bracers	51	BoE	210	49@ 98@
SPELL Arcane, Fire, Frost, Nature & Shadow Resist +5					
52	Valkyrie Vambraces	52	BoE	214	50@ 56@
48	Spectral Plate Vambraces	53	BoE	218	58@ 44@
49	Imperial Plate Bracers	54	BoE	222	60@ 44@
49	Templar Bracers	54	BoE	222	60@ 18@
50	Glorious Bindings	55	BoE	226	60@ 21@
51	Dragonbone Bindings	56	BoE	231	63@ 83@
51	Hydra Vambraces	56	BoE	231	67@ 12@
52	Nether Plate Vambraces	57	BoE	235	71@ 16@
53	Titus's Armplates	58	BoE	239	71@ 72@
54	Demon Plate Vambraces	59	BoE	243	79@ 78@
54	Exalted Armplates	59	BoE	243	75@ 30@
N/A	Shining Armplates	59	BoA	243	75@ 30@
N/A	Blinkstrike Armguards	60	BoA	247	79@ 07@
SPELL Adds 1% Crit					
60	Hyperion Vambraces	60	BoE	247	81@ 93@

STANDARD PLATE WRIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
45	Platemail Bracers	50	None	195	26@ 87@
N/A	PVP Plate Wrist Alliance	60	None	235	47@ 44@

INFERIOR PLATE WRIST ARMOR

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
48	Light Plate Bracers	53	None	196	22@ 81@

SHIELDS

EMC SHIELDS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
36	The Green Tower	41	BoE	738	1 25 77
▶	SPELL On Hit: 1% Chance for 3 Dmg Thorns and 50 Nature Resist				
41	Blackskull Shield	46	BoE	828	1 88 15
▶	SPELL Increased Armor 100, Shadow Resist +10				
45	Wall of the Dead	50	BoE	900	2 32 73
▶	SPELL On Hit: 3% Chance to Raise Armor by 150 (20 sec)				
54	Skullstone Shield	59	BoE	1062	4 22 96
▶	SPELL Fire & Shadow Resist +10, On Hit: 3% 3% Life Steal, 1% 75-125 AoE				

SUPERIOR SHIELDS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
15	Kresh's Back	20	BoA	330	10 40 64
▶	SPELL Adds 6 Defense				
15	Gold-plated Buckler	20	BoA	330	10 40 67
19	Redwood Crest	24	BoE	396	19 20 20
20	Seedsack Buckler	25	BoA	413	20 60 67
23	Commander's Crest	28	BoA	462	27 11 11
N/A	Arctic Buckler	29	BoA	479	30 28 28
▶	SPELL Frost Resist +5				
25	Shield of Thorson	30	BoE	495	33 59 59
▶	SPELL Increased Armor 50				
26	Regimental Guardion	31	BoE	512	39 60 60
▶	SPELL Add 1% Block				
N/A	Marbled Buckler	36	BoA	594	61 05 05
31	Heart of Agamaggon	36	BoA	594	63 09 09
32	Thermopylae's Central Core	37	BoA	611	69 17 17
▶	SPELL On Hit: 5% Chance to deal 35-65 Dmg to Attacker				
33	Skullstone Shield	38	BoE	627	71 23 23
▶	Spell Use: Slows Fall Speed for 30 sec				
37	Savage Bear's Guard	42	BoA	693	96 52 52
39	Angels of the Scarlet Commander	44	BoA	726	1 16 81
41	Mountainide Buckler	46	BoE	759	1 32 35
43	Troll Protector	48	BoE	792	1 52 96
▶	SPELL Add 2% Block				
49	Angels of Stormwind	54	BoE	891	2 35 05
51	Crest of Supremacy	56	BoA	924	2 46 45
53	Rock Golem Bulwark	58	BoA	957	2 90 82
▶	SPELL Arcane Resist +15				
55	Crest of Rebirth	60	BoA	990	3 06 56
▶	SPELL On Block: Deal 5-35 Dmg				
56	Husk of Mervanek	61	BoA	1007	3 23 03
▶	SPELL Nature Resist +15				
57	Garrett Family Crest	62	BoE	1023	3 46 94
58	Rhomboid Protector	61	BoA	1007	3 50 31
58	Dragonian Deflector	63	BoA	1040	3 52 12
▶	SPELL Increased Defense, Fire Resist +10				
N/A	Argent Defender	62	BoA	1023	3 65 15
▶	SPELL On Hit: 1% Chance to Raise Block by 50% for 10 sec				
N/A	Dawnbringer Strongguard	63	BoA	1040	3 67 20
▶	SPELL Frost & Nature Resist +10				

GOOD SHIELDS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
7	Gypsy Buckler	12	BoE	161	2 40 48
7	Woe Tarn Shield	12	BoE	161	2 45 45
8	Cadet Shield	13	BoE	185	3 00 00
8	Grizzly Buckler	13	BoE	185	3 05 05
9	Blackwater Shield	14	BoE	210	3 66 66
9	Hunting Buckler	14	BoE	210	3 64 64
10	Carvenwood Buckler	15	BoA	225	4 38 38
N/A	Fountain's Shield	15	BoA	225	4 43 43
N/A	Avenging Buckler	15	BoA	225	4 70 70
10	Veteran Shield	15	BoE	225	4 35 35
11	Bard's Buckler	16	BoA	240	5 33 33
N/A	Welding Shield	16	BoA	240	4 98 98
10	Dwarven Defender	17	BoA	255	6 13 13
12	Lynx Buckler	17	BoE	255	5 85 85
12	Soldier's Shield	17	BoE	255	6 15 15

GOOD SHIELDS continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
13	Woodplated Shield	18	BoE	270	8 30 30
13	Deer Bow	18	BoE	270	7 50 50
13	Inscribed Buckler	18	BoE	270	4 50 50
14	Farm Buckler	19	BoE	285	8 15 15
14	Reader's Shield	19	BoE	285	7 40 40
15	Bonded Buckler	20	BoE	300	9 40 40
N/A	Buckler of the Seas	20	BoA	300	9 10 10
N/A	Cobalt Buckler	20	BoA	300	9 40 40
N/A	Furner's Force	20	BoA	300	9 40 40
N/A	Rage's Bulwark	20	BoA	300	8 40 40
N/A	Shocking Shield	20	BoA	300	8 40 40
15	War Paint Shield	20	BoE	300	8 40 40
16	Burnished Shield	21	BoE	315	10 20 20
16	Green Carapace Shield	21	BoE	315	10 20 20
▶	SPELL Nature Resist +4				
16	Prospector's Buckler	21	BoE	315	9 40 40
17	Outrigger's Shield	22	BoE	330	11 40 40
17	Sounding Buckler	22	BoE	330	11 40 40
18	Boar Buckler	23	BoE	345	12 40 40
18	Defender Shield	23	BoE	345	12 40 40
18	Mountain's Buckler	23	BoE	345	13 40 40
18	Owl's Disk	23	BoE	345	13 40 40
18	Black Hand Shield	24	BoE	360	14 40 40
▶	SPELL Use: Attempt to Cure Multiple Poison Effects				
19	Forest Buckler	24	BoE	360	15 40 40
19	Grunt's Shield	24	BoE	360	15 40 40
19	Stormwind Guard Shield	24	BoA	360	14 40 40
N/A	Bastion of Stormwind	25	BoA	375	17 40 40
▶	SPELL Adds 5 Defense				
20	Breakback Buckler	25	BoE	375	16 40 40
20	Fortified Shield	25	BoE	375	17 40 40
20	Guardian Buckler	25	BoE	375	16 40 40
21	Hulking Shield	26	BoE	390	18 40 40
21	Prize's Buckler	26	BoE	390	18 40 40
N/A	Castable Buckler	27	BoA	405	22 40 40
N/A	Fire Resistant Buckler	27	BoA	405	22 40 40
22	Luminous Scale Shield	27	BoE	405	21 40 40
N/A	Ward of the Vale	27	BoE	405	22 40 40
22	Wrangler's Buckler	27	BoE	405	22 40 40
N/A	Clank Shield	28	BoA	420	22 40 40
23	Derivish Buckler	28	BoE	420	24 40 40
23	Kodo Hide Buckler	28	BoE	420	24 40 40
N/A	Sentry Buckler	28	BoA	420	24 40 40
24	Battlefury Shield	29	BoE	435	26 40 40
24	Spiked Chain Shield	29	BoE	435	25 40 40
25	Emblazoned Buckler	30	BoE	450	29 40 40
25	Puffblower Guard	30	BoE	450	29 40 40
N/A	Shield of the Faith	30	BoA	450	27 40 40
26	Canon Buckler	31	BoE	465	31 40 40
26	Glimmering Shield	31	BoE	465	30 40 40
26	Sentry's Shield	31	BoE	465	32 40 40
N/A	Dreadful Shield	32	BoA	480	33 40 40
27	Monk's Guard	32	BoE	480	34 40 40
27	Slayer's Shield	32	BoE	480	33 40 40
28	Archbishop's Shield	33	BoE	495	38 40 40
28	Cattowind's Buckler	33	BoE	495	38 40 40
28	Infinitum Buckler	33	BoE	495	39 40 40
N/A	Gold Lion Shield	34	BoA	510	44 40 40
29	Headhunter's Buckler	34	BoE	510	41 40 40
29	Reflexive Buckler	34	BoE	510	43 40 40
29	Phalanx Shield	34	BoE	510	43 40 40
29	Wicked Chain Shield	34	BoE	510	41 40 40
N/A	Crest of Darkhorse	35	BoA	525	47 40 40
30	Insight Buckler	35	BoE	525	48 40 40
31	Archer's Buckler	36	BoE	540	48 40 40
31	Bonded Scale Shield	36	BoA	540	52 40 40
31	Canal Shield	36	BoE	540	53 40 40
N/A	Emerald Stone Circle	36	BoA	540	49 40 40
31	Glowweaver Buckler	36	BoA	540	49 40 40
N/A	Great gal Buckler	37	BoA	555	57 40 40
32	Howler's Buckler	37	BoE	555	55 40 40
32	Pilgrim's Shield	37	BoE	555	53 40 40
32	Ravenscale Shield	38	BoE	570	58 40 40
32	Sentinel Buckler	38	BoE	570	57 40 40
N/A	Studded Ring Shield	38	BoA	570	57 40 40
N/A	Visionary Buckler	38	BoA	570	62 40 40
N/A	Anchored Buckler	39	BoA	585	65 40 40
34	Burning Shield	39	BoE	585	67 40 40
34	Glyphed Buckler	39	BoE	585	63 40 40

GOOD SHIELDS continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
39	Light's Crest	39	BoE	585	67@ 47
39	Vigilant Buckler	39	BoA	585	64@ 77
SPELL ADD 1% BLOCK					
39	Witch Doctor's Protector	39	BoE	585	62@ 46
40	Brash Buckler	40	BoA	600	70@ 75
40	Chief Brigadier's Shield	40	BoE	600	69@ 18
40	Lunar Buckler	40	BoA	600	67@ 61
40	Warrior's Crest	40	BoE	600	71@ 62
41	Justice's Crest	41	BoE	615	75@ 27
SPELL INCREASED ARMOR 50					
41	Subtense Shield	41	BoE	615	74@ 82
41	Spurshield Shield	41	BoE	615	75@ 94
41	Vile Protector	41	BoE	615	77@ 54
SPELL ON HIT 1% CHANCE TO DEED 105-175 DMG TO ATTACKER					
42	Ironclad Shield	42	BoE	630	79@ 20
42	Pe Fighter's Shield	42	BoA	630	82@ 82
43	Earthwing Barrier	43	BoA	645	90@ 51
43	Field Plate Shield	43	BoE	645	88@ 82
43	Huge Scale Crest	43	BoE	645	85@ 95
SPELL INCREASED ARMOR 50					
43	Shield Scale Buckler	43	BoE	645	84@ 65
43	Thorn's Frisken	43	BoA	645	92@ 12
44	Captain's Buckler	44	BoA	660	95@ 58
44	Collection Plate	44	BoA	660	94@ 44
44	Ravager's Shield	44	BoE	660	97@ 10
45	Brigade Defender	45	BoE	675	102@ 12
45	Endurance Plate Shield	45	BoE	675	100@ 97
45	Ironstone Buckler	45	BoE	675	108@ 62
45	Yellow Shield	45	BoA	675	101@ 26
46	Justice Defender	46	BoE	690	110@ 38
46	Warrior's Shield	46	BoE	690	110@ 38
46	Granite Shield	46	BoE	690	112@ 34
47	Ironclad Wall Shield	47	BoE	705	117@ 82
47	Blackforge Buckler	47	BoE	705	119@ 100
48	Samson's Shield	48	BoE	720	124@ 83
48	Warrior's Wall Shield	48	BoE	720	130@ 48
49	Gothic Shield	49	BoE	735	140@ 12
49	Thorn's Buckler	49	BoE	735	142@ 89
50	Warrior's Buckler	50	BoE	750	147@ 24
50	Prismatic Scale Shield	50	BoE	750	152@ 32
51	Blowfury Shield	51	BoE	765	152@ 34
51	Valerian Shield	51	BoE	765	156@ 95
51	Gryphon Mail Buckler	51	BoE	765	157@ 66
51	Optimistic Defender	51	BoA	765	159@ 88
SPELL ADD 2% BLOCK					
51	Thunderous Defender	51	BoE	765	159@ 93
52	Ironclad Crest	52	BoE	780	162@ 10
52	Overlord's Shield	52	BoE	780	164@ 49
52	Steelclad Guard	52	BoA	780	165@ 78
SPELL INCREASED ARMOR 100					
53	Wynn Scale Defender	53	BoE	795	172@ 54
53	Leaf's Crest	53	BoE	795	186@ 42
54	Protector Buckler	54	BoE	810	187@ 81
54	Assault Defender	54	BoE	810	189@ 103
55	Crusader's Shield	55	BoE	825	192@ 71
55	Shille's Brizze Buckler	55	BoE	825	192@ 70
54	Sunscale Shield	54	BoE	810	194@ 20
55	Lavender Shield	55	BoE	825	198@ 86
55	Angels of Battle	55	BoA	825	211@ 63
56	Arctid Guard	56	BoA	840	215@ 69
56	High Chief's Shield	56	BoA	840	217@ 41
56	Blowfury Buckler	56	BoA	840	220@ 28
57	Spectral Shield	57	BoE	855	220@ 92
56	Ironclad Shield	56	BoA	840	222@ 12
57	Drumbeat Shield	57	BoE	855	226@ 25
57	Justice Scale Shield	57	BoE	855	229@ 50
59	Valkyrie Shield	59	BoE	885	240@ 96
58	Stone Shield	58	BoE	870	247@ 40
58	Templar Shield	58	BoE	870	249@ 28
60	Warrior's Shield	60	BoE	900	253@ 63
59	Blowfury Buckler	59	BoE	885	258@ 26
59	Hydra Shield	59	BoE	885	262@ 76
61	Warrior's Shield	61	BoE	915	265@ 68
60	Myriad Wall	60	BoE	900	273@ 94
62	Refuge Buckler	62	BoA	930	278@ 94
62	Dragonbone Guard	62	BoA	930	278@ 94
61	Impenetrable Wall	61	BoE	915	287@ 85
62	Multicolor Guard	62	BoE	930	289@ 32
63	Thorn's Shield	63	BoE	945	292@ 91
62	Tempest Shield	62	BoE	930	306@ 37
64	Warrior's Guard	64	BoE	960	310@ 40
64	Warrior's Buckler	64	BoE	960	310@ 40
63	Denon Guard	63	BoE	945	320@ 52

GOOD SHIELDS continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
60	Exalted Shield	60	BoE	975	322@ 94
60	Triumph Shield	60	BoE	975	324@ 93
60	Knaken Shield	60	BoE	975	325@ 92
60	Hyperion Shield	60	BoE	975	329@ 71

STANDARD SHIELDS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Deathguard Buckler	5	BoA	38	15@
N/A	Pikeman Shield	5	BoA	38	15@
N/A	Downen Kite Shield	5	BoA	38	15@
N/A	Thick Bark Buckler	5	BoA	38	15@
1	Large Round Shield	5	None	38	15@
1	Small Shield	5	None	38	15@
1	Woodland Shield	5	BoA	38	16@
1	Large Wooden Shield	5	None	38	16@
1	Dented Buckler	5	None	38	16@
3	Burnt Buckler	8	None	38	48@
3	Charger's Shield	8	None	38	48@
4	Warrior's Shield	8	None	38	70@
N/A	Charging Buckler	9	BoA	95	71@
4	Primal Buckler	9	None	95	72@
5	Battle Shield	10	None	113	88@
N/A	Stone Buckler	10	BoA	113	89@
5	Worn Heater Shield	10	None	113	89@
5	Round Buckler	10	None	113	89@
N/A	Widow's Buckler	10	BoA	113	91@
5	Dull Heater Shield	10	None	113	94@
5	Standard Iron Shield	10	None	113	94@
5	Small Targe	10	None	113	94@
5	Pioneer Buckler	10	None	113	96@
6	Trident Buckler	11	None	122	1@ 15
N/A	Trident Warrior's Shield	11	BoA	122	1@ 16
N/A	Crag Buckler	11	BoA	122	1@ 14
6	Thug's Shield	11	None	122	1@ 21
6	Infantry Shield	11	None	132	1@ 25
N/A	Rune Buckler	12	BoA	153	1@ 56
18	Reinforced War Shield	24	BoA	242	2@ 33
12	Reinforced War Shield	17	None	242	3@ 35
12	Wall Shield	17	None	242	3@ 67
15	Worn Turtle Shell Shield	20	None	285	5@ 62
SPELL INCREASED ARMOR 30					
17	Large Metal Shield	22	None	314	6@ 86
17	Ringed Buckler	22	None	314	7@ 29
21	Techer (PQ) Shell	26	None	371	11@ 20
22	Kite Shield	27	None	385	12@ 26
22	Reinforced Targe	27	None	385	13@ 12
32	Heavy Pavis	37	None	527	32@ 31
32	Metal Buckler	37	None	527	34@ 17
35	Reinforced Viking Shield	40	None	570	44@ 36
45	Crested Heater Shield	50	None	713	87@ 25
45	Ornate Buckler	50	None	713	93@ 93

INFERIOR SHIELDS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1	Worn Wooden Buckler	1	None	4	1@
1	Worn Wooden Shield	1	None	4	1@
1	Buttered Buckler	2	None	10	3@
1	Best Large Shield	4	None	26	7@
1	Cracked Buckler	6	None	47	16@
2	Worn Large Shield	7	None	60	24@
6	Wooden Shield	11	None	175	81@
10	Wooden Buckler	15	None	203	11@ 82
11	Simple Buckler	16	None	216	2@ 10
12	Rectangular Shield	17	None	230	2@ 43
17	Small Round Shield	22	None	297	4@ 57
18	Box Shield	23	None	311	5@ 19
23	Targe Shield	28	None	378	9@ 10
24	Tower Shield	29	None	392	10@ 85
28	Reinforced Buckler	33	None	446	15@ 85
31	Reflective Heater	36	None	486	21@ 82
37	Blocking Targe	42	None	567	31@ 54
43	Protective Pavis	48	None	648	53@ 32
48	Deflecting Targe	53	None	716	68@ 37
51	Cracked Buckler	56	None	736	87@ 37
60	Plated Buckler	60	None	878	1@ 29
63	Plated Buckler	60	None	918	1@ 51

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

WEAPONS

ONE-HANDED AXES

EPIC AXES (1H)

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
47	BoE	Flurry Axe	47	BoE	35.33	1.5	2 96 27
		SPELL/NOTE On Attack: Chance for Extra Attack					
57	BoE	Axe of the Deep Woods	57	BoE	41.48	2.7	5 41 23
		SPELL/NOTE On Attack: Chance to Deal 90-126 Nature Dmg					

SUPERIOR AXES (1H)

	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
15	Serpent's Kiss	20	BoE	13.40	2.5	16@	86@
		SPELL/NOTE On Attack: Chance to Deal 21 Poison Dmg Over 15 sec					
18	Gullotine Axe	23	BoE	15.00	2.7	24@	52@
		SPELL/NOTE Main Hand Only					
18	Razor's Edge	23	BoE	15.21	2.4	25@	89@
20	Butcher's Cleaver	25	BoA	16.18	1.7	33@	00@
20	Grincoax	25	BoE	16.00	2	33@	37@
		SPELL/NOTE On Attack: Chance to Deal 30 Shadow Dmg					
22	Axe of the Enforcer	27	BoE	17.12	2.6	39@	37@
25	Bearded Bonesaw	30	BoE	18.95	1.9	51@	43@
		SPELL/NOTE Main Hand Only					
25	Headsplitter	30	BoE	18.91	2.3	54@	05@
25	Vibroblade	30	BoE	19.06	1.6	52@	88@
		SPELL/NOTE On Attack: Chance to Lower Target Armor by 100					
31	Pronged Reaver	36	BoA	23.96	2.4	97@	88@
32	Stalman's Reaper	37	BoE	24.83	2.9	1@	06@
		SPELL/NOTE On Attack: Chance to Lower Enemy Attributes by 2					
33	Shovelplunge's Mining Axe	38	BoE	25.71	2.8	1@	13@
		SPELL/NOTE Attack Power 10					
33	Steadfast Reaver	38	BoE	25.83	1.8	1@	12@
		SPELL/NOTE Main Hand Only					
34	Sickle Axe	39	BoE	26.54	2.6	1@	16@
40	Curse-Bladed Ripper	45	BoE	30.26	1.9	1@	97@
		SPELL/NOTE Main Hand Only					
40	Digmaster 5000	45	BoE	30.28	1.8	1@	85@
43	Winter's Bite	48	BoE	32.14	2.1	2@	47@
		SPELL/NOTE Main Hand Only, On Hit: Chance for 20-30 Dmg/Score for 50% Move Speed					
45	Riprow	50	BoA	33.33	2.7	2@	88@
		SPELL/NOTE Main Hand Only, On Attack: Chance to Wound for 75 Dmg					
48	Axe of Rinji	53	BoE	35.00	1.9	3@	47@
48	Ribsplitter	53	BoE	35.19	2.7	3@	53@
		SPELL/NOTE Main Hand Only, Attack Power 10					
50	Down's Edge	55	BoE	36.43	2.1	3@	60@
		SPELL/NOTE Add 1% Crit					
51	Tooth of Erastikus	56	BoA	37.08	2.4	3@	88@
		SPELL/NOTE Main Hand Only, Add 1% Hit					
52	Soul Breaker	57	BoA	37.50	1.6	4@	41@
		SPELL/NOTE Main Hand Only					
52	Wrath Scythe	57	BoA	37.73	2.2	4@	31@
		SPELL/NOTE Main Hand Only, On Attack: Chance to Steal 45 HP from Target					
53	Riverspike	58	BoA	38.23	3.1	4@	41@
		SPELL/NOTE On Attack: Chance to Reduce Target Armor by 200					
55	Demonfork	60	BoA	39.46	2.8	4@	73@
		SPELL/NOTE Main Hand Only, On Attack: Chance to Transfer 50 HP over 25 sec					
N/A	Windrunner	60	BoA	39.55	3.3	5@	14@
58	Sarcoph	61	BoE	40.00	1.9	5@	39@
		SPELL/NOTE Increased Armor 100					
57	Iceblade Hacker	62	BoA	40.75	2	5@	66@
		SPELL/NOTE Main Hand Only					
58	Annihilator	63	BoE	41.47	1.7	5@	71@
		SPELL/NOTE Main Hand Only, On Attack: Chance to Reduce Target Armor by w/200					

GOOD AXES (1H)

	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
6		Rodentia Flint Axe	11	BoE	6.00	2	3 0 00
		SPELL/NOTE Main Hand Only					
6		Scalping Tomahawk	11	BoE	5.83	1.8	3 0 00
		SPELL/NOTE Main Hand Only					
N/A		Defender Axe	13	BoA	6.96	2.3	4 0 70
		SPELL/NOTE Main Hand Only, +10 to Armor Class					
8		Stonesplitter Axe	13	BoE	6.82	2.2	4 0 70
		SPELL/NOTE Main Hand Only					
N/A		Pointed Axe	14	BoA	7.11	1.9	5 0 40
		SPELL/NOTE Main Hand Only					
10		British Riverpaw Axe	15	BoE	7.86	2.8	7 0 20
		SPELL/NOTE Main Hand Only					
10		Deadman's Cleaver	15	BoE	7.88	2.6	6 0 00
		SPELL/NOTE Main Hand Only					
10		Dwarven Hatchet	15	BoE	7.50	2	7 0 40
		SPELL/NOTE Main Hand Only					
N/A		Elunite Axe	15	BoA	7.78	2.7	6 0 00
		SPELL/NOTE Main Hand Only					
N/A		Haggard's Axe	15	BoA	7.78	2.7	6 0 75
		SPELL/NOTE Main Hand Only					
N/A		Hairloom Axe	15	BoA	7.78	2.7	6 0 00
		SPELL/NOTE Main Hand Only					
10		Quillbow Tomahawk	15	BoE	7.80	2.5	6 0 00
		SPELL/NOTE Main Hand Only					
N/A		Thun'grin's Axe	15	BoA	7.78	2.7	6 0 00
		SPELL/NOTE Main Hand Only					
N/A		Umbra's Axe	15	BoA	7.78	2.7	6 0 70
		SPELL/NOTE Main Hand Only					
12		Thick War Axe	17	BoE	8.60	2.5	9 0 20
		SPELL/NOTE Main Hand Only					
N/A		Thelomar's Axe	18	BoA	9.05	2.1	10 0 00
		SPELL/NOTE Main Hand Only					
16		Grant Axe	21	BoE	10.65	2.3	16 0 00
16		Orich Cleaver	21	BoE	10.56	1.8	17 0 00
		SPELL/NOTE Main Hand Only					
17		Smiter's Reaver	22	BoA	11.05	1.9	18 0 00
18		Flesh Carver	23	BoE	11.52	2.3	20 0 00
		SPELL/NOTE Main Hand Only					
18		Feather's Axe	23	BoE	11.60	2.5	20 0 00
		SPELL/NOTE Main Hand Only					
19		Black Metal Axe	24	BoE	12.38	2.1	23 0 00
		SPELL/NOTE Main Hand Only					
19		Shadowblade Scalpel	24	BoE	12.41	2.9	23 0 00
		SPELL/NOTE Main Hand Only					
20		Ridge Cleaver	25	BoE	12.73	2.2	27 0 50
		SPELL/NOTE Main Hand Only					
21		Marauder's Axe	26	BoE	13.25	2	30 0 00
		SPELL/NOTE Main Hand Only					
22		Blurred Axe	27	BoE	13.82	1.7	33 0 70
		SPELL/NOTE Main Hand Only					
24		Colossus Axe	29	BoE	15.00	2.8	40 0 00
		SPELL/NOTE Attack Power 08					
N/A		Shen's Dismaying Tool	31	BoA	16.05	1.9	50 0 28
		SPELL/NOTE Off-Hand Only, On Attack: 5% Chance for 5 sec Dismarm					
26		Splitting Hatchet	31	BoE	16.11	1.8	50 0 33
N/A		Barraging Reaper	32	BoA	16.58	1.9	53 0 38
		SPELL/NOTE Main Hand Only					
N/A		Fish Gutter	32	BoA	16.67	2.1	54 0 40
		SPELL/NOTE Main Hand Only					
28		Hacking Cleaver	33	BoE	17.11	1.9	61 0 45
N/A		Gervill's Cleaver	34	BoA	17.68	2.8	63 0 00
		SPELL/NOTE Main Hand Only					
29		Hillborne Axe	34	BoE	17.73	2.2	65 0 00
N/A		Bleeding Crescent	35	BoA	18.13	2.4	70 0 00
		SPELL/NOTE Main Hand Only					
N/A		Crescent of Fabled Spirits	35	BoA	18.13	1.6	73 0 50
		SPELL/NOTE Main Hand Only					

GOOD AXES continued

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
37	Gloam Reaper	37	BoE	19.63	2.7		89	64
39	Savage Axe	39	BoE	21.43	2.8	1	04	75
40	SPELL/NOTE Main Hand Only							
40	Greater Scythe	40	BoE	22.14	2.8	1	13	54
41	SPELL/NOTE Main Hand Only							
41	Gloam's Cleaver	41	BoE	23.00	2	1	21	79
42	SPELL/NOTE On Attack: 5% Chance to Deal 50 Dmg over 30 sec							
42	Heavy Mithril Axe	42	BoE	24.07	2.7	1	25	29
43	SPELL/NOTE Main Hand Only							
44	Blue Glistening Axe	44	BoE	25.83	1.8	1	46	59
44	Blasphemous Reaver	44	BoE	27.22	1.8	1	68	84
48	Crescent Edge	48	BoE	28.57	2.1	2	10	90
51	Axe of the Ebon Drake	51	BoE	30.26	1.9	2	41	59
51	SPELL/NOTE Main Hand Only							
51	Faith of the Hippogriff	51	BoE	30.42	2.4	2	57	29
52	SPELL/NOTE Main Hand Only							
52	Wound Cleaver	52	BoE	30.91	2.2	2	74	85
54	Witchcleaver	54	BoE	32.05	2.2	2	87	89
54	SPELL/NOTE Attack Power 20							
54	Enter of the Dead	54	BoE	32.05	2.2	2	96	41
55	SPELL/NOTE Main Hand Only, +30 Attack Power vs. Undead							
55	Corpse Harvester	55	BoE	32.69	2.4	3	05	26
55	Grievous Skinner	55	BoE	32.92	2.4	3	06	27
55	SPELL/NOTE Main Hand Only							
55	Onate Theorem Hardaxe	55	BoE	32.63	1.9	3	30	77
57	SPELL/NOTE Main Hand Only							
57	Rune Edge	57	BoE	33.91	2.3	3	53	38
58	SPELL/NOTE Main Hand Only							
58	Worlock's Axe	58	BoE	34.57	2.3	3	64	94
61	Widowmaker	61	BoE	36.50	2	4	24	09
64	Demons' Claw	64	BoE	38.26	2.3	4	92	81

INFERIOR AXES (1H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
9	Rusty Hatchet	9	None	2.86	2.1			72
14	SPELL/NOTE Main Hand Only							
14	Worn Hatchet	14	None	4.29	2.1	2	37	
19	SPELL/NOTE Main Hand Only							
19	Unbalanced Axe	19	None	5.63	2.4	4	86	
22	SPELL/NOTE Main Hand Only							
22	Coagulating Pick	22	None	6.67	1.8	7	68	
27	SPELL/NOTE Main Hand Only							
27	Meat Cleaver	27	None	8.33	2.4	12	87	
28	SPELL/NOTE Main Hand Only							
28	Kean Axe	28	None	12.27	2.2	36	50	
30	SPELL/NOTE Main Hand Only							
30	Heavy First Axe	30	None	17.17	2.3	83	36	
36	SPELL/NOTE Main Hand Only							
36	Juggled Axe	36	None	20.00	1.9	1	27	64
36	SPELL/NOTE Main Hand Only							

TWO-HANDED AXES

EPIC AXES (2H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
40	Fury War Axe	40	BoE	40.34	2.9	2	15	28
49	SPELL/NOTE On Attack: Chance to Deal 155-197 Dmg/24 Mins Over Time							
49	King the Despoiler	49	BoE	47.36	3.6	4	45	80
60	SPELL/NOTE On Attack: Chance to Deal 560 Dmg Over 30 sec							
60	Brain Hacker	60	BoE	56.67	2.1	7	90	64
60	SPELL/NOTE Adds 14 Fire Dmg							

SUPERIOR AXES (2H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
20	Brother's Fang	20	BoE	17.60	2.5	20	84	
20	Prospectors Axe	20	BoE	17.50	2.4	22	05	
23	Night Reaver	23	BoE	19.70	3.3	30	66	
23	SPELL/NOTE On Attack: Chance to Deal 60-90 Shadow Dmg							
23	Solamancer Axe	23	BoE	19.63	2.7	30	79	
24	Villainous	24	BoE	21.72	3.2	47	71	
28	SPELL/NOTE On Attack: Chance to Deal 100 Dmg Over 30 sec							
28	Supercharger Battle Axe	28	BoE	23.04	2.8	54	83	
28	SPELL/NOTE On Attack: Chance to Deal 80-100 Nature Dmg							

STANDARD AXES (1H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
2	Worn Axe	2	None	1.00	2			7
3	SPELL/NOTE Main Hand Only							
3	Deadman Cleaver	3	None	1.14	2.2			11
4	SPELL/NOTE Main Hand Only							
4	Avenger Hand Axe	4	BoE	1.50	2			17
4	SPELL/NOTE Main Hand Only							
4	Hand Axe	4	None	1.50	2			16
4	Primitive Hatchet	4	BoE	1.59	2.2			17
4	SPELL/NOTE Main Hand Only							
4	Stone Tomahawk	4	BoE	1.67	2.1			16
4	SPELL/NOTE Main Hand Only							
4	Trogl Hand Axe	4	None	1.50	2			16
7	SPELL/NOTE Main Hand Only							
7	Kahold Excavation Pick	7	None	2.71	2.4			55
8	SPELL/NOTE Main Hand Only							
8	Sharp Axe	8	BoE	3.27	2.6			80
8	SPELL/NOTE Main Hand Only							
8	Skull Hatchet	8	None	3.25	2			81
9	SPELL/NOTE Main Hand Only							
9	Copper Axe	9	None	3.95	1.9	1	09	
9	SPELL/NOTE Main Hand Only							
9	Frostmane Hand Axe	9	None	3.75	2	1	06	
9	SPELL/NOTE Main Hand Only							
9	Lumberjack Axe	9	None	3.85	2.6	1	13	
9	SPELL/NOTE Main Hand Only							
9	Tomahawk	9	None	3.82	1.7	1	08	
10	SPELL/NOTE Main Hand Only							
10	Ceremonial Tomahawk	10	BoE	4.41	1.7	1	38	
12	SPELL/NOTE Main Hand Only							
12	Sticking Hatchet	12	BoE	5.29	1.7	2	31	
16	Hatchet	16	None	7.20	2.5	4	81	
20	Cleaver	20	None	9.09	2.2	8	83	
23	None	23	None	10.48	2.1	12	69	
24	SPELL/NOTE Main Hand Only							
24	Double Axe	24	None	11.00	2.5	13	90	
35	Crescent Axe	35	None	17.12	2.6	45	09	
46	Francisco	46	None	25.87	2.3	1	04	43

SUPERIOR AXES (2H) continued

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
32	Bloodsplitter	32	BoE	26.67	2.7		78	74
32	SPELL/NOTE On Attack: Chance to Deal 130 Dmg Over 30 sec							
33	Burning War Axe	33	BoE	27.73	3.3		87	56
38	SPELL/NOTE On Attack: Chance to Deal 86-110 Dmg/108 Mins Over Time							
34	Carapacemaker	34	BoE	28.95	3.8		99	30
37	Thermoplug's Left Arm	37	BoE	32.59	2.7	1	35	60
39	Mauling	39	BoE	34.53	3.2	1	58	75
40	SPELL/NOTE Attack Power 38							
40	Hobgoblin Battle Axe	40	BoE	35.52	2.9	1	72	09
40	SPELL/NOTE Adds 66 Attack Power vs. Undead							
40	Obsidian Cleaver	40	BoE	35.61	3.3	1	68	95
40	Whirlwind Axe	40	BoE	35.56	3.6	1	67	61
42	Ranger	42	BoE	37.29	3.5	1	89	23
44	SPELL/NOTE On Attack: Chance to Begin an AoE Whirlwind							
44	Bonebiter	44	BoE	38.82	3.4	2	34	76
44	Pendulum of Doom	44	BoE	38.88	4	2	14	89
44	SPELL/NOTE On Attack: Chance to Deal 250-350 Shadow Dmg							
43	Executioner's Cleaver	43	BoE	41.84	3.8	3	19	67
43	SPELL/NOTE Add 1% Hit							
49	The Minotaur	49	BoE	42.66	3.2	3	40	67

SUPERIOR AXES (2H) continued

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
49	Blackwood Hew	54	BoE	46.48	2.7	4 61 54
	SPELL/NOTE Blackwood Curse					
51	Lord Alexander's Battle Axe	56	BoE	48.13	3.2	4 96 40
52	Dark Iron Sunderer	57	BoE	48.85	2.6	5 12 25
	SPELL/NOTE On Attack: Chance to Reduce Target Armor by 300					
54	The Nicker	59	BoA	50.50	4	5 76 71
	SPELL/NOTE On Attack: Chance to Deal 50-150 Dmg/150 More Over Time					
55	Deadweight Retaliator	60	BoA	51.35	3.7	6 10 08
	SPELL/NOTE Add 1% Parry					
56	Gravesman War Axe	61	BoA	52.21	3.4	6 35 75
	SPELL/NOTE Creeping Mold					
58	Arcane Reaper	63	BoE	53.82	3.8	7 30 36
	SPELL/NOTE Attack Power 62					

STANDARD AXES (2H)

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Worn Battleaxe	2	None	1.38	2.9	8
N/A	Braze's Axe	4	BoA	2.12	3.3	20
1	Broad Axe	4	None	2.10	3.1	21
N/A	Thistlewood Axe	4	BoA	2.14	3.5	21
3	Large Axe	8	None	4.29	2.8	96
3	Wood Chopper	8	None	4.24	3.3	99
4	Vile Fir Battle Axe	9	None	5.00	3.1	1 40
9	Tuber	14	None	8.28	3.2	4 42
10	Rock Chopper	15	None	9.00	3.5	5 35
15	Bearded Axe	20	None	11.82	3.3	10 60
20	Battle Axe	25	None	15.26	3.8	19 56
22	Brass Battle Axe	27	None	16.90	2.9	24 35
30	Bulwax	35	None	22.37	3.8	56 57
29	Great Axe	44	None	31.25	3.6	1 12 33

INFERIOR AXES (2H)

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
3	Beaten Battle Axe	8	None	3.39	3.1	85
7	Crude Battle Axe	12	None	5.00	3	1 94
12	Short-handled Battle Axe	17	None	6.61	3.1	4 52
18	Shiny War Axe	23	None	8.96	2.4	11 04
22	Stone War Axe	27	None	10.77	2.6	16 09
27	Hefty War Axe	32	None	13.04	2.8	28 35
44	Splintering Battle Axe	49	None	22.88	3.3	1 11 89
54	Balanced War Axe	59	None	27.60	2.5	1 88 26

BOWS

EPIC BOWS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
37	Bow of Searing Arrows	42	BoE	25.00	2.7	1 47 21
48	Hurricane	53	BoE	30.31	1.6	3 20 31

GOOD AXES (2H)

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
5	Searing Axe	10	BoE	7.03	3.2	2 40
8	Copper Battle Axe	13	BoE	9.06	3.2	6 13
N/A	Laggitier	16	BoA	10.83	3.6	10 30
11	Twist-bladed Axe	16	BoE	10.74	2.7	10 30
12	Gold Iron Pick	17	BoE	11.33	3	12 30
N/A	Axe of Origination	18	BoA	11.82	3.3	14 30
13	Starbark Battle Axe	18	BoA	11.94	3.6	13 70
N/A	Piercing Axe	18	BoA	11.82	3.3	12 30
14	Brashley's Chopper	19	BoE	12.50	3.4	14 30
14	Mo'grah Can Opener	19	BoE	12.50	3.2	14 30
N/A	Desecrated Tree Chopper	20	BoA	13.03	3.3	17 30
	SPELL/NOTE Adds 2 to 2H Axe Skill					
15	Lupine Axe	20	BoE	13.04	2.3	18 30
N/A	Miner's Revenge	20	BoA	12.00	2.5	17 30
N/A	Skull-chopper	20	BoA	13.00	3.5	17 30
N/A	Thruer Axe	20	BoA	12.06	3.1	17 30
16	Rockbreaker	21	BoA	13.79	3.3	20 30
17	Battle Slayor	22	BoE	14.55	3.3	22 40
18	Seylae Axe	22	BoA	15.14	3.6	26 40
18	Shadowblade Battle Axe	23	BoE	15.31	3.2	26 40
19	Blackrock Champion's Axe	24	BoE	16.09	3.2	29 30
19	Massive Battle Axe	24	BoA	16.06	3.3	30 30
20	Slayer's Battle Axe	25	BoE	16.90	2.9	33 30
21	Arad War Axe	26	BoA	17.58	3.3	38 30
22	Heavy Ogre War Axe	27	BoE	18.29	3.8	41 30
22	Red Axe	27	BoA	18.33	3.3	40 30
23	Barbarian War Axe	28	BoE	19.03	3.1	44 30
23	Black Metal War Axe	28	BoE	18.97	2.9	44 30
24	Turret Pick	29	BoE	19.84	3.1	49 30
25	Brutal War Axe	30	BoE	20.28	3.6	54 30
26	Murderer's Axe	31	BoE	21.89	3.2	60 30
29	Midnight Axe	34	BoE	22.96	2.7	80 40
	SPELL/NOTE On Attack: Chance to Deal Shadow Dmg					
32	Massive Iron Axe	37	BoE	25.57	3	1 12 40
35	Shadow Crescent Axe	40	BoE	29.00	2.5	1 42 30
N/A	Skullsplitter	41	BoA	30.17	2.9	1 43 30
N/A	Overrun Charge	42	BoA	31.21	2.9	1 62 30
47	Manstreak War Axe	42	BoE	31.22	3.7	1 56 30
N/A	Isk'kar's Muric Chopper	43	BoA	32.50	3.2	1 75 30
44	Headchopper	44	BoA	33.62	2.9	1 83 30
	SPELL/NOTE Add 1% Crit					
49	Lumbering Ogre Axe	44	BoE	33.72	2.9	1 92 30
41	Gigantic War Axe	46	BoE	35.63	3.2	2 77 30
49	Griming Axe	49	BoE	38.04	2.8	2 84 30
N/A	Will of the Mountain Giant	51	BoA	39.46	2.8	3 03 30
N/A	Beastlayer	55	BoA	42.58	3.3	4 10 30
	SPELL/NOTE Adds 72 Attack Power Vs. Beasts					
51	Colossal Great Axe	55	BoA	42.71	2.4	4 10 30
N/A	Limb Crusher	56	BoE	42.42	3.8	4 37 30
51	Huge Thorium Battleaxe	56	BoE	43.33	3.3	3 99 30
	SPELL/NOTE Adds 2H Axe Skill					
53	Angerforge's Battle Axe	58	BoA	45.00	2.6	4 57 30
54	Razor's Edge	59	BoE	45.80	2.5	5 17 40
58	Death Sinker	63	BoE	48.93	2.8	5 71 30

SUPERIOR BOWS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
19	Vonamirike	24	BoA	9.58	2.4	22 40
20	Ranger Bow	25	BoE	12.59	2.7	24 30
27	Happydew Short Bow	32	BoE	16.11	1.8	47 40
27	Highlander Bow	32	BoA	16.18	1.7	50 40
33	Quillbreaker	38	BoE	15.89	2.8	87 30
34	Skystriker Bow	39	BoE	20.71	2.1	89 30
36	Moonlit Bow	41	BoE	21.85	2.7	1 02 30
42	Needle Throater	47	BoE	24.50	2	1 66 40
42	Singing Bow	47	BoE	24.52	2.1	1 72 40
	SPELL/NOTE Attack Power 14					
48	Houndmaster's Bow	53	BoA	27.22	1.8	2 44 30
	SPELL/NOTE Adds 24 Attack Power Vs. Beasts					
50	Gryphonwing Long Bow	55	BoE	28.33	2.7	2 79 30
54	Ripshok	59	BoA	30.23	2.2	3 63 30
	SPELL/NOTE Attack Power 22					
58	Yvesheer Plated Long Bow	63	BoE	32.22	1.8	4 27 30

GOOD BOWS

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
10	Hunting Bow	11	BoE	4.62	2.6	2	40
13	Orchid Battle Bow	14	BoA	5.53	1.9	4	25
14	Jury's Hunting Bow	15	BoA	5.87	2.3	5	15
24	Heavy Shortbow	15	BoE	6.00	2.5	5	15
23	Centaur Longbow	16	BoE	6.14	2.2	6	09
04	Fine Shortbow	16	BoE	6.18	1.7	6	36
72	Fine Longbow	19	BoE	7.41	2.7	9	72
78	Light Bow	21	BoE	7.94	1.7	11	84
92	Short Ash Bow	23	BoE	9.21	1.9	16	10
18	Huge Heartpiercer	26	BoA	10.56	1.8	23	14
55	Precision Bow	27	BoE	10.96	2.6	24	26
07	Bow of Plunder	28	BoA	11.35	2.6	28	62
75	Offsunder's Aim	29	BoA	11.96	2.3	29	91
17	Long Battle Bow	29	BoE	11.82	2.2	30	39
89	Lunar Bow	30	BoA	12.22	2.7	32	26
11	Raptor's End	30	BoA	12.07	2.9	34	26
62	Archer's Longbow	32	BoE	12.88	2.6	40	61
64	Ravenwood Bow	32	BoE	12.89	1.9	42	07
83	Sturdy Recurve	32	BoE	12.95	2.2	38	93
31	Whipwood Recurve Bow	34	BoE	13.61	1.8	48	14
36	Dense Shortbow	35	BoE	14.21	1.9	51	62
87	Long Redwood Bow	35	BoE	14.29	2.8	55	68
57	Trueshot Bow	41	BoE	18.16	1.9	87	22
33	Cruiser Bow	45	BoE	20.91	2.2	1	25
10	Master Hunter's Bow	45	BoA	20.83	2.4	1	19
94	Massive Longbow	47	BoE	21.96	2.8	1	35
43	Sylvan Shortbow	49	BoE	22.75	2	1	57
63	Hazy Needle	51	BoE	23.70	2.7	1	95
26	Siege Bow	53	BoE	24.64	2.8	2	01
39	Quillfire Bow	55	BoE	25.65	2.3	2	27
68	Yvonne's Twitchbow	60	BoA	27.81	1.6	3	06
48	Blackhorn Bow	61	BoE	28.27	2.6	3	37
31	Hawkeye Bow	63	BoE	29.41	1.7	3	46
82	Archstrike Bow	65	BoE	30.22	2.3	4	11

STANDARD BOWS

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
1	2	Worn Shortbow	2	None	1.52	2.3		5
1	4	Polished Shortbow	4	None	1.75	2		11
N/A	4	Primitive Bow	4	BoA	1.85	2.7		12
N/A	4	Thistlewood Bow	4	BoA	1.96	2.3		12
1	6	Cadet's Bow	6	None	2.25	2		28
3	8	Hornwood Recurve Bow	8	None	2.38	2.1		57
N/A	11	Ashwood Bow	11	BoA	3.81	2.1	1	34
N/A	11	Hickory Shortbow	11	BoA	3.75	2	1	41
11	16	Laminated Recurve Bow	16	None	5.77	2.6		50
16	21	Reinforced Bow	21	None	7.50	2.2	7	62
20	25	Heavy Recurve Bow	25	None	9.17	2.4	12	69
29	34	Longbow	34	None	13.04	2.3	30	86
36	41	Beotag's Shortbow	41	None	16.52	2.3	54	14

INFERIOR BOWS

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
3	8	Cracked Shortbow	8	None	1.96	2.3		39
8	13	Feeble Shortbow	13	None	3.33	1.8	1	46
14	19	Light Hunting Bow	19	None	4.41	1.7	3	74
19	24	Mohandled Recurve Bow	24	None	5.63	2.4	7	51
23	28	Stiff Recurve Bow	28	None	6.79	2.8	10	62
26	31	Tout Compound Bow	31	None	7.60	2.5	15	41
40	45	Unbalanced Long Bow	45	None	12.22	1.8	50	70
45	55	Recurve Long Bow	55	None	15.20	2.5	90	15

CROSSBOWS

SUPERIOR CROSSBOWS

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
32	Cryotopline Stinger	32	BoE	14.46	2.8	47	29
40	Twisted	40	BoE	20.75	2	96	30
48	Skull Splitting Crossbow	48	BoE	25.19	2.6	1	78
56	SPELL/NOTE Attack Power 14	56	BoE	28.87	3.1	2	94
59	Heartseeking Crossbow	59	BoA	34.72	3.2	3	60
59	Blackrow	59	BoA	34.72	3.2	3	60
59	SPELL/NOTE Add 1% Ht	59	BoA	34.72	3.2	3	60

GOOD CROSSBOWS

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
22	27	Steelarrow Crossbow	27	BoE	13.24	3.4	25	46

STANDARD CROSSBOWS

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
9	8	Light Crossbow	8	None	2.60	2.5		57
16	21	Fine Light Crossbow	21	None	7.41	2.7	7	02
29	34	Heavy Crossbow	34	None	13.04	2.8	28	22

DAGGERS

EPIC DAGGERS

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
45	Get Ripper	45	BoE	33.89	1.8	2	70
53	SPELL/NOTE On Attack: Chance for 95-121 Dmg	53	BoE	38.93	1.4	4	67
63	Shadowblade	63	BoA	45.38	1.3	7	87
63	Alex's Sunrazor	63	BoA	45.38	1.3	7	87
63	SPELL/NOTE Fire Resist +10, On Attack: Chance for a Fire Bolt	63	BoA	45.38	1.3	7	87
63	Deathstriker	63	BoA	45.38	1.3	7	87

SUPERIOR DAGGERS

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
23	Emperor's Blade	23	BoE	15.31	1.4	25	09
24	Assassin's Blade	24	BoE	15.53	1.9	29	74
25	Blackfang	25	BoE	16.33	1.5	33	86
25	SPELL/NOTE Shadow Resist +5	25	BoE	16.33	1.5	33	86
25	Doomspike	25	BoE	16.33	1.5	33	86

SUPERIOR DAGGERS continued

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE VALUE
21	26	Blackvenom Blade	26	BoE	16.67	1.8	35	94
21	26	SPELL/NOTE On Attack: Chance to Deal 15 Dmg Over 15 sec	26	BoA	29.67	1.5	1	75
N/A	34	Black Memento	34	BoA	35.94	1.6	3	53
N/A	46	Lifeforce Dirk	46	BoA	41.33	1.5	5	78
N/A	63	Dorraspike	63	BoA	16.67	1.8	35	52
21	26	Prison Shank	26	BoA	16.75	2	38	05
21	26	Talon of Vultures	26	BoA	16.75	2	38	05
23	28	Bite of Serra's	28	BoA	17.69	1.3	46	65
23	28	SPELL/NOTE On Attack: Chance to Deal 40 Dmg Over 20 sec	28	BoA	17.69	1.3	46	65
24	29	Master Shard	29	BoA	18.33	1.8	48	93
24	29	SPELL/NOTE On Attack: Chance to Deal 35 Fire Dmg	29	BoA	18.33	1.8	48	93
26	31	Vendetta	31	BoE	19.23	1.3	57	65
27	32	Claw of the Shadowmancer	32	BoE	20.53	1.9	67	31
27	32	SPELL/NOTE On Attack: Chance to Deal 35 Shadow Dmg	32	BoE	20.53	1.9	67	31
27	32	Toxic Revenger	32	BoA	20.53	1.9	67	31
27	32	SPELL/NOTE On Attack: Chance for 15 Dmg Aoe DOT	32	BoA	20.53	1.9	67	31

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

SUPERIOR DAGGERS continued

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
29	Tartarum Paker	34	BoA	17.65	1.7	76	78	66
30	Sweetback Shank	35	BoA	23.00	1.5	88	66	66
31	Howling Blade	36	BoA	23.93	1.4	94	66	66
31	SPELL/NOTE On Attack: Chance to Reduce Attack Power by 30							
31	Stonevaul Shiv	36	BoA	24.00	1.5	97	89	66
32	Sliverblade	37	BoA	25.00	1.4	1	00	26
32	SPELL/NOTE On Attack: Chance to Deal 45 Frost Dmg							
34	Hyacinth Blade	39	BoA	26.79	1.4	1	27	83
34	The Ziggler	39	BoA	26.47	1.7	1	24	72
34	SPELL/NOTE On Attack: Chance to Deal 20-30 Nature Dmg							
39	Goldage Dagger	44	BoA	29.67	1.5	1	71	93
39	SPELL/NOTE On Attack: Chance for 20-30 Frost Dmg or 50% Silence							
42	Getherwrench	47	BoA	31.54	1.6	2	27	38
42	SPELL/NOTE On Attack: Chance for 80 Dmg Over 30 sec							
42	Widowmaker	47	BoA	31.58	1.9	2	24	79
44	Steelblade	49	BoA	32.86	1.4	2	73	66
44	SPELL/NOTE On Attack: Chance to Reduce Threat to All Enemies							
46	Searing Needle	51	BoA	33.89	1.8	2	88	83
46	SPELL/NOTE On Attack: Chance for 69 Dmg and +10 Fire Exposure							
49	Hookfang Shanker	54	BoA	35.71	1.4	3	54	51
49	SPELL/NOTE On Attack: Chance for 70 Dmg Over Time and 50 Armor Sunder							
50	Berman Shanker	55	BoA	36.50	2	3	94	11
50	SPELL/NOTE Main Hand Only, On Hit: Chance for 100 Dmg Over 30 sec							
50	Julia's Dagger	55	BoA	36.54	1.3	3	61	57
50	SPELL/NOTE On Attack: Chance to Heal User 78 Over 12 sec							
51	Dire Nail	56	BoA	36.67	1.5	4	04	27
51	SPELL/NOTE Shadow Resist +5							
52	Blood-etched Blade	57	BoA	20.33	1.5	4	34	91
52	SPELL/NOTE On Attack: Chance to Deal 120 Dmg/Convert to Mana							
55	Karis of Zul'Sarik	60	BoA	39.44	1.8	5	11	99
55	SPELL/NOTE On Attack: Chance for 50 Dmg/70% Attack Speed Defbuff							
56	Fang of the Crystal Spider	61	BoA	40.31	1.6	5	33	88
56	SPELL/NOTE On Attack: Chance to Slow Attack/SPells by 10%							
56	Frightful	61	BoA	40.00	1.4	5	24	22
56	SPELL/NOTE Adds 8 to Arcane SPELLS/Effects							
57	Fishie's Skinner	62	BoA	40.38	1.3	5	52	29
57	SPELL/NOTE Add 10 to Skinning, Add 45 Attack Power Vs. Beasts							
57	Witchblade	62	BoA	40.63	1.6	5	23	06
57	SPELL/NOTE Increase Arcane Dmg 8							
58	Bonescraper	63	BoA	41.43	1.4	5	82	10
58	SPELL/NOTE Attack Power 30							
58	Gift of the Elven Magi	63	BoA	41.33	1.5	5	65	17
58	Heartseeker	63	BoA	41.47	1.7	5	82	15
58	SPELL/NOTE Add 1% Crit							
58	Scarlet Kris	63	BoA	41.33	1.5	5	98	51

GOOD DAGGERS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
5	Jawed Dagger	10	BoE	5.31	1.6	2	51	0
5	Carving Knife	11	BoE	5.94	1.6	3	23	0
N/A	Jagged Dagger	11	BoA	6.00	1.5	3	25	0
N/A	Small Hand Blade	11	BoE	6.00	1.5	3	05	0
N/A	Compact Fighting Knife	12	BoE	6.33	1.5	3	88	0
N/A	Blade of Cunning	13	BoA	6.75	2	4	08	0
N/A	SPELL/NOTE Add 1 to Safety							
N/A	Croftman's Dagger	13	BoA	6.76	1.7	5	01	0
8	Stoneplunder Dagger	13	BoE	7.00	1.5	4	79	0
9	Curved Dagger	14	BoE	7.19	1.6	4	05	0
N/A	Curvedwood Dagger	14	BoA	7.00	1.5	5	02	0
N/A	Blunt Dagger	15	BoA	7.65	1.7	7	01	0
N/A	Giant Tortoise Fang	15	BoE	7.50	1.4	7	02	0
N/A	Haggard's Dagger	15	BoA	7.65	1.7	6	77	0
N/A	Heirloom Dagger	15	BoA	7.65	1.7	6	85	0
N/A	Long Crowler Limb	15	BoE	7.50	1.4	7	29	0
10	Ritual Blade	15	BoE	7.50	1.4	7	30	0
N/A	Thug's Dagger	15	BoA	7.65	1.7	6	98	0
N/A	Unlabeled Dagger	15	BoA	7.65	1.7	6	89	0
12	Sliver Blade	17	BoE	8.67	1.5	9	47	0
12	War Knife	17	BoE	8.53	1.7	9	79	0
13	Chaining Blade	18	BoA	9.00	1.5	10	55	0
13	Goblin Screwdriver	18	BoE	8.93	1.4	11	13	0
13	Hollowfang Blade	18	BoA	8.93	1.4	10	49	0
N/A	Kris of Organism	18	BoA	9.00	1.5	10	26	0
N/A	Scrimshaw Dagger	18	BoA	8.91	1.8	11	13	0
N/A	Serrated Kris	18	BoA	9.06	1.6	10	46	0
13	Spinner Fang	18	BoE	9.00	1.5	10	79	0
14	Brackclaw	19	BoE	9.64	1.4	12	81	0

GOOD DAGGERS continued

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
14	Venom Web Fang	19	BoE	9.67	1.5	12	00	0
14	SPELL/NOTE On Attack: Chance to Poison for 15 Dmg over 15 sec							
14	Wicked Dagger	19	BoE	9.38	1.6	12	00	0
15	Big Bronze Knife	20	BoA	10.00	1.9	14	30	0
N/A	Harpy Skinner	20	BoA	9.64	1.4	14	30	0
15	Wook Dagger	20	BoA	10.00	1.5	13	00	0
N/A	Kale Blade	20	BoA	10.00	1.8	13	00	0
N/A	Thornblade	20	BoA	10.00	1.6	14	30	0
17	Splash Dagger	22	BoE	11.85	1.9	19	00	0
17	Red Spike	22	BoA	11.1	1.8	21	00	0
18	Prong-handled Dagger	23	BoE	11.47	1.7	21	00	0
20	Deadly Bronze Pointed	25	BoE	12.78	1.8	27	00	0
21	Bottle Knife	26	BoA	13.44	1.6	30	10	0
21	Wynona's Taliska	26	BoE	13.61	1.8	31	00	0
21	SPELL/NOTE On Attack: Chance to Poison for 30 Dmg over 15 sec							
22	Warrior's Fang	27	BoE	13.75	1.6	35	00	0
22	SPELL/NOTE On Attack: Chance to Poison for 30 Dmg over 15 sec							
23	Cross Dagger	28	BoA	14.62	1.3	38	00	0
24	Flash Flamer	29	BoE	15.25	2	39	00	0
24	SPELL/NOTE On Attack: Chance to Deal 20 Dmg over 30 sec							
25	Honed Silhouette	30	BoE	15.71	1.4	44	00	0
27	Broad Bladed Knife	32	BoE	16.75	2	56	00	0
29	Daring Dagger	34	BoE	17.50	1.6	64	00	0
31	Deadly Kris	36	BoA	18.93	1.4	78	00	0
31	Glinting Steel Dagger	36	BoA	18.67	1.5	80	70	0
31	SPELL/NOTE Attack Power 12							
33	Tigerbane	38	BoE	20.53	1.9	98	00	0
34	SPELL/NOTE Adds 18 Attack Power Vs. Beasts							
34	Yearning Golden Blade	39	BoE	21.43	1.4	1	03	0
34	SPELL/NOTE Increase Fire Dmg 6							
35	Gemstone Dagger	40	BoE	22.33	1.5	1	07	0
N/A	SPELL/NOTE Fire & Frost Resist +5							
N/A	Silent Hunter	41	BoA	23.06	1.8	1	14	0
37	Razor Blade	42	BoE	23.82	1.7	1	27	0
N/A	Red-Knife's Marked Shanker	43	BoA	25.00	1.6	1	40	0
39	Sacred Kris	44	BoE	25.71	1.8	1	48	0
N/A	Corrosion Eaten Blade	45	BoA	26.47	1.8	1	57	0
N/A	Fandrich Skin	45	BoA	26.58	1.9	1	47	0
42	Brookblade	47	BoE	28.00	1.5	1	85	0
42	Col's Knife Fang	47	BoA	28.06	1.8	1	84	0
42	SPELL/NOTE On Attack: Chance for a 10 Dmg Iron Shield							
45	Vagabond Dagger	50	BoE	29.69	1.4	2	32	0
46	Elven Shiv	51	BoE	30.33	1.5	2	48	0
N/A	Iron Tracker Blade	57	BoA	33.67	1.5	3	38	0
N/A	Beehive Dagger	60	BoA	35.59	1.7	4	32	0
50	SPELL/NOTE Adds 33 Attack Power Vs. Beasts							
N/A	Enchanted Azathar's Fellows Dagger	60	BoA	35.67	1.5	4	20	0
50	SPELL/NOTE Adds 33 Attack Power Vs. Demons							
N/A	Skilled Fighting Blade	60	BoA	35.71	1.4	4	03	0
57	SPELL/NOTE Adds 4 to Dagger Skill							
57	Demon Blade	62	BoE	36.94	1.8	4	57	0
58	Blackstreak Dagger	64	BoE	38.24	1.7	5	05	0

STANDARD DAGGERS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
1	Worn Dagger	2	None	0.94	1.6	7	0	0
1	Dreadnought Dagger	3	None	1.07	1.4	10	0	0
1	Dusk	3	None	1.25	1.6	11	0	0
1	Tragic Dagger	3	None	1.00	1.5	10	0	0
N/A	Andorian Knife	4	BoA	1.25	1.6	11	0	0
N/A	Forsaken Dagger	4	BoA	1.32	1.6	11	0	0
N/A	Militar Dagger	4	BoA	1.33	1.5	10	0	0
N/A	Primitive Hand Blade	4	BoA	1.47	1.7	17	0	0
N/A	Thornward Dagger	4	BoA	1.47	1.7	16	0	0
N/A	Whispering Knife	4	BoA	1.33	1.5	10	0	0
1	Simple Dagger	6	None	2.50	1.8	18	0	0
N/A	Camping Knife	8	BoA	3.21	1.4	8	0	0
3	Soluto	8	None	3.33	1.5	8	0	0
4	Bloodstained Knife	9	None	3.75	1.6	1	0	0
N/A	Long Bayonet	10	BoA	4.41	1.7	1	0	0
N/A	Pruning Knife	10	BoA	4.06	1.6	1	0	0
5	Small Green Dagger	10	None	4.33	1.5	1	0	0
6	Copper Dagger	11	None	5.00	1.5	1	0	0
N/A	Sharp Kitchen Knife	11	BoA	5.00	1.5	1	0	0
N/A	Corrosion Knife	12	BoA	5.36	1.4	2	0	0
11	Jammy	16	None	7.14	1.4	4	0	0
14	Poignant	19	None	8.46	1.3	7	0	0

STANDARD DAGGERS continued

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Buzzer Blade	21	None	9.67 1.5	9@ 43@
1	Bazomane Backstabber	21	BoE	9.41 1.7	2@ 47@
1	Kits	24	None	10.94 1.6	14@ 23@
1	Shadow Hunter Knife	32	Ques	15.59 1.7	31@ 34@
1	Thornapple	32	None	15.59 1.7	31@ 34@
1	Main Gouche	34	None	16.56 1.6	38@ 47@
1	Randal	44	None	24.06 1.6	90@ 86@

INFERIOR DAGGERS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
2	Shrapnel Letter Opener	7	None	2.86 1.7	38@
9	Fisherman Knife	14	None	4.29 1.4	2@ 40@
11	Threshhold Fang	16	None	5.00 1.5	3@ 17@
13	Small Dagger	18	None	5.36 1.4	4@ 40@
18	Hunting Knife	23	None	7.06 1.7	8@ 11@
24	Defi Solito	29	None	8.93 1.4	15@ 64@
34	Shiny Dirk	39	None	12.81 1.6	39@ 57@
39	Fine Pointed Dagger	44	None	15.36 1.4	42@ 15@
48	Spiked Dagger	53	None	19.06 1.6	1@ 7@ 18@

FISHING POLES

FISHING POLES

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Fishing Pole	1	None	1.00 3	4@
1	Wump Family Fishing Pole	10	BoA	5.67 3	1@ 87@
1	SPELL/NOTE Fishing Skill +3				
1	Strong Fishing Pole	10	None	5.67 3	1@ 80@
1	SPELL/NOTE Fishing Skill +5				
1	Darkwood Fishing Pole	20	None	11.83 3	10@ 66@
1	SPELL/NOTE Fishing Skill +15				
1	Big Iron Fishing Pole	30	None	19.00 3	33@ 78@
1	SPELL/NOTE Fishing Skill +20				

FIST WEAPONS

SUPERIOR FIST WEAPONS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Iron Knuckles	26	BoA	16.47 1.7	36@ 63@
1	SPELL/NOTE On Attack: Chance to Deal 4 Dmg and Interrupt				
1	Wicked Slicer	51	BoE	33.93 1.4	3@ 06@ 56@
1	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 75 Dmg				
1	Bladest	56	BoA	36.67 1.5	3@ 92@ 42@
1	SPELL/NOTE On Attack: Chance to Deal 20 Dmg				
1	Blad Tahn	60	BoA	39.23 1.3	4@ 88@ 21@
1	SPELL/NOTE Main Hand Only, On Attack: Death Dmg Over Time				
1	Hard Smasher	60	BoA	39.44 1.8	5@ 08@ 51@
1	SPELL/NOTE On Attack: Chance for 2 sec Stun				
1	Gearyle Shredder Talons	61	BoA	40.00 1.8	5@ 10@ 59@
1	SPELL/NOTE Off-Hand Only, On Attack: Chance to Deal 110 Dmg Over 30 sec				

GOOD FIST WEAPONS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	White Bone Shredder	52	BoA	31.07 1.4	2@ 71@ 91@
1	SPELL/NOTE Off-Hand Only				
1	Rockfall	56	BoA	33.21 1.4	3@ 25@ 78@

GUNS

EPIC GUNS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Practically Calibrated Boomstick	48	BoE	27.67 1.5	2@ 45@ 39@
1	Overven Hand Cannon	58	BoE	32.76 2.9	4@ 50@ 40@

SUPERIOR GUNS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Ull Timmy's Proshooter	21	BoE	10.96 2.6	14@ 56@
1	Double-Barreled Shotgun	27	BoE	13.26 2.3	30@ 20@
1	Hi-tech Supagun	29	BoA	14.35 2.3	36@ 32@
1	Chesterfield Mookat	33	BoE	16.52 2.3	55@ 14@
1	Ironmover	34	BoE	17.31 2.6	58@ 74@
1	Glass Shooter	35	BoA	17.93 2.9	66@ 52@

STANDARD FIST WEAPONS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
10	Left-Handed Brass Knuckles	15	None	6.79 1.4	4@ 27@
10	SPELL/NOTE Off-Hand Only				
10	Right-Handed Brass Knuckles	15	None	6.79 1.4	4@ 26@
10	SPELL/NOTE Main Hand Only				
20	Left-Handed Claw	25	None	11.67 1.5	16@ 47@
20	SPELL/NOTE Off-Hand Only				
20	Right-Handed Claw	25	None	11.67 1.5	16@ 23@
20	SPELL/NOTE Main Hand Only				
29	Bloody Brass Knuckles	34	None	16.56 1.6	39@ 58@
30	Left-Handed Blades	35	None	17.33 1.5	44@ 21@
30	SPELL/NOTE Off-Hand Only				
30	Right-Handed Blades	35	None	17.33 1.5	43@ 41@
30	SPELL/NOTE Main Hand Only				

SUPERIOR GUNS continued

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
37	The Slencer	42	BoE	22.32 2.8	1@ 15@ 32@
37	SPELL/NOTE Attack Power 14				
38	Shadownfange Boomshot	43	BoE	22.76 2.9	1@ 30@ 52@
38	SPELL/NOTE Shadow Resist +7				
42	Golgome's Fireblaster	47	BoA	24.62 2.6	1@ 66@ 81@
45	Gutbuster	50	BoE	26.11 2.7	2@ 10@ 29@
48	Houndmaster's Rifle	53	BoA	27.39 2.3	2@ 45@ 27@
48	SPELL/NOTE Best Slaying 24				
50	Dark Iron Rifle	55	BoE	28.38 3.4	2@ 91@ 52@
51	Burstshot Harquebus	56	BoA	28.85 2.6	2@ 96@ 66@
51	SPELL/NOTE Attack Power 10				
53	Shell Launcher Shotgun	58	BoE	29.78 2.3	3@ 47@ 04@
56	Flowless Arcanite Rifle	61	BoE	31.17 3	3@ 73@ 67@
56	Willey's Portable Howitzer	61	BoA	31.25 2.4	3@ 84@ 43@

GOOD GUNS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
5	Rough Blunderbuss	10	BoE	4.13	2.3	1	87	0
N/A	Skarr's Rifle	12	BoA	5.00	1.9	2	97	0
8	Compost Shotgun	13	BoE	5.25	2	3	56	0
N/A	Dory's Hunting Rifle	16	BoA	6.40	2.5	5	95	0
N/A	Deveraux Fishing Pole	19	BoA	7.37	1.9	9	22	0
14	Hunter's Muzzle Loader	19	BoE	7.50	1.8	9	40	0
N/A	Outright Rifle	20	BoA	7.88	2.6	10	63	0
N/A	Privatier Market	20	BoA	7.83	2.3	10	38	0
16	Deadly Blunderbuss	21	BoE	8.27	2.6	11	79	0
19	Lovingly Crafted Blunderbuss	24	BoE	9.72	1.8	18	00	0
21	Silver-plated Shotgun	26	BoE	10.37	2.7	23	57	0
24	Moonlight Rifle	29	BoE	11.74	1.7	31	83	0
26	Maple-Tree Blunderbuss	31	BoE	12.50	2.8	37	69	0
28	BKP Sparrow "Smallbore"	33	BoE	13.24	1.7	45	77	0
N/A	Blasting Hackbit	37	BoA	15.36	2.8	63	86	0
32	Explosive Shotgun	37	BoE	15.24	2.1	64	14	0
N/A	Flash Rifle	37	BoA	15.28	1.8	63	86	0
N/A	Sidgeman Shuttle	38	BoA	15.94	3.2	69	09	0
34	Smoothbore Gun	39	BoE	16.60	2.5	77	45	0
N/A	Shrapnel Blaster	40	BoA	17.37	1.9	80	73	0
36	Mitred Blunderbuss	41	BoE	17.93	2.9	89	58	0
39	Mitred Heavy-bore Rifle	44	BoA	20.15	3.4	1	13	69
N/A	Sniper Rifle	44	BoA	20.17	3	1	10	26
N/A	Master Hunter's Rifle	45	BoA	20.58	2.6	1	20	42
43	Kischoer Blunderbuss	48	BoE	22.39	2.3	1	50	60
45	Percussion Shotgun	50	BoE	23.26	2.3	1	77	91
47	Thorium Rifle	52	BoA	24.12	3.4	1	97	39
51	Burnside Rifle	56	BoE	26.00	2.5	2	55	65
N/A	Farmer Dalton's Shotgun	56	BoA	25.79	1.9	2	47	24
55	Shrapnel Harquebus	60	BoE	27.95	2.2	3	17	84

STANDARD GUNS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
1	Old Blunderbuss	2	None	1.52	2.3		50	
1	Sold Blunderbuss	3	None	2.05	2.2		10	
N/A	Arvilmar Market	4	BoA	1.85	2.7		12	
N/A	Light Hunting Rifle	4	BoA	1.84	1.9		12	
2	Pellet Rifle	7	None	2.50	2.6		40	
4	Hunting Rifle	9	None	2.96	2.7		70	
4	Orate Blunderbuss	9	None	2.95	2.2		82	
9	Hunter's Blunderbuss	14	None	5.00	2.1		2	40
16	Large Bore Blunderbuss	21	None	7.40	2.5		7	50
21	BKP 2700 Enforcer**	26	None	9.63	2.7		14	10
31	BKP 42 Ultra**	36	None	13.81	2.1		36	92

INFERIOR GUNS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
2	Rust-covered Blunderbuss	7	None	1.88	2.4		38	
8	Cheap Blunderbuss	13	None	3.18	2.2		1	40
13	Dirty Blunderbuss	18	None	4.09	2.2		3	30
17	Shoddy Blunderbuss	22	None	5.00	2.1		5	40
24	Old Blunderbuss	29	None	7.00	2		13	70
28	Long-barreled Market	33	None	7.88	2.6		18	77
38	Sentinel Market	43	None	11.61	2.8		43	62
52	Primed Market	57	None	15.83	1.8		01	40

ONE-HANDED MACES

HUNTING MACES (1H)

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
38	Arcane Cudgel	43	BoE	22.86	2.1	2	15	32
38	SPELL/NOTE Main Hand Only, Adds 100 to Armor and 7 to Defense	50	BoA	36.90	2.1		0	0
40	Honorer of Expertise	50	BoA	36.90	2.1		0	0
40	SPELL/NOTE Main Hand Only							
40	Honorer of the Northern Wind	54	BoE	39.52	2.1	4	52	67
40	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 20-30 Dmg and Slow by 50%	60	BoA	43.54	2.4	6	30	86
55	Ironfist	60	BoA	43.54	2.4	6	30	86
57	Hand of Edward the Odd	62	BoE	45.00	1.6	7	05	54
57	SPELL/NOTE Main Hand Only, On Attack: Chance to Gain Increased Crit and Attack Speed							
57	SPELL/NOTE Fury Weapons, On Attack: Chance to Gain Instant Cast on Next spell							

SUPERIOR MACES (1H)

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
16	Face Smasher	21	BoA	14.04	2.6	20	25	0
19	Skeletal Club	24	BoA	15.58	2.6	29	96	0
19	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 30 Shadow Dmg	24	BoA	15.54	2.8	30	18	0
19	Slinging Viper	24	BoA	15.54	2.8	30	18	0
19	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 35 Poison Dmg Over 15 sec	25	BoE	16.20	2.5	32	76	0
22	Crested Scepter	27	BoE	17.12	2.6	40	28	0
22	SPELL/NOTE Main Hand Only							
23	Oscillating Power Hammer	28	BoE	17.50	2	44	19	0
24	Beezer's Beaker	29	BoE	18.40	2.5	48	63	0
24	SPELL/NOTE Main Hand Only							
26	Looming Gavel	31	BoE	19.79	2.4	59	71	0
26	SPELL/NOTE Main Hand Only							
28	Death Speaker Scepter	33	BoA	17.14	2.8	73	24	0
28	SPELL/NOTE Increase Healing 10, Main Hand Only							
28	Dreamsayer	33	BoE	21.43	2.1	69	02	0
28	SPELL/NOTE Main Hand Only							
30	Ironingist's Fist	35	BoA	22.92	2.4	88	36	0
30	Royal Diplomatic Scepter	35	BoA	23.04	2.3	89	02	0
31	Excavator's Brand	36	BoA	24.04	2.6	98	59	0
31	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 40 Fire Dmg + 9 Over Time							
32	Deadwood Sledge	37	BoE	25.00	1.9	1	04	64
32	SPELL/NOTE Main Hand Only							

SUPERIOR MACES (1H) continued

32	Clay Bunch	37	BoE	25.00	1.8	1	09	37
32	SPELL/NOTE Shadow Resist +5							
33	Mighty Mace	38	BoE	25.80	2.5	1	16	30
33	SPELL/NOTE Shadow Resist +10							
34	Fight Club	39	BoE	26.59	2.3	1	19	70
34	Stonewall Breaker	42	BoE	28.70	2.7	1	48	50
39	Hand of Righteousness	44	BoA	29.81	2.7	1	79	20
39	SPELL/NOTE Increase Healing 14, Main Hand Only							
40	Heaven's Light	45	BoE	30.37	2.7	1	54	40
40	SPELL/NOTE Main Hand Only							
40	Wier's Third Leg	45	BoE	30.43	2.3	1	95	70
41	Mug O' Hurt	46	BoE	31.18	1.7	2	07	30
41	SPELL/NOTE On Attack: Chance to Slow Opponent Movement by 50%							
42	The Shatterer	47	BoE	31.67	2.4	2	31	30
42	SPELL/NOTE Main Hand Only, On Attack: Chance to Disarm Opponent							
43	The Hand of Actus'ul	48	BoA	32.22	2.7	2	41	110
43	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 7 Dmg/Slow 4 Enemies							
48	Romance	53	BoE	35.19	2.7	3	38	35
48	SPELL/NOTE Main Hand Only							
49	Night of Hobbies	54	BoA	35.83	2.4	3	46	61
49	SPELL/NOTE Main Hand Only							
49	Viking Warhammer	54	BoA	35.83	2.4	3	58	15
49	SPELL/NOTE Main Hand Only							
51	Severity	57	BoE	37.50	2	4	27	71
51	SPELL/NOTE Main Hand Only, On Attack: Chance to Dispel Magical Effect on Foe							
53	Robbers Hammer	58	BoA	38.25	2	4	54	37
53	SPELL/NOTE Increased Armor 120, Main Hand Only							
54	The Soul Hand of Tommy	59	BoA	38.89	1.8	4	66	57
54	SPELL/NOTE On Attack: Chance to Lower All Attributes by 15 for 1 min							
54	The Hammer of Grace	59	BoA	38.89	2.7	4	85	81
54	SPELL/NOTE Increase Healing 28, Main Hand Only							
55	Versatility	60	BoA	39.47	1.9	5	17	71
55	SPELL/NOTE On Attack: Chance to Deal 105 Poison Over 30 sec							
56	Bluestone Hammer	61	BoE	40.24	2.1	5	26	50
56	SPELL/NOTE Main Hand Only							
57	Bonehill Hammer	62	BoA	40.63	2.4	5	32	22
57	SPELL/NOTE On Attack: Chance to Deal 112 Frost Dmg							
57	Moss of McGowan	62	BoE	40.79	3.8	5	48	40
57	SPELL/NOTE Main Hand Only							
57	Masterwork Stonehammer	63	BoE	41.50	2	5	63	60
57	SPELL/NOTE Main Hand Only, On Attack: Chance to Launch Chain Lightning							
58	Seizer of the Unholy	63	BoE	41.25	2.4	5	84	28
58	SPELL/NOTE Increase Shadow Dmg 14, Shadow Resist +7, Main Hand Only							

GOOD MACES (1H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
5	Fracture Scepter	11	BoE	5.91	2.2	3@ 06
5	SPELL/NOTE Main Hand Only					
12	Singing Mace	11	BoA	5.87	2.3	3@ 26
12	SPELL/NOTE Main Hand Only					
40	Cranial Thumper	12	BoE	6.43	2.8	3@ 98
40	SPELL/NOTE Main Hand Only					
82	Priest's Mace	12	BoE	6.50	2	3@ 86
64	SPELL/NOTE Main Hand Only					
54	Skorn's Hammer	12	BoA	6.48	2.7	3@ 83
19	SPELL/NOTE Main Hand Only					
95	Compact Hammer	13	BoA	6.96	2.3	4@ 90
13	SPELL/NOTE Main Hand Only					
13	Throatcut Club	13	BoA	6.90	2.1	5@ 12
13	SPELL/NOTE Main Hand Only					
14	Staunch Hammer	14	BoE	7.27	2.2	6@ 12
14	SPELL/NOTE Main Hand Only					
10	Driftwood Club	15	BoE	7.65	1.7	7@ 40
47	SPELL/NOTE Main Hand Only					
35	Ebony Hammer	15	BoA	7.61	2.3	6@ 98
90	SPELL/NOTE Main Hand Only					
73	Naggar's Hammer	15	BoA	7.61	2.3	6@ 85
77	SPELL/NOTE Main Hand Only					
62	Harpoon Hammer	15	BoA	7.61	2.3	6@ 88
49	SPELL/NOTE Main Hand Only					
10	Stonegletcher Mace	15	BoE	7.50	2	7@ 11
10	SPELL/NOTE Main Hand Only					
14	Thuggrim's Mace	15	BoA	7.61	2.3	7@ 01
14	SPELL/NOTE Main Hand Only					
14	Unbrail Mace	15	BoA	7.61	2.3	6@ 83
14	SPELL/NOTE Main Hand Only					
10	Weighted Sap	15	BoE	7.73	2.2	6@ 87
14	SPELL/NOTE Main Hand Only					
14	Boargrinding Pickle	16	BoA	8.13	2.4	8@ 39
14	SPELL/NOTE Main Hand Only					
14	Engineer's Hammer	16	BoA	8.13	2.4	7@ 76
14	SPELL/NOTE Main Hand Only					
14	Fist of the People's Militia	17	BoA	8.44	1.6	9@ 54
14	SPELL/NOTE Main Hand Only					
12	Good Punisher	17	BoE	8.54	2.4	9@ 30
12	SPELL/NOTE Main Hand Only					
12	Petrified Shishano	17	BoE	8.75	2	9@ 75
12	SPELL/NOTE Main Hand Only					
12	Sergeant's Workhammer	17	BoE	8.57	2.1	9@ 33
53	SPELL/NOTE Main Hand Only					
22	Wicked Blackjack	17	BoE	8.70	2.3	9@ 71
22	SPELL/NOTE Main Hand Only					
14	Hammer of Organism	18	BoA	9.14	2.9	11@ 27
14	SPELL/NOTE Main Hand Only					
13	Me grass Masher	18	BoE	9.20	2.5	11@ 17
13	SPELL/NOTE Main Hand Only					
14	Barbed Club	19	BoE	9.57	2.3	12@ 19
14	SPELL/NOTE Main Hand Only					
14	Good Skull Basher	19	BoE	9.63	2.7	12@ 30
14	SPELL/NOTE Main Hand Only					
14	Hardwood Cudgel	20	BoA	10.00	2.6	13@ 63
32	SPELL/NOTE Main Hand Only					
65	Blackrock Mace	21	BoE	10.40	2.5	16@ 81
65	SPELL/NOTE Main Hand Only					
15	Cookin's Tenderizer	21	BoA	10.54	2.8	15@ 97
15	SPELL/NOTE Main Hand Only					
17	Black Mallet	22	BoE	11.11	1.8	19@ 62
21	SPELL/NOTE Main Hand Only					
21	Brutal Club	22	BoE	11.14	2.2	17@ 88
21	SPELL/NOTE Main Hand Only					
17	Shadowwide Mace	22	BoE	11.14	2.2	18@ 50
17	SPELL/NOTE Main Hand Only					
17	Stout Battlehammer	22	BoE	10.87	2.3	19@ 69
17	SPELL/NOTE Main Hand Only					
19	Jagged Star	24	BoE	12.32	2.8	23@ 76
19	SPELL/NOTE Main Hand Only					
25	Raven's Scepter	25	BoA	12.71	2.4	26@ 11
25	SPELL/NOTE Main Hand Only					
25	Battlehammer	25	BoE	12.78	2.7	26@ 95
22	Heavy Bronze Mace	25	BoE	12.86	2.8	27@ 41
22	SPELL/NOTE Main Hand Only					
40	Steelcane Cudgel	25	BoE	12.80	2.5	25@ 81
40	SPELL/NOTE Main Hand Only					
25	Wicked Spiked Mace	25	BoE	12.80	2.5	28@ 21
25	SPELL/NOTE Main Hand Only					
28	Indecent Hammer	28	BoE	14.44	1.8	36@ 93

GOOD MACES (1H) continued

25	Mighty Iron Hammer	30	BoE	15.54	2.8	45@ 57
25	SPELL/NOTE Main Hand Only					
26	Leadless Mace	31	BoE	16.03	2.9	50@ 96
28	Sequoia Hammer	33	BoE	17.04	2.7	59@ 58
28	SPELL/NOTE Main Hand Only					
30	Kovark's Rattle	35	BoE	18.33	3	72@ 27
30	SPELL/NOTE Main Hand Only					
36	Rydel's Hammer	36	BoA	19.00	2.5	79@ 76
36	SPELL/NOTE Main Hand Only					
37	Bookmaker's Scepter	37	BoA	19.57	2.3	83@ 84
37	SPELL/NOTE Main Hand Only					
32	Giant Club	37	BoE	19.74	1.9	87@ 55
32	SPELL/NOTE Main Hand Only					
34	Margharit	39	BoA	21.43	2.1	98@ 92
34	SPELL/NOTE Main Hand Only					
40	Black Water Hammer	40	BoA	22.72	2.7	1@ 12@ 56
40	SPELL/NOTE Main Hand Only					
40	Wardroom Hammer	40	BoA	22.14	2.1	1@ 12@ 62
40	SPELL/NOTE Main Hand Only					
43	Goblin Nutcracker	43	BoE	25.00	2.2	1@ 38@ 77
41	Big Black Mace	46	BoA	27.50	2.4	1@ 72@ 91
41	SPELL/NOTE Main Hand Only					
41	Golgann's Firehammer	46	BoA	27.50	2.2	1@ 80@ 76
41	SPELL/NOTE Main Hand Only					
47	Skullcrusher Mace	47	BoE	28.15	2.7	1@ 89@ 40
44	Diamond-Tip Flail	49	BoE	29.17	2.4	2@ 19@ 25
44	Rusted Mithril Hammer	49	BoE	29.25	2	2@ 16@ 60
44	SPELL/NOTE Main Hand Only					
51	Spirit of the Faerie Dragon	51	BoA	30.38	2.6	2@ 59@ 14
51	SPELL/NOTE Main Hand Only					
53	Gryphon Rider's Stormhammer	53	BoA	31.48	2.7	2@ 68@ 28
53	SPELL/NOTE Main Hand Only					
53	Sizzling Star	53	BoE	31.61	2.8	2@ 83@ 08
49	Fist of the Damned	54	BoA	32.11	1.9	2@ 95@ 51
49	SPELL/NOTE Main Hand Only					
54	Grave Scepter	54	BoA	32.19	1.6	2@ 88@ 96
54	SPELL/NOTE Main Hand Only					
55	Beasthammer	55	BoA	32.86	2.1	3@ 77@ 23
55	SPELL/NOTE Main Hand Only					
55	Bulgoon's Hammer	55	BoA	32.86	2.8	3@ 01@ 44
55	SPELL/NOTE Main Hand Only					
55	Blessed Hammer	55	BoE	32.86	2.1	3@ 19@ 24
55	SPELL/NOTE Main Hand Only					
55	Swiftnike Cudgel	55	BoA	32.50	1.6	3@ 01@ 56
55	SPELL/NOTE Main Hand Only					
58	Volcanic Hammer	58	BoE	34.60	2.5	3@ 92@ 55
58	SPELL/NOTE Main Hand Only					
60	Chance to Deal 100-128 - 18 Over Time	60	BoA	35.74	2.7	4@ 22@ 87
60	SPELL/NOTE Main Hand Only					

STANDARD MACES (1H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Worn Mace	2	None	1.05	1.9	7@
1	SPELL/NOTE Main Hand Only					
1	Club	3	None	1.05	1.9	10@
1	SPELL/NOTE Main Hand Only					
1	Deadman Club	3	None	1.31	1.8	11@
1	SPELL/NOTE Main Hand Only					
1	Patriot Wooden Hammer	3	None	1.00	2	10@
1	SPELL/NOTE Main Hand Only					
4	Antler Hammer	4	BoA	1.67	2.1	17@
4	SPELL/NOTE Main Hand Only					
4	Forsaken Maul	4	BoA	1.58	1.9	17@
4	SPELL/NOTE Main Hand Only					
4	Militia Hammer	4	BoA	1.52	2.3	17@
4	SPELL/NOTE Main Hand Only					
4	Primitive Club	4	BoA	1.67	2.1	17@
4	SPELL/NOTE Main Hand Only					
4	Rock Mace	4	BoA	1.58	1.9	16@
4	SPELL/NOTE Main Hand Only					
4	Small Wooden Hammer	4	None	1.58	1.9	16@
4	SPELL/NOTE Main Hand Only					
4	Thistlewood Maul	4	BoA	1.58	1.9	17@
4	SPELL/NOTE Main Hand Only					
7	Cudgel	7	None	2.78	1.8	56@
7	SPELL/NOTE Main Hand Only					
7	Flanged Mace	7	None	3.00	2	57@
7	SPELL/NOTE Main Hand Only					
7	Kobold Mining Mallet	7	None	2.83	2.3	58@
7	SPELL/NOTE Main Hand Only					



CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

STANDARD MACES continued

3	Frashmore Club	8	None	3.25	2	75	●
▶	SPELL/NOTE Main Hand Only						
4	Billy Club	9	None	3.86	2.2	1	10
▶	SPELL/NOTE Main Hand Only						
5	Copper Mace	9	None	3.86	2.2	1	06
▶	SPELL/NOTE Main Hand Only						
6	Stone Goliath Hammer	9	None	3.81	2.1	1	10
▶	SPELL/NOTE Main Hand Only						
N/A	Solid Metal Club	10	BoA	4.44	2.7	1	46
▶	SPELL/NOTE Main Hand Only						
7	Shuffled Blackgag	10	None	4.17	1.8	1	48
▶	SPELL/NOTE Main Hand Only						
8	Splined Wooden Flank	11	None	4.74	1.9	1	79
▶	SPELL/NOTE Main Hand Only						
9	Tragg Club	11	None	4.75	2	1	91
▶	SPELL/NOTE Main Hand Only						
10	Broken Wine Bottle	12	None	5.29	1.7	2	34
▶	SPELL/NOTE Main Hand Only						
11	Mace	14	None	6.22	1.9	3	47
▶	SPELL/NOTE Main Hand Only						
12	Hammer	21	None	9.58	2.4	10	13
▶	SPELL/NOTE Main Hand Only						
13	Bronze Mace	22	None	10.00	2.6	11	19
▶	SPELL/NOTE Main Hand Only						
14	Flail	25	None	11.82	2.2	15	59
▶	SPELL/NOTE Main Hand Only						
15	Trancheon	34	None	16.60	2.5	38	38
▶	SPELL/NOTE Main Hand Only						
16	Morning Star	46	None	25.79	1.9	1	05
▶	SPELL/NOTE Main Hand Only						

TWO-HANDED MACES

EPIC MACES (2H)

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
47		Torax Icebreaker	52	BoE	49.57	2.3	5  52  89 
▶	SPELL/NOTE On Attack: Chance to Deal 180-220 Dmg/34 Over Time						

SUPERIOR MACES (2H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
14	Black Mallet	21	BoE	18.33	3.3	24@ 95
▶	SPELL/NOTE On Attack: Chance to Deal 55-85 Shadow Dmg					
15	Rocky Club	21	BoE	18.27	2.6	73@ 47
16	Smith's Mighty Hammer	23	BoE	19.71	3.5	31@ 83
17	Devine Triangle Mace	28	BoE	22.92	2.4	54@ 36
18	Staghorn	29	BoE	23.75	2.8	63@ 40
N/A	Warrior's Fist	31	BoA	25.63	3.2	74@ 59
▶	Cobalt Crusher	34	BoE	28.91	3.2	1@ 01
▶	SPELL/NOTE On Attack: Chance to Deal 110-120 Frost Dmg					
29	Harvest Crow Pummeler	34	BoA	29.00	2	95@ 64
▶	SPELL/NOTE On Attack: Chance to Add 50% Attack Speed for 30 sec					
30	Vicious Hammer	35	BoE	30.17	2.9	1@ 08
▶	SPELL/NOTE Attack Power 34					
32	The Profiler	37	BoE	32.50	4	1@ 78
▶	The Shredder	37	BoE	32.50	3.4	1@ 78
▶	SPELL/NOTE Attack Power 20					
N/A	Whetstone Workhammer	40	BoA	35.74	3.4	1@ 72
▶	Thruststone Sledgehammer	42	BoE	37.19	3.2	1@ 94
▶	SPELL/NOTE Nature Resist +10					
39	Magnate's Mallet	44	BoA	38.93	2.8	2@ 75
▶	The Jackhammer	45	BoE	39.60	2.5	2@ 54
▶	SPELL/NOTE On Attack: Chance to Add 30% Attack Speed					
40	The Rockbreaker	49	BoA	42.70	3.7	3@ 22
▶	SPELL/NOTE Add 2% Crit					
45	Blanchard's Stout	50	BoE	43.39	3.1	3@ 50
▶	SPELL/NOTE Fire Resist +5					
45	Taghammer	50	BoE	43.38	3.7	3@ 67
▶	SPELL/NOTE On Attack: Chance to Add 20 Dmg and 5% Attack Speed					
47	The Judge's Gavel	52	BoE	45.00	2.9	3@ 78
▶	SPELL/NOTE On Attack: Chance to Impair Target (No Actions/No Dmg) for 10 sec					
50	Dark Iron Pulverizer	55	BoE	47.43	3.7	4@ 57
▶	SPELL/NOTE On Attack: Chance to Stun for 6 sec					

INFERIOR MACES (1H)

M. LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
4	Carpenter's Mallet	9	None	2.94	1.7	72
▶	SPELL/NOTE Main Hand Only					
7	Heavy Hammer	12	None	3.75	2.4	1 50
▶	SPELL/NOTE Main Hand Only					
12	Ornamental Mace	17	None	5.18	2.8	3 64
▶	SPELL/NOTE Main Hand Only					
17	Bludgeoning Cudgel	22	None	6.67	1.8	7 79
▶	SPELL/NOTE Main Hand Only					
23	Bulky Bludgeon	28	None	8.75	2.8	15 48
▶	SPELL/NOTE Main Hand Only					
23	Large Iron Bone	28	None	8.75	2.4	14 84
▶	SPELL/NOTE Main Hand Only					
29	Hobnob's Cudgel	34	BoA	10.48	2.1	0 00
▶	SPELL/NOTE Main Hand Only					
35	Stone Club	40	None	13.18	2.2	42 89
▶	SPELL/NOTE Main Hand Only					
41	Blunting Mace	46	None	16.43	2.1	71 18
▶	SPELL/NOTE Main Hand Only					
49	Clout Mace	54	None	19.35	2.3	1 13 60
▶	SPELL/NOTE Main Hand Only					

SUPERIOR MACES (2H) continued

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
51	Enchanted Battlehammer	56	BoE	48.08	2.6	4 81@ 24
▶	SPELL/NOTE Add 1% Parry					
52	Impervious Goad	57	BoA	48.89	2.7	5 41@ 67
▶	SPELL/NOTE AC +30, Add 1% Hit					
53	Twig of the World Tree	58	BoE	49.73	3.7	5 65@ 81
55	Fist of Omak	60	BoA	51.36	3.3	5 94@ 18
56	Malodon's Staff	61	BoA	52.11	3.8	6 23@ 80
▶	SPELL/NOTE On Attack: Chance to Add 50 to User Strength and Ooze Fire (2 sec)					
57	Frightful Shaft	62	BoA	53.09	3.4	6 93@ 37
▶	SPELL/NOTE On Attack: Chance to Deal 170 Dmg Over Time and Reduce Strength					
58	Hammer of the Titans	63	BoE	53.82	3.8	7 09@ 17
▶	SPELL/NOTE On Attack: Chance to Stun Target for 3 sec					
58	Sweeping Willow	63	BoA	53.94	3.3	7 08@ 84
▶	SPELL/NOTE On Attack: Chance to Deal 200 Dmg Over Time and Reduce All Stats					
N/A	Shimmering Platinum Warhammer	63	BoA	53.87	3.1	7 35@ 87

STANDARD MACES (2H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Battleworn Hammer	2	None	1.38	2.9	9
1	Large Club	3	None	1.56	3.2	14
N/A	Arseknave Sledge	4	BoA	2.10	3.1	21
N/A	Militia Warhammer	4	BoA	1.90	2.9	20
2	Kobold Mining Shovel	6	None	2.96	2.7	47
2	Farmer's Shovel	7	None	3.78	3.7	68
3	Beetstick	8	None	4.02	2.4	99
4	Wooden Mallet	9	None	5.00	2.6	140
N/A	Thicket Hammer	11	BoA	6.45	3.1	240
10	Giant Club	15	None	9.00	3.5	540
11	Heavy Copper Maul	16	None	9.46	2.8	595
15	Rhokh Zar's Hammer	20	None	11.88	3.2	1080
16	Rock Hammer	21	None	12.57	3.7	1257
20	Bronze Warhammer	25	None	15.16	3.1	1940
21	Maul	26	None	16.03	2.9	2144
30	War Hammer	35	None	22.29	3.5	5247
40	War Maul	45	None	32.42	3.3	7221

GOOD MACES (2H)

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
12	Colbridge Hammer	BoA	8.33	2.7	40 86
12	Goblin Smasher	BoA	8.23	3.1	50 03
12	Jagstone Warhammer	BoA	8.48	3.3	50 06
13	Bonescracker	BoA	9.06	3.2	60 40
13	Spiked Club	BoA	9.03	3.1	60 10
14	Stonewood Hammer	BoA	9.53	3.2	7 05
15	Richwood Maul	BoA	10.00	3.3	9 22
15	Burrowing Shovel	BoA	10.00	2.3	9 22
18	Ironwood Maul	BoA	11.79	2.8	14 08
19	Heavy Spiked Mace	BoA	12.50	3.4	14 70
21	Heavy Groll War Club	BoA	13.65	3.7	20 64
21	Dark Mallet	BoA	13.71	3.5	20 72
21	Tragg Beater	BoA	13.75	3.6	21 18
23	Buttering Hammer	BoA	15.16	3.1	27 41
23	Shadowhide Maul	BoA	15.17	3	26 23
25	Huffy Battlehammer	BoA	16.88	3.2	33 06
25	Ironwood Treacher	BoA	16.76	3.4	33 24
26	Demolition Hammer	BoA	16.71	2.3	40 16
26	Headbeater	BoA	17.61	2.3	36 71
27	Kazari's Maul	BoA	18.24	3.4	41 97
27	Dir Crocher	BoA	18.19	3.6	44 18
28	Brute Hammer	BoA	19.09	3.3	44 26
30	Glacial Stone	BoA	20.28	3.6	53 37
SPELL/NOTE On Attack: Chance to Deal 65 Frost Dmg					
30	Mechanic's Pipehammer	BoA	20.36	2.8	56 32
31	Solid Iron Maul	BoA	21.14	3.5	62 58
34	Goblin Power Shovel	BoA	22.88	3.3	83 57
34	Golden Iron Destroyer	BoA	22.91	2.75	83 60
36	Beleat Maul	BoA	24.71	3.4	1 00 77
36	Huge Stone Club	BoA	24.72	3.6	1 02 61
36	Kary Bat	BoA	24.68	3.1	96 35
38	Rak Hammer	BoA	26.67	3	1 15 56
40	Savage Branch	BoA	28.95	3.8	1 35 30

GOOD MACES (2H) continued

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
41	Survivemantic Sledgehammer	BoA	30.23	2.2	1 50 28
SPELL/NOTE Adds 7 to 2H Mace Skill					
41	Silver Spade	BoA	30.14	3.7	1 45 07
42	Cragwood Maul	BoA	31.25	2.8	1 64 04
42	Rock Pulverizer	BoA	31.22	3.7	1 68 37
SPELL/NOTE Attack Power 34					
43	Tek'ari's Murloc Beater	BoA	32.32	2.8	1 74 85
46	Greater Maul	BoA	35.74	3.4	2 15 52
48	Cook Hammer	BoA	37.29	3.5	2 53 78
50	Royal Mallet	BoA	38.70	2.7	2 88 09
54	Inked Thorium Hammer	BoA	41.83	3	3 88 71
51	Blackbreaker	BoA	43.39	3.1	4 15 17
53	Force of Magna	BoA	45.00	3.2	4 69 03
SPELL/NOTE On Attack: Chance to Deal 150 Fire Dmg					
58	Positbringer	BoA	44.82	2.8	4 68 22
61	Fierce Mauler	BoA	47.42	3.3	5 44 05
63	Brutehammer	BoA	48.97	3.4	6 02 03

INFERIOR MACES (2H)

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
9	Cracked Sledge	None	3.79	3.3	97
14	Rusty Warhammer	None	5.67	3	2 94
19	Barren Mallet	None	7.41	2.9	6 03
22	Wooden Maul	None	8.62	2.9	9 43
27	Rack Maul	None	10.86	2.9	17 65
35	Large War Club	None	14.19	3.1	34 51
50	Crushing Maul	None	23.18	3.3	70 59
57	Bulky Maul	None	26.53	3.6	1 69 15

POLEARMS

SUPERIOR POLEARMS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
22	Gargoyle's Bite	BoA	18.97	2.9	28 54
SPELL/NOTE AC +60					
28	Bloodpike	BoA	23.13	3.2	53 82
SPELL/NOTE On Attack: Chance for 110 Dmg Over 30 sec					
36	Poison-Tipped Bone Spear	BoA	31.30	2.3	1 21 83
SPELL/NOTE On Attack: Chance for 150 Dmg Over 30 sec					
39	Ruthless Shiv	BoA	34.81	2.7	1 50 74
40	Grim Reaper	BoA	35.65	3.1	1 58 05
SPELL/NOTE On Attack: Chance to Deal 130 Dmg					
44	Khan's Point	BoA	38.80	2.5	2 18 33
47	Grimlok's Charge	BoA	40.93	2.7	2 82 18
48	Bonechever	BoA	41.96	2.8	2 93 67
48	Eyegouger	BoA	41.83	3	3 17 25
48	Diabolic Skiver	BoA	42.76	2.9	3 33 46
SPELL/NOTE On Attack: Chance for 160-180 Shadow Dmg					
50	Wight	BoA	43.33	2.7	3 38 57
SPELL/NOTE On Attack: Chance for 50 Dmg and 180 Over Time					
51	Headspike	BoA	44.17	3	3 92 88
52	Stonemaven	BoA	44.85	3.3	3 87 19
54	Scolding Claw	BoA	46.55	2.9	4 59 80
SPELL/NOTE Fire Resist +10, On Attack: Chance for 135 Fire Dmg					
56	Frenzied Striker	BoA	48.21	2.8	4 83 30
SPELL/NOTE Add 1% Parry					
58	Flame Wrath	BoA	49.70	3.3	5 76 26
SPELL/NOTE On Attack: Chance for Fire Shield and 130-170 AoE					
60	Darkspore	BoA	51.25	3.2	6 26 25
60	The Needler	BoA	51.36	2.2	6 07 84
SPELL/NOTE On Attack: Chance to Deal 75 Dmg					
61	Chillpike	BoA	52.32	2.8	6 26 29
SPELL/NOTE On Attack: Chance to Deal 80 Frost Dmg					
63	Blackhand Doomsway	BoA	54.00	3.5	7 43 46
SPELL/NOTE On Attack: Chance to Deal 324-540 Dmg					

GOOD POLEARMS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
21	Pearl-encrusted Spear	BoA	13.75	3.2	20 79
22	Impaling Harpoon	BoA	14.38	2.4	23 23
29	Armer Pierce	BoA	19.81	2.6	48 32
36	Headhunting Spear	BoA	24.69	3.2	1 02 24
52	White Bone Spear	BoA	40.37	2.7	3 41 08

STANDARD POLEARMS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
25	Short Spear	None	15.15	3.3	20 29
35	Heavy Spear	None	22.37	3.8	54 26

INFERIOR POLEARMS

LEV	WEAPON NAME	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
25	Pitchfork	None	10.00	3.7	14 16

STAVES

EPIC STAVES

M LEV	WEAPON NAME	LEV	RND	DPS	SPEED	VENDOR	PURCHASE	VALUE
35	Staff of Jordan	40	BoE	40.41	3.7	2	17@	70
	SPELL/NOTE Increase spell Dmg 13							
43	Warden Staff	48	BoE	46.46	2.4	4	28@	63
	SPELL/NOTE Adds 15 Defense, AC +260							
49	Glowing Brightwood Staff	54	BoE	51.29	3.1	5	70@	18
	SPELL/NOTE Nature Resist +15							
56	Elemental Magic Staff	61	BoE	57.50	3.2	8	30@	00
	SPELL/NOTE Increase Fire Dmg 21, Fire & Frost Resist +20							
57	Headmaster's Charge	62	BoA	58.45	2.9	8	70@	13

SUPERIOR STAVES

M LEV	WEAPON NAME	LEV	RND	DPS	SPEED	VENDOR	PURCHASE	VALUE
17	Witching Staff	22	BoE	19.17	3.6		29@	22
	SPELL/NOTE Increase Shadow Dmg 7							
18	Emberstone Staff	23	BoA	19.67	3		31@	61
	Staff of the Blessed Seer							
23	BoE	23	BoE	19.67	3		32@	55
	SPELL/NOTE Increase Healing 22							
N/A	Crescent Staff	24	BoA	20.34	2.9		34@	80
N/A	Staff of the Friar	24	BoA	20.38	2.6		35@	98
N/A	Staff of the Westfall	24	BoA	20.50	3		36@	39
	Twinked Chant's Staff							
24	BoE	24	BoE	20.44	3.4		35@	17
20	Living Root	25	BoA	21.21	2.9		40@	53
	SPELL/NOTE Nature Resist +5							
21	Old's Lay Staff	26	BoA	21.72	2.9		48@	02
	Staff of the Shade							
22	BoE	27	BoE	22.21	2.6		50@	16
	SPELL/NOTE Increase Shadow Dmg 13							
24	Root of the Shepwalker	29	BoA	23.75	2.8		59@	54
	Glorious Ash Staff							
26	BoE	31	BoE	25.63	3.2		70@	69
	Hydracore							
32	BoE	32	BoE	21.61	2.8		82@	10
	SPELL/NOTE Frost Resist +15, Allows Breathing Underwater							
37	Wind Spirit Staff	32	BoE	26.67	3.3		82@	67
	Lucky's Training Stick							
36	BoA	36	BoA	31.29	3.1	1	22@	79
	SPELL/NOTE Adds 60 Attack Power vs. Beasts							
32	Windweaver Staff	37	BoE	32.42	3.1	1	28@	74
	SPELL/NOTE Increase Arcane Dmg 8							
33	Black Darkwood Staff	38	BoE	33.57	2.8	1	45@	77
	SPELL/NOTE On Attack: Chance to Deal 110-140 Shadow Dmg							
34	Witchery Rod	39	BoA	34.71	3.4	1	59@	74
	Witchwood Staff							
42	BoE	42	BoE	37.20	2.5	1	86@	39
41	Twistedwood Staff	46	BoA	40.29	2.4	2	62@	09
	SPELL/NOTE Increase Nature Dmg 8							
42	Bludgeon of the Grinning Dog	47	BoE	41.18	3.4	2	69@	74
	SPELL/NOTE On Attack: Chance for a 3 sec Stun							
42	Witch Doctor's Cane	47	BoE	41.09	2.3	2	95@	85
	SPELL/NOTE Increase Nature Dmg 19							
45	The Chief's Enforcer	50	BoA	43.53	3.4	3	59@	36
	SPELL/NOTE On Attack: Chance for a 3 sec Stun							
48	Grinding Stone	53	BoA	45.86	2.9	4	32@	34
	SPELL/NOTE Fire Resist +10							
49	Soulkeeper	54	BoE	46.58	3.8	4	34@	20
N/A	Dancing Silver	60	BoA	51.25	2.4	6	45@	02
N/A	Argent Crusader	62	BoA	53.00	3	6	77@	82
49	Spiral of Hekkar	54	BoA	46.47	3.4	4	43@	14
	SPELL/NOTE Increase SPELL/NOTE Dmg 9							
51	Spiral of the Stonekeeper	56	BoE	48.24	3.4	4	85@	01
	SPELL/NOTE On Use: Add 1000 Armor but Prevents spells/Melee Attacks							
55	Guiding Stone of Eternal Wisdom	60	BoA	51.36	3.3	6	12@	38
	SPELL/NOTE Increases Group HP Regen by 10							
55	Stonekeeper's Cane	60	BoA	51.32	3.4	6	37@	69
	SPELL/NOTE Increases Group HP/MP Regen by 6							
56	Tridenthorn Staff	61	BoA	52.14	2.1	6	57@	49
57	Staff of Holy Magistrate	62	BoE	53.03	3.3	6	52@	25

GOOD STAVES

M LEV	WEAPON NAME	LEV	RND	DPS	SPEED	VENDOR	PURCHASE	VALUE
N/A	Arcane Staff	10	BoA	7.07	2.9		3@	04
N/A	Grooved Staff	10	BoA	6.92	2.6		3@	05
N/A	Lay Staff	10	BoA	7.07	2.9		3@	05
N/A	Balanced Fighting Stick	13	BoA	8.86	2.2		4@	01
N/A	Darkwood Staff	13	BoA	9.04	3.2		5@	12
8	Sturdy Quarterstaff	13	BoE	8.93	2.8		4@	21
N/A	Oakbush Staff	14	BoA	9.46	2.8		7@	02
N/A	Cadash's Staff	15	BoA	10.16	3.1		9@	14
10	Staff of Conjuring	15	BoE	10.17	3		9@	05
	SPELL/NOTE On Use: Sumsmons Food to Eat							
11	Defies Magic Staff	16	BoE	10.71	2.8		9@	15
12	Foamspine Staff	17	BoE	11.41	3.2		11@	84
13	Rivergrip Mystic Staff	18	BoE	11.83	3		13@	12
13	Staff of Nobles	18	BoA	11.88	3.2		13@	17
N/A	Staff of Origami	18	BoA	11.82	3.3		12@	02
14	Glorious Herald's Staff	19	BoE	12.50	2.8		15@	72
N/A	Medicine Staff	19	BoE	12.60	2.5		14@	07
14	Riverside Staff	19	BoE	12.58	3.1		14@	07
N/A	Chancellor's Staff	20	BoE	13.09	3.4		18@	15
15	Lesser Staff of the Spire	20	BoA	13.09	3.4		18@	14
N/A	Wind Rider Staff	20	BoA	13.04	2.8		17@	10
N/A	Ceremonial Rod	22	BoA	14.44	2.7		23@	22
18	Nightstone Staff	22	BoE	15.00	2.7		24@	33
18	Staff of Harassers	23	BoE	15.15	3.4		26@	05
	SPELL/NOTE On Attack: Reduce Target's Dmg by 5 for 2 min							
N/A	Staff of the Purifier	23	BoA	15.27	3.2		26@	35
	SPELL/NOTE On Use: Remove 1 Poison/1 Disease From Target							
N/A	Brewing Rod	25	BoA	16.90	2.9		34@	39
N/A	Hardwood Root Staff	25	BoA	16.82	3.3		35@	08
N/A	Isle Rod	25	BoA	16.84	3.8		34@	76
	SPELL/NOTE Increase Frost Dmg 6							
N/A	Staff of Saron'rak	25	BoA	16.90	2.9		33@	44
	SPELL/NOTE Increase Shadow Dmg 5							
21	Cryptbane Staff	26	BoE	17.41	2.9		36@	44
22	Disavow Magecraft	27	BoE	18.39	2.8		44@	14
22	Kam's Walking Stick	27	BoE	18.39	2.8		40@	12
22	Ogrebane Staff	27	BoE	18.24	3.4		41@	17
24	Magician Staff	29	BoE	19.67	3		50@	58
28	Bloodscalp Charming Staff	33	BoE	22.32	2.8		72@	26
	SPELL/NOTE Increase Nature Dmg 11							
29	Acrobatic Staff	34	BoE	22.95	2.2		80@	38
32	Big Stick	37	BoE	25.67	3	1	07@	79
34	Staff of Protection	39	BoE	27.67	3	1	24@	19
	SPELL/NOTE AC +100, Arcane, Fire, Frost, & Shadow Resist +6							
N/A	Celestial Stone	40	BoA	28.83	3	1	31@	14
	SPELL/NOTE Increase Arcane Dmg 7							
N/A	Staff of Old Orbal	40	BoA	28.89	2.7	1	31@	47
	SPELL/NOTE Increase Shadow Dmg 11							
N/A	Staff of New Orbal	40	BoA	28.89	2.7	1	31@	47
	SPELL/NOTE Increase Fire Dmg 11							
36	Spillfire Rod	41	BoE	30.16	3.2	1	44@	95
	SPELL/NOTE Increase SPELL Dmg 10							
37	Monk's Staff	42	BoE	31.25	2.4	1	44@	40
39	Spirithealer Staff	44	BoE	33.57	2.8	1	91@	38
N/A	Himeyori's Mystical Staff	46	BoA	35.65	2.3	2	24@	15
N/A	Sanctimonial Rod	46	BoA	35.65	3.1	2	13@	77
N/A	Spellbinder	46	BoA	35.74	2.7	2	14@	13
N/A	Staff of Lane	48	BoA	37.26	3.1	2	55@	81
N/A	Strength of the Treant	50	BoA	38.92	3.7	2	99@	52
49	Disavow Long Staff	52	BoE	40.38	2.6	3	14@	66
49	Thaumaturgus Staff	54	BoE	41.81	3.6	3	57@	14
53	Mages Long Staff	58	BoE	45.00	3.4	4	52@	63
N/A	Enchanted Archmage's Feltone Staff	60	BoA	46.61	2.8	5	27@	47
	SPELL/NOTE Adds 78 Attack Power vs. Demons							
55	Selene's Staff	60	BoE	46.73	2.6	5	02@	85

STANDARD STAVES

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Beef Staff	2	None	1.38	2.9	9
1	Handcrafted Staff	2	None	1.38	2.9	9
1	Crooked Staff	3	None	1.67	3.3	14
N/A	Elder's Cane	4	BoA	2.14	3.5	20
N/A	Militia Quarterstaff	4	BoA	1.96	2.8	21
N/A	Primitive Walking Stick	4	BoA	2.10	3.1	20
1	Short Staff	4	None	2.03	3.2	20
N/A	Thistlewood Staff	4	BoA	2.10	3.1	21
N/A	Executor Staff	5	BoA	2.59	2.9	30
N/A	Smooth Walking Staff	5	BoA	2.73	3.3	32
3	Farmer's Broom	6	None	3.29	3.5	46
N/A	Gnarled Short Staff	8	BoA	4.29	2.8	99
3	Long Bo Staff	8	None	4.20	2.5	1
3	Walking Stick	8	None	4.20	2.5	1
4	Vile Fir Oracle Staff	9	None	5.00	2.9	41
N/A	Dreamwatcher Staff	10	BoA	5.63	3.2	1
3	Driftwood Branch	10	None	5.74	3.4	74
3	Frostbit Staff	10	None	5.74	2.7	1
3	Frostmane Staff	10	None	5.65	3.1	1

STANDARD STAVES continued

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
N/A	Blemished Wooden Staff	11	BoA	6.41	3.2	2
11	Quarter Staff	16	None	9.44	2.7	6
15	Gnarled Staff	20	None	11.90	2.9	11
20	Long Staff	25	None	15.17	3	19
31	Battle Staff	36	None	22.94	3.4	58
40	War Staff	45	None	32.42	3.3	1

INTERIOR STAVES

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
3	Withered Staff	8	None	3.33	3	68
7	Rough Wooden Staff	12	None	5.00	3.3	1
13	Chipped Quarterstaff	18	None	7.10	3.1	5
18	Cedar Walking Stick	23	None	9.11	2.8	10
23	Oaken War Staff	28	None	11.35	3.7	17
32	Metal Staff	37	None	15.32	3.1	42
47	Heavy War Staff	47	None	21.91	3.4	98
46	Stout War Staff	51	None	23.87	3.1	1

ONE-HANDED SWORDS

EPIC SWORDS (1H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
36	Dazzling Longsword	41	BoE	31.47	1.7	85
36	SPELL/NOTE Main Hand Only, On Attack: Chance to Sunder Armor 100/Prevent Stealth					29
45	Bloodrazor	50	BoE	37.04	2.7	91
45	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 120 Dmg Over 30 sec					25
51	Kral Blade	56	BoE	40.89	2.8	18
51	SPELL/NOTE Main Hand Only, Add 1% Crit					57
52	Dragon's Call	57	BoA	41.40	2.5	69
52	SPELL/NOTE On Attack: Chance to Summon Dragon Whelp (Up to 3/Battle)					21
60	Twins' Blazing Longsword	65	BoE	47.24	2.9	8
60	SPELL/NOTE Main Hand Only, Deals 22.24 Fire Dmg					58

SUPERIOR SWORDS (1H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
15	Jewelpoint Blade	20	BoE	13.46	2.6	17
15	Right Watch Shortsword	20	BoE	13.46	2.6	17
19	Coral Barb	24	BoA	15.54	2.8	29
19	SPELL/NOTE Attack Power 12					64
19	Shadowfang	24	BoE	15.56	2.7	29
19	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 30 Shadow Dmg					33
N/A	Wingblade	24	BoA	15.68	2.2	29
19	SPELL/NOTE Main Hand Only					40
21	Twisted Sabre	26	BoE	16.67	1.8	38
21	SPELL/NOTE Main Hand Only					22
22	Heavy Marauder Scimitar	27	BoE	17.08	2.4	39
22	SPELL/NOTE Main Hand Only					38
22	Sword of Corruption	27	BoE	17.14	2.1	41
22	SPELL/NOTE On Attack: Chance to Deal 30 Dmg Over 3 sec					55
N/A	Sword of Omen	44	BoA	29.74	1.9	87
N/A	Sword of Serenity	44	BoA	30.00	2.2	87
N/A	Mirah's Staff	61	BoA	40.00	1.8	12
N/A	Argent Avenger	62	BoA	40.68	2.2	36
N/A	SPELL/NOTE On Attack: Chance to Add 200 Attack Power vs. Undead					62
23	Sword of Decay	28	BoE	17.59	2.7	45
23	SPELL/NOTE Main Hand Only, On Attack: Chance to Reduce Fox Strength by 10					61
28	The Black Knight	31	BoE	19.74	1.9	61
28	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 35-45 Dmg					47
28	The Butcher	31	BoE	19.64	2.8	57
28	SPELL/NOTE Main Hand Only					64
29	Electrocution Leg	34	BoA	22.06	1.7	75
29	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 10-20 Nature Dmg					80
29	Zandlot Blade	34	BoE	22.14	2.8	92
29	Tainted Pierce	36	BoE	24.21	1.9	92
29	SPELL/NOTE On Attack: Chance to Deal 45 Dmg Over 3 sec					68
32	Blade of the Basilisk	37	BoE	25.00	1.9	1
32	SPELL/NOTE On Attack: Chance to Add 50 Defense for 5 sec					21
32	Reforged Blade of Heroes	38	BoE	20.45	2.2	1
34	Scorpion Sting	39	BoE	26.46	2.4	1
34	SPELL/NOTE On Attack: Chance to Deal 65 Poison Dmg Over 25 sec					74

SUPERIOR SWORDS (1H) continued

35	Annealed Blade	40	BoE	27.22	1.8	29
35	Ginsu Sword	41	BoE	27.94	1.7	1
36	Speedstrik Rapier	41	BoE	28.06	1.8	47
38	Nordic Longsaber	43	BoA	29.92	2.2	1
41	Bloodstreak Scapula	46	BoE	31.11	1.8	2
41	SPELL/NOTE On Attack: Chance to Deal 55 Dmg					54
42	Shortsword of Yunguone	47	BoE	31.67	2.4	2
42	SPELL/NOTE On Attack: Chance to Deal 30 Holy Dmg					58
43	Phantom Blade	49	BoE	32.69	2.6	2
43	SPELL/NOTE Main Hand Only, On Attack: Chance to Sunder Armor 100/Prevent Stealth					63
44	Song Thrane the Deflector	49	BoE	29.12	1.7	2
44	SPELL/NOTE Add 1% Parry					41
44	Serpent Slicer	49	BoE	32.80	2.5	2
44	SPELL/NOTE On Attack: Chance to Deal 80 Poison Dmg Over 20 sec					63
45	Jung Thrane the Protector	50	BoA	33.42	1.9	2
45	SPELL/NOTE Main Hand Only, On Attack: Chance to Shield User for 55-85 Dmg					69
48	Firehearter	53	BoA	35.23	2.2	3
48	SPELL/NOTE On Attack: Chance to Deal 70 Dmg Over 6 sec					25
49	Downfanged Straightedge	54	BoE	35.79	1.9	3
49	SPELL/NOTE Attack Power 12					84
50	Hanzo Sword	55	BoE	36.33	1.5	3
50	SPELL/NOTE On Attack: Chance to Deal 75 Dmg					48
51	Blazing Rapier	56	BoE	37.06	1.7	3
51	SPELL/NOTE On Attack: Chance to Deal 100 Dmg Over 30 sec					16
52	Archer's Blade	57	BoE	37.71	2.4	4
52	SPELL/NOTE Main Hand Only					88
52	Assassination Blade	57	BoE	37.59	2.7	4
52	SPELL/NOTE Add 1% Crit					64
53	Lord General's Sword	58	BoA	38.27	2.6	4
53	SPELL/NOTE Main Hand Only, Add 15 Attack Power to Group Members					84
54	Ebon Hill of Maruk	59	BoA	38.89	2.7	4
54	SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 210 Dmg Over 3 sec					80
57	Silent Fang	62	BoA	40.43	1.6	5
57	SPELL/NOTE Main Hand Only, On Attack: Chance to Silence Enemy Casters					12
58	Dal'Ren's Sacred Charge	63	BoA	41.43	2.8	5
58	SPELL/NOTE Main Hand Only, Add 1% Crit					63
58	Dal'Ren's Tribal Guardian	63	BoA	41.39	1.8	6
58	SPELL/NOTE Off Hand Only, Adds 10 Defense and 100 Armor					43
58	First Guard	63	BoE	41.30	2.3	5
58	SPELL/NOTE Main Hand Only					30
58	Shallgrave Reaver	63	BoA	41.40	2.5	5
58	SPELL/NOTE On Attack: Chance to Steal 2 HP/sec for 30 sec					00
58	Sword of Zeal	63	BoE	41.43	2.8	5
58	SPELL/NOTE Main Hand Only, Adds 1 Dmg and 10 Armor					

GOOD SWORDS (1H)

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
5		Matched Shortsword	10	BoE	5.48	2.1	2	44	
7		Pole Skinner	12	BoE	6.59	2.2	3	86	
8		SPELL/NOTE Main Hand Only							
8		Feral Blade	13	BoE	6.92	2.6	4	81	
		SPELL/NOTE Main Hand Only							
N/A		Brassard Shortsword	14	BoA	7.20	2.5	5	80	
9		Embossed Broadsword	14	BoE	7.29	2.4	5	75	
		SPELL/NOTE Main Hand Only							
N/A		Elaine Sword	15	BoA	7.62	2.1	6	96	
		SPELL/NOTE Main Hand Only							
N/A		Haggard's Sword	15	BoA	7.62	2.1	6	90	
		SPELL/NOTE Main Hand Only							
N/A		Heirloom Sword	15	BoA	7.62	2.1	6	90	
		SPELL/NOTE Main Hand Only							
N/A		Thun'grin's Sword	15	BoA	7.62	2.1	7	03	
		SPELL/NOTE Main Hand Only							
N/A		Umbral Sword	15	BoA	7.62	2.1	6	88	
		SPELL/NOTE Main Hand Only							
11		Delian Rapier	16	BoE	8.13	1.6	7	87	
		SPELL/NOTE Main Hand Only							
11		Rader Shortsword	16	BoE	8.16	1.9	8	25	
11		Rodriguez Machete	16	BoE	8.26	2.3	8	23	
		SPELL/NOTE Main Hand Only							
N/A		Dary's Shortsword	17	BoA	8.70	2.3	9	72	
13		Carved Falblade	18	BoA	9.04	2.6	10	32	
		SPELL/NOTE Main Hand Only, On Attack: Chance to Reduce Fear Attack Power by 15							
13		Barth's Shortsword	18	BoE	9.09	2.2	10	70	
N/A		Solid Shortblade	18	BoA	9.20	2.5	10	54	
14		Blackwater Cutlass	19	BoE	9.47	1.9	12	58	
14		Scimitar of Ahan	19	BoE	9.62	2.6	11	80	
		SPELL/NOTE Main Hand Only							
N/A		Elegant Shortsword	20	BoA	10.00	2	14	84	
		Buzz Saw	21	BoA	10.42	2.4	17	00	
21		Millicent Shortsword	22	BoE	11.00	2.5	19	16	
21		Thief's Blade	22	BoA	11.18	1.7	18	03	
18		Butcher's Slicer	23	BoA	11.55	2.9	21	31	
19		Blasphemous Kukri	24	BoE	12.32	2.8	24	61	
		SPELL/NOTE Main Hand Only							
19		Decapitating Sword	24	BoE	12.31	2.6	24	52	
		SPELL/NOTE Main Hand Only							
19		Sword of the Night Sky	24	BoE	12.06	1.7	23	00	
		SPELL/NOTE Main Hand Only							
N/A		Talonskin	24	BoA	12.19	1.6	22	83	
		SPELL/NOTE Main Hand Only							
N/A		Lucine Longsword	25	BoA	12.80	2.5	27	61	
		SPELL/NOTE Main Hand Only							
N/A		Phyllophaga	25	BoA	12.86	2.8	26	19	
		SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 35 Nature Dmg							
21		Black Metal Shortsword	26	BoE	13.53	1.7	29	49	
		SPELL/NOTE Shadow Resist +4, Main Hand Only							
21		Darkwater Talwar	26	BoA	13.41	2.2	29	41	
		SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 25 Shadow Dmg							
27		Fighter Broadsword	27	BoE	13.93	2.8	34	50	
		SPELL/NOTE Main Hand Only							
22		Skeletal Longsword	27	BoE	13.86	2.2	32	69	
		SPELL/NOTE Main Hand Only							
23		Dragonbone Shortsword	28	BoE	14.55	2.2	38	42	
25		Viking Sword	30	BoE	15.56	2.7	44	36	
		SPELL/NOTE Main Hand Only							
27		Hardened Iron Shortsword	32	BoE	16.67	1.8	54	68	
		SPELL/NOTE Main Hand Only							
30		Jade Serpentineblade	35	BoE	18.27	2.6	73	04	
31		Mercenary Blade	36	BoE	18.75	2.4	81	65	
31		Südhil Rapier	36	BoE	18.91	2.3	76	55	
		SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 45 Dmg Over 30 sec							
35		Knightrigh Longsword	38	BoE	20.33	1.5	97	16	
35		Nobles Broadsword	40	BoE	22.14	2.1	1	13	56
N/A		Ornate Sewer	41	BoA	22.96	2.7	1	23	37
		SPELL/NOTE Main Hand Only							
N/A		Sword of Hammerfall	41	BoA	23.04	2.3	1	18	93
		SPELL/NOTE Main Hand Only							
38		Elven Scimitar	43	BoE	25.00	1.9	1	39	79
N/A		Dwarf Captain's Sword	45	BoA	26.60	2.5	1	55	84
40		Ferocious Falchion	45	BoA	26.60	2.5	1	67	44
		SPELL/NOTE Main Hand Only							
N/A		Vanguard's Sword	45	BoA	26.59	2.2	1	60	16
		SPELL/NOTE Attack Power 16							

GOOD SWORDS (1H) continued

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
40		Wicked Mithril Blade	45	BoE	26.74	2.3	1	58	91
		SPELL/NOTE Main Hand Only							
43		Dazzling Mithril Rapier	48	BoE	28.53	1.7	2	00	95
		SPELL/NOTE Main Hand Only							
46		Rune Sword	51	BoE	30.31	1.6	2	59	30
49		Blade of the Wretched	54	BoA	32.14	2.1	2	94	41
		SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 90 Dmg Over 3 sec							
49		Widow Blade	54	BoE	32.25	2	3	09	64
N/A		Linken's Sword of Mastery	56	BoA	33.33	1.8	3	41	84
		SPELL/NOTE Main Hand Only, On Attack: Chance to Deal 45.75 Dmg							
52		Crytal Sword	57	BoE	33.91	2.3	3	70	47
52		Dimensional Blade	57	BoA	34.05	2.1	3	67	85
		SPELL/NOTE Off Hand Only							
N/A		Telcent Blade	57	BoA	34.04	2.6	3	38	30
N/A		Intrepid Shortsword	58	BoA	34.52	2.1	3	60	80
N/A		Valiant Shortsword	58	BoA	34.52	2.1	3	58	60
54		Dimensional Blade	59	BoE	35.00	1.6	4	13	74
N/A		Beetleblade Blade	60	BoA	35.91	2.2	4	31	42
		SPELL/NOTE Adds 33 Attack Power vs. Beasts							
N/A		Blade of Reckoning	60	BoA	35.83	2.4	4	02	13
		SPELL/NOTE Attack Power 22							
N/A		Enchanted Azshara's Fabulous Sword	60	BoA	35.75	2	4	18	90
		SPELL/NOTE Main Hand Only, Adds 33 Attack Power vs. Demons							
N/A		Honey's Slayor	60	BoA	35.75	2	4	19	11
		SPELL/NOTE Adds 33 Attack Power vs. Demons							
57		Barfield Sabre	62	BoE	37.05	2.2	4	34	93
		SPELL/NOTE Main Hand Only							
60		Holy War Sword	65	BoE	38.64	2.2	5	19	46

STANDARD SWORDS (1H)

M	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR	PURCHASE	VALUE
1		Worn Shortsword	2	None	1.05	1.9			7
		SPELL/NOTE Main Hand Only							
1		Deadman Blade	3	None	1.20	2.5			10
		SPELL/NOTE Main Hand Only							
1		Dull Blade	3	None	1.05	1.9			11
		SPELL/NOTE Main Hand Only							
1		Shortsword	3	None	1.15	2.6			10
		SPELL/NOTE Main Hand Only							
N/A		Forgotten Shortsword	4	BoA	1.67	2.1			17
		SPELL/NOTE Main Hand Only							
N/A		Militia Shortsword	4	BoA	1.40	2.5			17
		SPELL/NOTE Main Hand Only							
1		Pitted Delias Shortsword	4	None	1.50	2			16
		SPELL/NOTE Main Hand Only							
N/A		Thickwood Blade	4	BoA	1.59	2.2			17
		SPELL/NOTE Main Hand Only							
1		Fine Scimitar	6	None	2.37	1.9			37
3		Frostmane Shortsword	8	None	3.25	2			83
		SPELL/NOTE Main Hand Only							
4		Copper Shortsword	9	None	3.81	2.1			10
		SPELL/NOTE Main Hand Only							
4		Gladius	9	None	3.81	2.1			10
		SPELL/NOTE Main Hand Only							
4		Rockjaw Blade	9	None	3.81	2.1			13
		SPELL/NOTE Main Hand Only							
4		Short Sabre	9	None	3.95	1.9			10
		SPELL/NOTE Main Hand Only							
5		Radiant Shortsword	10	None	4.35	2.3			39
		SPELL/NOTE Main Hand Only							
5		Stonemaster Blade	10	None	4.50	2			46
		SPELL/NOTE Main Hand Only							
N/A		Well-used Sword	10	BoA	4.29	2.1			44
		SPELL/NOTE Main Hand Only							
N/A		Deathstalker Shortsword	11	BoA	5.00	2.1			88
N/A		Happy Wing Clipper	11	BoA	5.00	2.6			79
		SPELL/NOTE Main Hand Only							
10		Curlew	15	None	6.82	2.2			64
		SPELL/NOTE Main Hand Only							
14		Scimitar	19	None	8.70	2.3			63
		SPELL/NOTE Main Hand Only							
19		Bronze Shortsword	24	None	11.19	2.1			39
		SPELL/NOTE Main Hand Only							
20		Smith's Cutlass	25	Quest	11.58	1.9			98
		SPELL/NOTE Main Hand Only							

STANDARD SWORDS (1H) continued

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
1	Longsword	26	None	12.17	2.3	17@ 48
91	SPELL/NOTE Main Hand Only					
92	Broadsword	36	None	17.61	2.3	49@ 25
	SPELL/NOTE Main Hand Only					
32	Falcion	46	None	25.68	2.2	1@ 03@ 67
41	SPELL/NOTE Main Hand Only					

INFERIOR SWORDS (1H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
3	Fabled Sword	8	None	2.50	2	55@
	SPELL/NOTE Main Hand Only					
8	Commoner's Sword	13	None	3.91	2.3	1@ 93
	SPELL/NOTE Main Hand Only					
14	Stash Shortsword	19	None	5.83	1.8	5@ 01
	SPELL/NOTE Main Hand Only					
19	Warped Blade	24	None	7.19	1.6	9@ 08
	SPELL/NOTE Main Hand Only					
24	Short Cutlass	29	None	9.07	2.7	15@ 43
	SPELL/NOTE Main Hand Only					
25	Aura Proc Damage Sword	30	BoE	9.50	2	17@ 20
	SPELL/NOTE Main Hand Only, On Attack: Chance to Add 4 Point Dmg Shield					
31	Light Scimitar	36	None	11.32	1.9	20@ 48
	SPELL/NOTE Main Hand Only					
41	Sharp Shortsword	46	None	16.29	1.8	69@ 10
	SPELL/NOTE Main Hand Only					
47	Fine Longsword	52	None	18.41	2.2	1@ 01@ 12
	SPELL/NOTE Main Hand Only					

TWO-HANDED SWORDS

EPIC SWORDS (2H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
8	Nightblade	44	BoE	43.39	2.8	2@ 95@ 13
	SPELL/NOTE On Attack: Chance to Deal 125-275 Shadow Dmg					
10	Sul'Vreze the Lasher	55	BoA	52.12	2.6	6@ 19@ 36
	SPELL/NOTE On Attack: Chance to Lower Strength/Deal 90-210 Dmg +125 Over Time					
12	Duelist	57	BoE	53.85	2.6	7@ 00@ 24
	SPELL/NOTE On Attack: Chance to Add 300 Strength for 10 sec					
19	Blackblade of Shrivens	63	BoA	59.35	2.3	9@ 52@ 41
	Rumblings of Baron Rivendare	63	BoA	59.46	2.8	9@ 13@ 45
19	Blade of Honor	64	BoE	60.24	2.1	10@ 47@ 29

SUPERIOR SWORDS (2H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
8	Seering Blade	23	BoE	19.60	2.5	32@ 60
	SPELL/NOTE On Attack: Chance to Deal 70 Fire Dmg/9 More Over Time					
10	Duckbringer	25	BoE	21.03	3.4	39@ 61
	SPELL/NOTE On Attack: Chance to Deal 60-100 Shadow Dmg					
11	Guardian Blade	26	BoE	21.72	2.9	45@ 16
	SPELL/NOTE Add 13 Defense and 40 Armor					
11	Onyx Claymore	26	BoE	21.61	2.8	46@ 29
17	Pysan's Old Greatsword	28	BoE	22.88	3.3	57@ 44
	Doomship Claymore	29	BoE	23.75	2.8	61@ 91
17	SPELL/NOTE Add 15 Defense					
21	Gleamhorn Mageslayer	29	BoE	23.91	3.2	61@ 21
	Strike of the Hydra	31	BoA	25.61	3.3	71@ 55
21	Claymora of the Martyr	33	BoE	27.76	2.9	85@ 24
21	Morbid Down	35	BoA	30.17	2.9	1@ 11@ 24
21	Acidic Defender	36	BoE	31.29	3.1	1@ 22@ 80
	SPELL/NOTE Add 15 Defense and 100 Armor					
21	Boneslayer	37	BoE	32.59	2.7	1@ 37@ 54
	Whirlwind Sword	40	BoA	35.52	2.9	1@ 73@ 25
21	Sword of the Magistrate	41	BoE	36.52	3.3	1@ 75@ 96
21	X'calibur	42	BoA	37.37	3.3	2@ 01@ 44
21	Winchury	44	BoE	38.93	2.8	2@ 29@ 11
	SPELL/NOTE On Attack: Chance to Deal 150 Shadow Dmg					
42	Mutilator	47	BoA	41.20	2.5	2@ 91@ 79
42	Deathblow	48	BoE	41.96	2.8	2@ 92@ 45
	SPELL/NOTE On Attack: Chance to Deal 160 Dmg					
44	Blade of the Titans	49	BoE	42.58	3.3	3@ 23@ 89
44	Stonebreaker	49	BoA	42.69	3.9	3@ 28@ 51
	SPELL/NOTE On Attack: Chance to Add 10 Dmg for 8 sec					
47	Trailblazer Champion	52	BoE	45.00	3	3@ 85@ 48
	SPELL/NOTE On Attack: Chance to Cast Holy Shield on User					
47	Warhammer	52	BoE	45.00	3	4@ 16@ 77
	SPELL/NOTE Add 3% Hit					
48	Drakfong Butcher	53	BoA	45.93	2.7	4@ 24@ 46
	SPELL/NOTE On Attack: Chance to Deal 150 Dmg Over 30 sec					
48	Demonbreaker	57	BoE	48.87	3.1	5@ 28@ 00
	SPELL/NOTE Adds 99 Attack Power vs. Demons					
53	Corruption	58	BoA	49.67	3	5@ 68@ 08

SUPERIOR SWORDS (2H) continued

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
53	Stone of the Earth	58	BoA	49.69	3.2	5@ 70@ 11
	SPELL/NOTE AC +280					
55	Doombringer	60	BoE	51.43	2.8	5@ 91@ 86
	SPELL/NOTE On Attack: Chance to Deal 125-275 Shadow Dmg					
56	Relentless Scythe	61	BoA	52.17	2.3	6@ 62@ 26
	SPELL/NOTE Add 1% Parry					
57	Barovian Family Sword	62	BoA	53.10	2.1	7@ 18@ 47
	SPELL/NOTE On Attack: Chance to Deal 150 HP Over 15 sec					
57	Arcturian Champion	63	BoE	53.83	3	7@ 46@ 19
	SPELL/NOTE On Attack: Chance to Heal 270-450 HP/Buff Strength by 120 for 30 sec					
58	Demonreaver	63	BoA	53.91	2.3	7@ 27@ 69
	SPELL/NOTE On Attack: Chance to Deal 150 Shadow Dmg/120 Over 30 sec					
70	Juno's Redemption	63	BoA	53.94	3.3	7@ 25@ 10
N/A	Warblade of Cael Darrow	63	BoA	53.94	3.3	6@ 98@ 26

GOOD SWORDS (2H)

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
N/A	Broodworn Blade	10	BoA	7.17	3	3@ 00
5	Training Sword	10	BoE	7.14	3.5	3@ 04
N/A	Steady Retained Sword	11	BoA	7.59	2.7	3@ 95
7	Short Retained Sword	12	BoE	8.33	3	4@ 95
10	Card Claymore	15	BoE	10.00	2.8	8@ 79
11	Merc Sword	16	BoE	10.71	2.8	10@ 49
12	Brookshaw's Skewer	17	BoE	11.41	3.2	11@ 33
N/A	Edge of the People's Militia	17	BoA	11.21	2.9	11@ 32
13	Edged Retained Sword	18	BoE	11.77	3.1	13@ 77
13	My grail Touchpick	18	BoA	11.79	2.4	14@ 02
N/A	Irving Short	18	BoA	11.91	3.4	13@ 72
14	Chouffing	19	BoE	12.50	3.6	15@ 78
	SPELL/NOTE On Attack: Chance to Deal 35 Shadow Dmg					
14	Heavy Copper Broadsword	19	BoE	12.59	2.7	14@ 98
N/A	Samothrace Scrimshaw	19	BoA	12.60	2.5	14@ 94
15	Gleaming Claymore	20	BoE	13.10	2.9	17@ 91
15	Shadowblade Two-handed Sword	20	BoE	13.10	2.9	17@ 68
15	Sliver Blade	20	BoE	13.10	2.9	17@ 68
	SPELL/NOTE On Attack: Chance to Deal 35 Frost Dmg					
N/A	Woodman's Sword	20	BoA	13.03	3.3	17@ 76
17	Bladed Claymore	22	BoE	14.60	2.5	24@ 62
19	Executioner's Sword	24	BoE	15.88	3.4	28@ 54
21	Havering Blade	26	BoA	17.50	3.8	36@ 75
21	Polished Zweihander	26	BoE	17.50	3.6	38@ 77
23	Cavalier Two-hander	28	BoE	19.87	2.9	45@ 82
24	Black Metal Greatsword	29	BoE	19.70	3.3	48@ 69
24	Huge Ogre Sword	29	BoA	19.74	3.8	50@ 37
25	Durkethed Retained Sword	30	BoA	20.07	3.2	57@ 09
N/A	Sargath's Strike	31	BoE	21.49	3.2	61@ 47
N/A	Ancient War Sword	32	BoA	21.67	3.3	67@ 83
N/A	Emil's Brand	32	BoA	21.61	3.1	70@ 87
27	Gleamwinger Flamberge	32	BoE	21.72	3.2	68@ 94

GOOD SWORDS (2H) continued

N/A	Runic Darkblade	32	BoA	21.67	3.3	64@	81@
▶	SPELL/NOTE On Attack: Chance to Deal 35 Shadow Dmg						
N/A	Archus	35	BoA	23.94	3.3	88@	27@
▶	SPELL/NOTE On Attack: Chance to Deal 85 Arcane Dmg						
30	Shanewater Claymore	35	BoA	23.87	3.1	92@	95@
31	Moonsteel Broadsword	36	BoA	24.64	2.8	1@	01@ 53@
25	Frost Piercer Blade	40	BoA	28.82	3.4	1@	41@ 20@
▶	SPELL/NOTE Add 1% Crit						
36	Equisette Flamberge	41	BoA	30.17	3	1@	47@ 54@
36	Grotendur	41	BoA	30.00	2.6	1@	48@ 61@
▶	SPELL/NOTE On Attack: Chance to Deal 90-114 Dmg						
38	Headsinker Sword	43	BoA	32.50	2.4	1@	76@ 85@
40	Chromatic Sword	45	BoA	34.72	3.6	1@	94@ 63@
▶	SPELL/NOTE Arcane, Fire, Frost, Nature, & Shadow Resist +7						
42	Butterfield Destroyer	47	BoA	36.45	3.1	2@	46@ 61@
48	Tanker Sword	49	BoA	37.97	3.7	2@	79@ 06@
57	Behaving Blade	52	BoA	40.43	3.5	3@	15@ 47@
47	Thorium Greatsword	52	BoA	40.42	3.6	3@	36@ 21@
49	Dark Equinox	54	BoA	41.82	3.3	3@	55@ 84@
52	Gallant Flamberge	57	BoA	44.26	3.4	4@	25@ 45@
54	Massacre Sword	59	BoA	45.79	3.8	4@	75@ 31@
57	Shin Blade	62	BoA	47.95	2.2	5@	52@ 34@
60	Divine Warblade	65	BoA	50.56	2.7	6@	41@ 85@

1 THROWN WEAPONS

SUPERIOR THROWN WEAPONS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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55	Flightblade Throwing Axe	60	BoA	35.59	1.7	11@
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GOOD THROWN WEAPONS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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N/A	Silver Star	37	BoA	17.5	2	9@
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INFERIOR THROWN WEAPONS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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3	Beet Knife	8	None	2.25	2	0@
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WANDS

SUPERIOR WANDS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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15	Firebinder	20	BoA	20.29	1.7	13@ 12@
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16	Skyfaller	21	BoA	21.56	1.6	14@ 22@
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22	Cookin's Stirring Rod	22	BoA	22.31	1.3	16@ 60@
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22	Thunderwood	27	BoA	27.11	1.9	29@ 91@
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N/A	Gravelstone Scepter	29	BoA	29.00	1.5	35@ 35@
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▶	SPELL/NOTE Shadow Resist +5					
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29	Starfaller	34	BoA	32.86	1.4	58@ 51@
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30	Necrotic Wand	35	BoA	33.21	1.4	66@ 49@
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33	Earthen Rod	38	BoA	35.59	1.7	86@ 28@
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34	Freezing Shard	39	BoA	35.77	1.3	95@ 92@
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▶	SPELL/NOTE Increase Frost Dmg 6					
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35	Plaguesprig	40	BoA	37.19	1.6	96@ 60@
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▶	SPELL/NOTE Shadow Resist +7					
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37	Jaina's Firestarter	42	BoA	39.38	1.6	1@ 14@ 87@
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44	Flaming Incinerator	49	BoA	47.22	1.8	1@ 91@ 39@
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▶	SPELL/NOTE Fire Resist +8					
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45	Wand of Allotry	50	BoA	48.42	1.9	2@ 09@ 45@
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▶	SPELL/NOTE Arcane Resist +9					
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48	Pyric Codexes	53	BoA	52.50	1.8	2@ 50@ 83@
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▶	SPELL/NOTE Increase Fire Dmg 8					
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51	Rod of Corrosion	56	BoA	55.00	1.3	2@ 89@ 09@
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▶	SPELL/NOTE Nature Resist +10					
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STANDARD SWORDS (2H)

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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1	Tarnished Bastard Sword	3	None	1.56	3.2	13@
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1	Bastard Sword	4	None	2.17	3	20@
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N/A	Forsaken Bastard Sword	4	BoA	2.12	3.3	20@
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12	Practise Sword	7	None	3.75	3.2	71@
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2	Two-handed Sword	7	None	3.62	2.9	68@
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6	Copper Claymore	11	None	6.33	3	2@ 41@
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10	Claymore	15	None	9.06	3.2	5@ 25@
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16	Equinox	21	None	12.59	2.9	12@ 15@
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21	Bronze Greatsword	26	None	16.00	3	22@ 05@
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21	Dacian Falx	26	None	15.97	3.1	24@ 07@
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N/A	Drish War Sword	29	BoA	18.23	3.1	30@ 14@
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31	Flamberge	36	None	23.13	3.2	61@ 79@
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41	Zweihänder	46	None	33.57	2.8	1@ 30@ 06@
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INFERIOR SWORDS (2H)

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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2	Crude Bastard Sword	7	None	2.97	3.2	49@
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9	Old Greatsword	14	None	5.89	3.6	2@ 93@
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12	Blunt Claymore	17	None	6.61	3.1	4@ 51@
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19	Standard Claymore	24	None	9.67	3	12@ 21@
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23	Long Bastard Sword	28	None	11.41	3.2	17@ 83@
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29	Broad Claymore	34	None	13.79	3.3	31@ 25@
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37	Whetted Claymore	42	None	18.71	3.1	63@ 72@
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53	Tapered Greatsword	58	None	26.90	2.9	1@ 79@ 30@
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STANDARD THROWN WEAPONS

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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1	Crude Throwing Axe	3	None	1	2	0@
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3	Small Throwing Knife	3	None	1	2	0@
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3	Balanced Throwing Dagger	8	None	3	2	0@
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3	Weighted Throwing Axe	8	None	3	2	0@
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11	Knee Throwing Knife	16	None	6.5	2	0@
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11	Sharp Throwing Knife	16	None	6.5	2	0@
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22	Deadly Throwing Axe	27	None	11.5	2	0@
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22	Heavy Throwing Dagger	27	None	11.5	2	0@
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35	Gleaming Throwing Axe	40	None	18.25	2	0@
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35	Wicked Throwing Dagger	40	None	18.33	1.8	0@
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SUPERIOR WANDS continued

M LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
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53	Torch of Auster	58	BoA	56.79	1.4	3@ 35@ 90@
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▶	SPELL/NOTE Fire Resist +10					
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54	Skull's Ghastly Touch	59	BoA	58.33	1.8	3@ 43@ 29@
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▶	SPELL/NOTE Increase Shadow Dmg 8					
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55	Banshee Finger	60	BoA	59.74	1.9	3@ 77@ 27@
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▶	SPELL/NOTE Frost Resist +10					
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55	Serpentine Skuller	60	BoA	59.64	1.4	3@ 60@ 54@
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▶	SPELL/NOTE Shadow Resist +10					
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57	Bonacreeper Stylus	62	BoA	62.63	1.9	3@ 93@ 04@
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▶	SPELL/NOTE Increase spell Dmg 5					
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GOOD WANDS

CHASE VALUE	LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
13	12	Fire Wand	12	BoE	8.67	1.5	2@ 93
20	N/A	Elven Wand	13	BoA	9.38	1.6	3@ 80
20	N/A	Shadow Wand	14	BoE	10.36	1.4	4@ 43
71	N/A	Cinder Wand	16	BoA	11.79	1.4	6@ 22
68	N/A	Blazing Wand	17	BoE	12.67	1.5	6@ 72
41	N/A	Spark of the People's Militia	17	BoA	12.78	1.8	7@ 22
35	N/A	Dwarven Flamethrower	18	BoA	13.61	1.8	8@ 20
15	N/A	Flaring Baton	18	BoA	13.68	1.9	7@ 75
05	N/A	Moonstone Wand	18	BoA	13.61	1.8	7@ 69
07	N/A	Orygon Wand	20	BoE	15.00	1.4	10@ 81
14	N/A	Torchlight Wand	21	BoA	15.77	1.3	12@ 44
79	N/A	Wand of Decay	21	BoA	15.67	1.5	11@ 75
06	N/A	Sable Wand	22	BoA	16.94	1.8	13@ 99
	N/A	Sizzle Stick	23	BoA	17.65	1.7	15@ 34
	N/A	Dira Wand	24	BoE	20.29	1.7	22@ 31
	N/A	Spellcrafter Wand	24	BoA	20.29	1.7	24@ 01
	N/A	Branding Rod	27	BoA	21.56	1.6	25@ 94
	N/A	Charred Wand	28	BoA	22.22	1.8	26@ 46
	N/A	Slingshot Wand	28	BoA	22.22	1.8	26@ 55
	N/A	Firestarter	29	BoE	23.33	1.5	29@ 47
	N/A	Consecrated Wand	30	BoA	24.17	1.2	34@ 65
	N/A	Excavation Rod	30	BoA	24.21	1.9	34@ 89
	N/A	Moonbeam Wand	30	BoA	24.17	1.8	32@ 39
	N/A	Gyromatic Launcher	31	BoA	25.00	1.4	36@ 90
	SPELL/NOTE Frost Resist +5						
	27	Wand of Eventide	32	BoE	25.77	1.3	39@ 35
	27	Sunmover's Wand	34	BoE	28.06	1.8	50@ 91
	27	Scorching Wand	35	BoE	28.85	1.3	52@ 18
	N/A	Eyeopener	37	BoA	30.59	1.7	63@ 62
	N/A	Flesh Wand	37	BoA	30.38	1.3	68@ 49
	N/A	Fizzle's Zippy Lighter	38	BoA	31.00	1.5	71@ 87
	N/A	Kodo Brandor	38	BoA	31.05	1.9	67@ 63
	N/A	Rod of Sorrow	39	BoA	31.84	1.9	79@ 61
	N/A	Burning Silver	40	BoA	32.69	1.3	86@ 58
	N/A	Dancing Flame	40	BoA	32.86	1.4	85@ 07
	N/A	Gnomish Zapper	40	BoA	32.69	1.3	83@ 19
	N/A	Goblin Igniter	40	BoA	32.75	2	79@ 52
	N/A	Infamy Wand	40	BoA	32.50	1.6	82@ 01
	SPELL/NOTE Increase Frost Dmg 4						
	N/A	Nether Force Wand	40	BoA	32.67	1.5	84@ 19
	SPELL/NOTE Increase Arcane Dmg 4						
	N/A	Rapidity Wand	40	BoA	32.86	1.4	81@ 71
	SPELL/NOTE Increase Fire Dmg 4						
	26	Ember Wand	41	BoE	33.67	1.5	86@ 54
	26	Unbrul Wand	45	BoE	35.67	1.5	1@ 18
	N/A	Charged Lightning Rod	46	BoA	37.33	1.5	1@ 25
	N/A	Chillmail Splinter	46	BoA	37.14	1.4	1@ 36
	N/A	Cairstone Silver	50	BoA	41.39	1.8	1@ 69
	46	Ivory Wand	51	BoE	42.14	1.4	1@ 82
	46	Wizard's Hand	53	BoA	44.44	1.8	2@ 06
	52	Glowstar Rod	57	BoE	50.00	1.5	2@ 61
	55	Dragon Finger	60	BoE	53.21	1.4	3@ 06
	59	Lunar Wand	64	BoE	56.76	1.7	3@ 73

STANDARD WANDS

LEV	WEAPON NAME	LEV	BIND	DPS	SPEED	VENDOR PURCHASE VALUE
5	Lesser Magic Wand	10	None	5.67	1.5	1@ 04
13	Greater Magic Wand	18	None	11.94	1.8	4@ 65
15	Smoldering Wand	20	None	13.44	1.6	4@ 68
16	Gloom Wand	21	None	14.44	1.8	7@ 70
18	Charred Kazormane Wand	23	BoA	15.67	1.5	7@ 40
20	Burning Wand	25	None	17.50	1.4	11@ 61
20	Dusk Wand	25	None	17.65	1.7	11@ 66
26	Lesser Mystic Wand	31	None	23.08	1.3	21@ 48
29	Combustible Wand	34	None	25.94	1.6	28@ 78
30	Greater Mystic Wand	35	None	27.25	2	31@ 57
30	Pestilent Wand	35	None	27.00	1.5	31@ 42
40	Pitchwood Wand	45	None	34.71	1.7	71@ 45
41	Blackstone Wand	46	None	35.31	1.6	77@ 46

CHASE VALUE

90

39

27

56

04

CLOTH ARMOR

LEATHER ARMOR

MAIL ARMOR

PLATE ARMOR

SHIELDS

WEAPONS

ITEMS

OFF-HAND ITEMS

EPIC OFF-HAND ITEMS

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
50	Book of the Dead	63	Book	0	1 04 00 57
	Spell Summon Skeleton				

SUPERIOR OFF-HAND ITEMS

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
21	Orb of Biomancy	28	BoE	0	14 00 01
	SPELL Increase Healing II				
15	Pulsating Hydra Heart	20	BoE	0	15 00 75
	SPELL Increase Fire Dmg 4				
30	Red of Molten Fire	35	BoE	0	31 00 13
	SPELL Increase Fire Dmg 8, Fire Resist +6				
17	Antiquarian Rod	22	BoE	0	31 00 21
	SPELL Increase Fire Dmg 7				
N/A	Prophetic Case	44	BoA	0	48 00 85
N/A	Orb of Moh'Drakil	40	BoA	0	50 00 00
	SPELL Increase Fire Dmg 8				
N/A	Orb of Dar'Drakil	40	BoA	0	50 00 00
	Spell Increase Shadow Dmg 8				
N/A	Celestial Orb	40	BoA	0	53 00 82
	SPELL Increase Arcane Dmg 5				
33	Swordsmith Felch	38	BoE	0	54 00 68
	Spell Increase Frost Dmg 7, Frost & Shadow Resist +5				
33	Orb of the Forgotten Star	38	BoA	0	54 00 68
	SPELL Increase Spell Dmg 6				
54	Legends Tankard of Tidings	59	BoE	0	55 00 37
	Spell Restores 1992 MP Over 30 sec (Drink)				
38	Unlaid Crystal	43	BoE	0	56 00 13
	SPELL Increase Shadow Dmg 10				
36	Mandibul's Lifeline Skull	41	BoA	0	75 00 35
33	Emblem of Hope	38	BoE	0	75 00 82
	SPELL Increase Healing 20				
N/A	Orb of Larkia	44	BoA	0	81 00 42
42	Deceitful Case	47	BoA	0	84 00 09
49	Drakestone	54	BoA	0	89 00 82
	Spell Increase Spell Dmg 4				
48	Enthralled Sphere	53	BoA	0	1 04 00 57
54	Globe of Dusk	59	BoA	0	1 04 00 52
	Spell Shadow Resist +7				
57	Skull of Burning Shadows	62	BoA	0	1 24 00 58
	SPELL Fire Resist +15, Shadow Resist +10				
48	Brutish Rod	51	BoE	0	1 31 00 13
	Spell Arcane, Fire, Frost, Nature & Shadow Resist +6				
53	Magnus Stone	58	BoA	0	1 31 00 67
	SPELL Fire Resist +15				
54	Stone of Knowledge	61	BoA	0	1 32 00 37
N/A	Pemphig's Ring	63	BoA	0	1 46 00 42
N/A	Megaphone Scion	60	BoA	0	1 52 00 35
	Spell Arcane, Fire & Frost Resist +10				
55	Theocrat's Royal Scepter	60	BoA	0	2 20 00 45

GOOD OFF-HAND ITEMS

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
4	Bearded Orb	9	BoE	0	72 00 15
4	Journeyman's Stone	9	BoE	0	8 00 02
N/A	Arcane Orb	10	BoA	0	4 00 00
	SPELL Use: Restores 80-240 MP				
N/A	Ley Orb	10	BoA	0	4 00 00
	SPELL Use: Restores 80-240 MP				
7	Ancestral Orb	12	BoE	0	8 00 02
7	Disciple's Stone	12	BoE	0	5 00 27
10	Jester's Orb	15	BoE	0	5 00 27
10	Native Branch	15	BoA	0	72 00 15
N/A	Holistic Medicine Bag	15	BoA	0	5 00 62
	SPELL Mana Rejuvenation				
N/A	Star of Grid	16	BoA	0	4 00 52
17	Magician's Orb	17	BoE	0	8 00 02
17	Runic Case	17	BoA	0	4 00 46
N/A	Highglow Caracaras	18	BoA	0	6 00 07
18	Runic Stone	18	BoE	0	8 00 02
14	Enic Stable Lantern	19	BoA	0	6 00 64

GOOD OFF-HAND ITEMS continued

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Tusk Wrench	19	BoA	30	7 00 00
14	Willow Branch	19	BoE	0	5 00 20
15	Aboriginal Rod	20	BoE	0	72 00 15
N/A	Judding Baton	20	BoA	0	8 00 50
N/A	Grayson's Torch	21	BoA	15	9 00 48
16	Seer's Fine Staff	21	BoE	0	8 00 00
18	Buccanner's Orb	23	BoE	0	5 00 27
18	Mythic's Sphere	23	BoE	0	8 00 00
19	Infused Stone	24	BoA	0	72 00 15
	SPELL Use: Heal 125-165 MP for Target				
N/A	Spell Use: Heal 125-165 MP for Target				
N/A	Orb of Seren'vak	25	BoA	0	41 00 22
	SPELL Increase Fire Dmg 3				
N/A	Shimmering Stone	25	BoE	0	26 00 37
N/A	Token of Infection	25	BoA	50	11 00 38
	SPELL Deals 75-125 Dmg Attacker (1% Chance)				
21	Orb of Power	26	BoE	0	20 00 00
21	Pagan Rod	26	BoE	0	72 00 15
22	Druidic Stone	27	BoE	0	5 00 27
22	Sunfire Sphere	27	BoE	0	8 00 00
23	Fingered Orb	28	BoA	0	20 00 00
	SPELL Fire Resist +6				
23	Sanguine Star	28	BoE	0	8 00 00
24	Enchanted Orb	29	BoE	0	20 00 37
25	Strength of Will	30	BoE	0	20 00 00
25	Watcher's Star	30	BoE	0	72 00 15
28	Curial Eye of Puketh	31	BoA	0	5 00 37
	SPELL Increase Shadow Dmg 6				
N/A	Eye of Puketh	31	BoA	0	5 00 37
	SPELL Increase Healing 12				
26	Rainmaker Scepter	31	BoE	0	72 00 15
26	Silver-throated Rod	31	BoE	0	8 00 00
27	Sage's Stone	32	BoE	0	5 00 27
28	Sage's Rod	33	BoE	0	8 00 00
N/A	Torch of Holy Flame	33	BoA	0	50 00 00
	Spell Use: Decreases Target Armor by 50 for 1 Minute				
29	Seren's Rod	34	BoE	0	5 00 27
30	Elder's Amber Stone	35	BoE	0	72 00 15
31	Thickleaf Branch	36	BoE	0	72 00 15
32	Dryad's Stone	37	BoE	0	72 00 15
32	Stormcloud Orb	37	BoE	0	8 00 00
33	Conjurer's Sphere	38	BoE	0	72 00 15
34	Stoneleaf Branch	39	BoE	0	8 00 00
35	Twilight Orb	40	BoE	0	75 00 57
36	Aurora Sphere	41	BoE	0	79 00 23
36	Geomancer's Rod	41	BoE	0	72 00 15
N/A	Omiga Orb	41	BoA	0	48 00 85
	Spell Increase Spell Dmg 5				
N/A	Skull of Impending Doom	41	BoE	0	56 00 38
	SPELL Use: Increases Run Speed 60% but drops MP/MP Damage for 10 sec				
37	Emberleaf Stone	42	BoE	0	75 00 15
N/A	Explorer's Explorer Lodestone	42	BoA	0	25 00 42
N/A	Uthuk's Finger	42	BoA	0	28 00 85
38	Serener Sphere	43	BoE	0	75 00 57
N/A	Tempest Orb	43	BoA	0	31 00 42
39	Silken Star	44	BoE	0	79 00 23
N/A	Judgement Orb	45	BoA	0	71 00 35
40	Regal Star	45	BoE	0	75 00 57
41	Darkmist Orb	46	BoE	0	72 00 15
41	Mistcape Stone	46	BoE	0	49 00 92
42	Leaf Salmic's Scepter	47	BoE	0	55 00 37
42	Lunar Sphere	47	BoE	0	72 00 15
42	Royal Scepter	48	BoE	0	75 00 57
44	Windshower Orb	49	BoE	0	49 00 92
45	Geometer Rod	50	BoE	0	50 00 37
46	Blueshadow Rod	51	BoE	0	72 00 15
46	Hibernal Sphere	51	BoE	0	79 00 23
N/A	Thermometer Eye Timer	51	BoA	0	16 00 00
47	Gaea's Scepter	52	BoE	0	72 00 15
N/A	Skullgill Orb	52	BoA	0	89 00 82
48	Honeyman Orb	53	BoE	0	52 00 87
N/A	Oblivion Orb	54	BoA	0	1 02 00 87
49	Venomwood Stone	54	BoE	0	79 00 23

GOOD OFF-HAND ITEMS continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Darkwoven Orb	55	BoE	0	5@ 27
Pyrestone Orb	55	BoA	0	1@ 09@ 53
High Arcane Scepter	56	BoE	0	8@ 02@
Mercuric Orb	56	BoE	0	72@ 15@
SPELL Increases MP Cost of Spells by 25	56	BoA	0	1@ 38@ 15@
Archadian Branch	57	BoE	0	72@ 15@
High Arcane Scepter	57	BoE	0	8@ 02@
Mercuric Orb	56	BoE	0	72@ 15@
SPELL Increases MP Cost of Spells by 25	56	BoA	0	1@ 38@ 15@
Archadian Branch	57	BoE	0	72@ 15@
Farther Home	58	None	0	66@ 57@
SPELL First Resist +10	58	BoE	0	5@ 27@
Mystral Orb	58	BoE	0	5@ 27@
Fey Star	59	BoE	0	5@ 27@
Highborne Star	59	BoE	0	8@ 02@
Banewarrior's Star	60	BoE	0	72@ 15@
Calculated Orb	61	BoE	0	72@ 15@
Zephyr Star	61	BoE	0	8@ 02@
Neve Scepter	62	BoE	0	5@ 27@
Demondian Stone	63	BoE	0	72@ 15@
Chimerian Sphere	64	BoE	0	8@ 02@
Empyrean Stone	64	BoE	0	5@ 27@
Eternal Rod	65	BoE	0	72@ 15@
Lich's Rod	65	BoE	0	5@ 27@

STANDARD OFF-HAND ITEMS

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Silver Token of Aquamantes	0	Quest	0	0@
SPELL Dispel's Blazewater's Aura (Quest)	1	None	0	1@
Sneaky Torch	1	None	0	2@ 50@
Blue Sparkler	10	None	0	5@
Dim Torch	10	None	0	5@
SPELL Adds 4 Spirit to Group Members	10	None	0	7@ 50@
Red Sparkler	10	None	0	50@
Single Willflowers	10	None	0	2@ 50@
White Sparkler	20	None	0	1@ 25@
Red Rose	23	None	0	5@ 75@
Bouquet of Scarlet Begonias	28	BoA	0	6@
Lesser Firestone	30	None	0	5@ 00@
SPELL Adds a 25-35 Fire Proc to a Weapon	30	BoA	50	4@ 25@
Beautiful Willflowers	30	None	0	5@ 00@
Sister's Fanner	30	BoA	0	6@ 25@
Marbott's Bone	33	BoA	0	0@
SPELL Removes Enchantment's from Marbott's Bone (Quest)	36	BoA	0	0@
Firestone	36	BoA	0	0@
SPELL Adds a 40-40 Fire Proc to a Weapon	36	BoA	0	0@
Spellstone	36	BoA	0	0@
SPELL Use Absorbs 400 Magic Dmg for 1 min	40	None	0	12@ 50@
Black Rose	46	BoA	0	5@
Greater Firestone	48	BoA	0	0@
SPELL Adds a 60-90 Fire Proc to a Weapon	48	BoA	0	0@
Greater Spellstone	50	None	0	50@ 00@
SPELL Use Absorbs 450 Magic Dmg for 1 min	50	None	0	0@
Bouquet of White Roses	50	None	0	0@
Major Firestone	60	None	0	12@ 50@ 00@
SPELL Adds an 80-120 Fire Proc to a Weapon	60	BoA	0	0@
Bouquet of Black Roses	60	BoA	0	0@
Major Spellstone	60	BoA	0	0@
SPELL Use Absorbs 900 Magic Dmg for 1 min				

NECKLACES

EPIC NECKLACES

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Lot of Lilies	51	BoE	0	1@ 30@ 00@
SPELL Conjures Lily Roses (that Restore HP/MP)	60	BoE	0	2@ 11@ 25@
Jeweled Amulet of Calmness	64	BoE	0	1@ 05@ 00@
Lady May's Pendant				

SUPERIOR NECKLACES

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Strigian Bone Amulet	32	BoA	0	30@ 02@
River Prida Choker	33	BoA	0	58@ 96@
Ghastlyard Talisman	35	BoA	0	34@ 82@
Kalindor Chain	35	BoE	0	66@ 14@
Geclown's Charm	41	BoE	0	74@ 13@
Glowing Eye of Mardresh	41	BoA	0	52@ 77@
Necklace of Calamity	43	BoE	0	25@ 35@
Dragon's Blood Necklace	44	BoA	0	83@ 77@
Trisane Amulet	44	BoA	0	92@ 95@
Jurika's Enhancing Necklace	47	BoA	0	89@ 90@
Talysia's Enhancing Necklace	47	BoA	0	89@ 90@
Lifeland Amulet	48	BoA	0	1@ 20@ 41@
Skid's Pendant	49	BoE	0	80@ 39@
Horizon Choker	51	BoE	0	91@ 37@
Dragon's Eye	56	BoA	0	1@ 06@ 80@
Verak's Collar	56	BoA	0	1@ 44@ 27@
SPELL Add 1% Dodge	57	BoE	0	1@ 06@ 37@
Medallion of Grand Marshal Morris				
SPELL Add 15 Defense				
Conqueror's Medallion	58	BoA	0	1@ 23@ 77@
Lady Althea's Pendant	59	BoE	0	1@ 46@ 17@
Archlight Talisman	60	BoA	0	87@ 88@
Imperial Jewel	60	BoA	0	1@ 96@ 46@
SPELL Attack Power 32				
Emberbark Talisman	61	BoA	0	1@ 96@ 46@
SPELL First Resist +7, Add 1% Crit				
Heart of the Fiend	61	BoA	0	1@ 28@ 28@
Mark of Fading	63	BoA	0	1@ 02@ 83@
SPELL Add 1% Crit				
Star of Mystric	63	BoA	0	1@ 21@ 57@
Taunt of Gaea	63	BoA	0	1@ 20@ 93@

GOOD NECKLACES continued

ITEM NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
Gleaming Green Talisman	30	BoE	0	15@ 35@
Spectral Necklace	30	BoE	0	45@ 94@
Crystal Starfire Medallion	31	BoE	0	17@ 13@
Gemmerang Amulet	31	BoA	0	37@ 79@
Wolfpack Medallion	31	BoE	0	25@ 38@
Breath Necklace	32	BoE	0	40@ 07@
Cardinal Talisman	32	BoA	0	42@ 29@
Tundra Necklace	32	BoE	0	42@ 24@
Necklace of Harmony	34	BoE	0	27@ 77@
Embergarn Pendant	35	BoE	0	18@ 40@
Greenstone Talisman	35	BoE	0	53@ 95@
Mark of the Erin Tar	35	BoE	0	18@ 04@
Pendant of Myrnat	35	BoA	0	0@
Thullium Chain	36	BoA	0	29@ 69@
Forest Pendant	38	BoE	0	41@ 44@
Jet Chain	39	BoE	0	71@ 43@
N/A Explains' League Commendation	41	BoA	0	84@ 30@
Iridium Chain	41	BoE	0	47@ 14@
Kashoban Necklace	41	BoA	0	49@ 12@
March Chain	42	BoE	0	47@ 49@
Ethereal Talisman	43	BoA	0	43@ 07@
Choker of the High Shaman	44	BoA	0	41@ 82@
Lodestone Necklace	44	BoA	0	78@ 94@
Amberglow Talisman	45	BoA	0	59@ 30@
Medal of Courage	45	BoA	0	81@ 55@
Shrivelled Heart	45	BoA	0	0@
Tellurium Necklace	45	BoE	0	49@ 71@
Desert Choker	47	BoE	0	53@ 94@
Enchanted Opaline Talisman	47	BoE	0	71@ 45@
Fairy's Embroid	47	BoE	0	64@ 20@
Talisman of the Mage Lord	47	BoE	0	52@ 82@
Warrior's Honor	47	BoE	0	76@ 45@
Onyx Choker	48	BoE	0	53@ 96@
Pulsating Crystalline Shard	50	BoA	0	54@ 30@
Vendurian Talisman	50	BoE	0	53@ 96@
Arctic Pendant	51	BoA	0	51@ 45@
Fire Opal Necklace	52	BoA	0	79@ 12@
Marble Necklace	53	BoE	0	50@ 12@

EQUIPMENT

ITEMS

RAFTING
PRODUCTS

GOOD NECKLACES continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Felstone Good Luck Charm	54	BoA	0	71 64
	► SPELL Shadow Resist +13				
49	Selenium Chain	54	BoE	0	52 87
51	Swamp Pendant	56	BoE	0	77 67
N/A	Minthurst Medallion	57	BoA	0	1 68 75
52	Obsidian Pendant	57	BoE	0	55 13
N/A	Heroic Commendation Medal	58	BoA	0	71 08
N/A	Voice Amplification Modulator	58	BoE	0	59 30
	► SPELL Resist Silence				
54	Quicksilver Pendant	59	BoE	0	77 57
55	Holyman's Spiked Collar	60	BoA	0	1 06 70
	► SPELL Adds 45 Attack Power Vs. Beasts				
N/A	Hunter's Insignia Medal	60	BoA	0	61 45
55	Jungle Necklace	60	BoE	0	57 57
N/A	Necklace of Sanctuary	60	BoA	0	1 69 30
	► SPELL Fire & Shadow Resist +10				
55	Talisman of Evasion	60	BoA	0	1 63 96
	► SPELL Add 1% Dodge				
57	Graffiti Necklace	62	BoE	0	59 82
58	Vermilion Necklace	63	BoE	0	62 57
60	Prismatic Pendant	65	BoE	0	65 07

RINGS

EPIC RINGS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
38	Underworld Band	43	BoE	0	62 00
	► SPELL Increase Shadow Dmg 8				
41	Ring of Services	46	BoE	0	2 27 75
	► SPELL Use: Add Taint, but 50% Dmg Increase for Enemies				
47	Freezing Band	52	BoE	0	45 00
	► SPELL Increase Frost Dmg 13, Frost Resist +10				
53	Myrmidon's Signet	58	BoE	0	3 00 00
56	Mark of the Dragon Lord	61	BoA	0	2 13 72
	► SPELL Use: Raises 500 Point Shield, Buffs MP Regen by 22				

SUPERIOR RINGS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
17	Black Pearl Ring	22	BoE	0	11 53
17	Lavishly Jeweled Ring	22	BoA	0	8 12
17	Ring of Defense	22	BoE	20	11 53
	► SPELL Adds 4 Defense				
18	Band of Purification	23	BoE	0	15 27
20	Ring of Precision	25	BoE	0	22 07
21	Deep Fishbone Ring	26	BoA	0	15 27
21	Shrike's Family Seal	26	BoA	0	16 50
N/A	Sergeant's Insignia	28	BoA	0	0 0
29	Plains Ring	29	BoE	0	7 50
N/A	Seal of Symbiosis	29	BoA	0	20 55
24	Thunderbolt Ring	29	BoE	0	21 64
25	The Queen's Jewel	30	BoE	0	26 46
29	Electroclawer Lognet	34	BoA	0	32 37
30	Ironing's Eye	35	BoE	0	43 08
31	Agromaggon's Clutch	36	BoA	0	18 18
31	Mark of Kern	36	BoE	0	87 46
	► SPELL Increases Party Attack Power by 10				
31	Ring of the Underworld	36	BoE	0	6 56
32	Black Ember Ring	37	BoE	0	33 81
32	Charged Gear	37	BoA	0	45 86
	► SPELL Arcane & Nature Resist +5				
N/A	Dragonhawk Ring	38	BoA	0	61 30
39	Assault Band	44	BoE	0	66 46
	► SPELL Attack Power 20				
41	Mandraya Circle	46	BoE	0	1 08 12
42	Archeoide Stone	47	BoA	50	1 07 95
N/A	Mazons Fraternity Ring	47	BoA	0	70 92
43	Brainlink	48	BoE	0	1 58 12
45	Rusted Ring	50	BoE	0	3 87 22
	► SPELL Increase Spell Dmg 4				
48	Eye of Adapters	53	BoE	0	1 11 57
49	Cyclops Band	54	BoA	0	1 36 57
49	Drakelord Band	54	BoA	0	55 47
	► SPELL Adds 6 Defense				

INFERIOR NECKLACES

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Tarnished Silver Necklace	1	None	0	73 0

SUPERIOR RINGS continued

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
54	Haglering	59	BoA	0	1 21 57
	► SPELL Arcane Resist +10, Adds 1% Hit, 3 Dmg Death to Attackers				
55	Band of Flesh	60	BoA	0	1 48 44
55	Band of the Highborn	60	BoE	0	79 13
N/A	Eye of Ogrimmor	60	BoA	0	70 82
	► SPELL Increase Spell Dmg 9				
N/A	Magna's Will	60	BoA	0	71 02
	► SPELL Add 1% Crit				
N/A	Ring of Protection	60	BoA	150	78 86
	► SPELL Increased Armor 150				
55	Resonance Circle	60	BoA	0	1 37 82
N/A	Songstone of Inseparability	60	BoA	0	71 54
	► SPELL Increase Spell Dmg 9				
N/A	Thrall's Resolve	60	BoA	0	74 07
	► SPELL Increased Armor 150				
55	Emperor's Seal	61	BoA	0	1 99 21
	► SPELL Arcane & Frost Resist +4				
55	Maiden's Circle	61	BoE	0	1 06 48
	► SPELL Increase Spell Dmg 9				
N/A	Seal of Ascension	61	BoA	0	0 0
	► SPELL Fire, Frost & Nature Resist +10, Quest Item				
56	The Postmaster's Seal	61	BoA	0	1 22 11
N/A	Fordog's Ring	63	BoA	0	1 01 56
	► SPELL Increase Healing 34				
58	Painweaver Band	63	BoA	0	1 52 82
	► SPELL Adds 1% Crit, 16 Attack Power				
58	Seal of Reverence	63	BoA	0	1 54 57

GOOD RINGS

M LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
10	The 1 Ring	15	BoE	0	11 30
N/A	Bounty Hunter's Ring	20	BoA	0	4 03
N/A	Lead Band	20	BoA	0	4 06
15	Overseer's Ring	20	BoE	0	6 25
15	Quartz Ring	20	BoA	0	4 44
N/A	Ring of Scars	20	BoA	0	4 12
16	Ring of the Moon	21	BoE	0	8 07
16	Volcanic Rock Ring	21	BoE	0	8 07
17	Clay Ring	22	BoE	0	8 74
N/A	Clergy Ring	22	BoA	0	5 44
17	Meadow Ring	22	BoE	0	10 56
18	Viridian Band	23	BoE	0	10 42
18	Zircon Band	23	BoE	0	10 87
19	Black Widow Band	24	BoE	0	6 50
19	Blood Ring	24	BoE	0	8 37

GOOD RINGS continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
18	Demon Band	24	BoA	0	6@ 37
19	Minor Channeling Ring	24	BoA	0	18@ 75
20	Coral Band	25	BoE	0	13@ 12
20	Defies Kinsage Ring	25	BoE	0	6@ 50
20	Prize Ring	25	BoE	0	10@ 64
21	Ring of Iron Will	25	BoA	0	4@ 62
21	Ring of the Shadow	25	BoE	0	13@ 06
21	SPELL Shadow Resist +5				
21	Sacred Band	25	BoA	0	13@ 78
21	Skull Ring	25	BoA	0	12@ 50
21	Sustaining Ring	25	BoA	0	14@ 62
21	Totemic Clan Ring	25	BoA	0	4@ 50
21	Amber Hoop	26	BoE	0	9@ 97
21	Chrome Ring	26	BoE	0	11@ 30
21	Defies Magic Ring	26	BoE	0	25@
21	Azura's Will	27	BoE	0	10@ 52
21	Heart Ring	27	BoE	0	10@ 38
21	Band of Elven Grace	28	BoA	0	4@ 77
21	Ivory Band	28	BoE	0	9@ 14
21	Savannah Ring	28	BoE	0	8@ 95
21	Galah Ring	29	BoE	0	21@ 89
21	Jacobi Circle	29	BoE	0	17@ 21
21	Gossamer Band	30	BoA	0	12@ 43
21	Band of Thorns	31	BoE	0	16@ 32
21	Brilliant Gold Ring	31	BoA	0	9@
21	Inventor's League Ring	31	BoA	0	86@ 30
21	Ironforge Memorial Ring	31	BoA	0	8@ 82
21	Monkey Ring	31	BoA	0	8@ 97
21	Ring of Pure Silver	31	BoA	0	12@ 50
21	Seal of Wyrms	31	BoA	0	37@ 50
21	Snake Hoop	31	BoA	0	8@ 97
21	Tiger Band	31	BoA	0	8@ 97
21	Band of the Undercity	32	BoA	0	15@ 00
21	Ring of Calm	32	BoA	0	15@ 40
21	Tranquil Ring	33	BoA	0	6@ 65
21	Tundra Ring	33	BoE	0	21@ 74
21	Realt Ring	34	BoE	0	17@ 13
21	Spinal Ring	34	BoE	0	17@ 10
21	Woodbone Band	35	BoA	0	11@ 30
21	Carleues Ring	35	BoE	0	21@ 44
21	Hogg's Gold Ring	35	BoA	0	64@ 63
21	Reckless Ring	35	BoA	0	56@ 65
21	Ring of Fafnor Spirits	35	BoA	0	15@ 00
21	Talvash's Gold Ring	35	BoA	0	64@ 63
21	Trader's Ring	35	BoA	0	40@ 40
21	Windbender Loop	36	BoE	0	16@ 96
21	Ogreminid Ring	36	BoE	0	21@ 00
21	Amethyst Band	37	BoE	0	39@ 69
21	Fen Ring	37	BoE	0	24@ 69
21	Voodoo Band	37	BoE	0	17@ 20
21	Greenstone Circle	38	BoE	0	64@ 69
21	Jaina's Signet Ring	38	BoA	0	46@ 30
21	Thallium Hoop	39	BoE	0	17@ 45
21	Carleues Loop	40	BoE	0	46@ 49
21	Inscribed Gold Ring	40	BoE	0	18@ 03
21	Prismstone Ring	40	BoE	0	18@ 03
21	Walken Ring	40	BoE	0	19@ 12
21	Forest Hoop	41	BoE	0	46@ 49
21	Jet Loop	42	BoE	0	28@ 96
21	Hematite Link	43	BoE	0	39@ 71
21	Irillum Circle	43	BoE	0	28@ 85
21	Falcon's Hook	44	BoE	0	25@ 42
21	Marsh Ring	45	BoE	0	24@ 63
21	Aquamarine Ring	46	BoE	0	49@ 71
21	Coldwater Ring	46	BoA	0	20@ 92
21	Lodestone Hoop	46	BoE	0	55@ 38
21	Seafire Band	46	BoA	0	20@ 92
21	Tellurium Band	47	BoE	0	71@ 13
21	Band of the Unicorn	48	BoE	0	25@ 42
21	SPELL Increase Spell Dmg 6				
21	Desert Ring	49	BoE	0	46@ 49
21	Topaz Ring	49	BoE	0	47@ 39
21	Band of the Great Tortoise	50	BoA	120	20@ 92
21	Burning Obsidian Band	50	BoA	0	36@ 57
21	Onyx Ring	50	BoA	0	49@ 71
21	Seedtime Hoop	50	BoA	0	70@ 92
21	Venadium Loop	51	BoE	0	74@ 71

GOOD RINGS continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
47	Sardonyx Knuckle	52	BoE	0	77@ 78
47	Starburst Band	52	BoE	0	83@ 75
N/A	White Bone Band	52	BoA	0	70@ 42
47	SPELL Attack Power 24				
48	Arctic Ring	53	BoE	0	42@ 89
N/A	Choking Band	53	BoA	0	65@ 42
48	Dark Iron Ring	53	BoA	0	65@ 92
N/A	Ring of Fortitude	53	BoA	0	52@ 92
N/A	Shu's Ring	53	BoA	0	65@ 42
49	Marble Circle	54	BoE	0	63@ 72
N/A	Ring of the Aristocrat	54	BoA	0	90@ 42
N/A	Charm's Ring	55	BoA	0	73@ 96
N/A	Dolan Family Wedding Ring	55	BoA	0	81@ 09
N/A	Mark of Hakkar	55	BoA	0	55@ 42
50	Selenium Loop	55	BoE	0	83@ 06
50	Serpentine Loop	55	BoE	0	78@ 96
51	Ring of the Heavens	56	BoE	0	83@ 75
52	Swamp Ring	57	BoE	0	88@ 11
53	Jasper Link	58	BoE	0	74@ 14
53	Obsidian Band	58	BoE	0	91@ 63
54	Magus Ring	59	BoA	0	49@ 07
54	Quicksilver Ring	59	BoE	0	63@ 17
55	Dragonazole Band	60	BoE	0	83@ 75
N/A	Band of the Penitent	61	BoA	0	88@ 14
55	SPELL Add 1% Crit				
56	Jungle Ring	61	BoE	0	77@ 81
56	Pierced Circle	61	BoE	0	74@ 71
56	Flaming Band	61	BoA	0	49@ 07
56	SPELL Increase Fire Dmg 13				
57	Grazite Ring	62	BoE	0	88@ 13
58	Vermilion Band	63	BoE	0	73@ 96
59	Demonic Bone Ring	64	BoE	0	83@ 76
59	Opal Ring	64	BoE	0	85@ 39
60	Prismatic Band	65	BoE	0	09@ 63
N/A	Logravor's Seal	54	BoA	0	90@ 92

STANDARD RINGS

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Mood Ring	10	None	0	25@ 00
N/A	Cubic Zirconia Ring	20	None	0	25@ 00
N/A	Silver Pillory Band	30	None	0	25@ 00
N/A	Mintzale Diamond Ring	40	None	0	25@ 00
N/A	Flawless Diamond Salsaire	50	None	0	12@ 50
N/A	The Rock	60	None	0	25@ 00

EQUIPMENT

ITEMS

CRAFTING
PRODUCTS

TRINKETS

EPIC TRINKETS

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
51	Lifesaver	56	BoE	0	2 80 00
	▶ SPELL Heals 10 HP/5 sec, On Use: Heals 300-700 HP				
58	The Lion Horn of Stormwind	63	BoE	0	1 78 80
	▶ SPELL The Lion Horn of Stormwind				

SUPERIOR RINGS

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
38	Blazing Emblem	43	BoE	0	16 25
	▶ SPELL Fire Resist +15, On Use: Adds 50 Fire Resist and -25 to Fire Damage				
40	Ankh of Life	45	BoE	0	53 50
	▶ SPELL On Use: Heals Target for 135-165 HP				
46	Six Demon Bag	51	BoE	0	1 54 95
	▶ SPELL On Use: Attacks Enemies with Elemental Magic				
47	Uther's Strength	52	BoA	0	71 30
	▶ SPELL On Hit: 2% Chance of Shielding You				
50	Smoking Heart of the Mountain	55	BoA	150	15 00
	▶ SPELL Fire, Frost, Nature & Shadow Resist +7				
53	Burst of Knowledge	58	BoA	0	1 00 00
	▶ SPELL Add 6 to Dmg/Healing Spells, On Use: Reduces MP Costs by 100				
53	Hand of Justice	58	BoA	0	1 00 00
	▶ SPELL Adds 20 Attack Power, On Attack: 2% Chance of Extra Attack				
53	Piccolo of the Flaming Fire	58	BoA	0	1 07 34
	▶ SPELL On Use: Deals 500 Nature Dmg in an AoE				
54	Orb of Deception	59	BoE	0	46 18
	▶ SPELL Shift into Form from Enemy Faction				
54	Second Wind	59	BoA	0	1 00 00
	▶ SPELL Add 20 to Healing, On Use: Restores 300 MP Over 10 sec				
55	Briarwood Root	60	BoA	0	1 00 00
	▶ SPELL Increase Spells Dmg 15				
55	Force of Will	60	BoA	0	1 00 00
	▶ SPELL Adds 10 Defense, On Hit: 1% Chance to Reduce Melee Dmg by 25				
N/A	Ragged John's Neverending Cup	60	BoA	0	81 44
55	Ramstein's Lightning Bolt	60	BoA	0	96 00
	▶ SPELL On Use: Deals 500 Nature Dmg in an AoE				
55	Smolderweb's Eye	60	BoA	0	96 23
	▶ SPELL On Use: Poison Target for 5 Dmg Every 2 sec				
56	Cannothall Runner	61	BoA	0	1 08 50
	▶ SPELL On Use: Summons Cannon Pot				
56	Heart of the Scale	61	BoA	0	1 05 39
	▶ SPELL On Use: Adds 20 Fire Resistance and 60 to Attackers				
N/A	Soul of the Dawn	61	BoA	0	96 15
	▶ SPELL Adds 81 Attack Power Vs. Undead				
N/A	Barov Peasant Collar	62	BoA	0	89 91
	▶ SPELL On Use: Summons 3 Peasants				

SHIRTS

STANDARD SHIRTS

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Acolyte's Shirt	1	None		1 0
N/A	Apprentice's Shirt	1	None		1 0
N/A	Brawler's Harness	1	None		1 0
N/A	Decrepit Rogue's Vest	1	None		1 0
N/A	Decrepit War Harness	1	None		1 0
N/A	Decrepit Work Shirt	1	None		1 0
N/A	Footpad's Shirt	1	None		1 0
N/A	Hogfather's Shirt	1	None		1 0
N/A	Primitive Mantle	1	None		1 0
N/A	Primitive Mantle	1	None		1 0
N/A	Recruit's Shirt	1	None		1 0
N/A	Recruit's Shirt	1	None		1 0
N/A	Rugged Trapper's Shirt	1	None		1 0
N/A	Sawbones Shirt	1	BoA		62 50
N/A	Squire's Shirt	1	None		1 0
N/A	Squire's Shirt	1	None		1 0
N/A	Thug Shirt	1	None		1 0
N/A	Thug Shirt	1	None		1 0
N/A	Trapper's Shirt	1	None		1 0
N/A	Tuxedo Shirt	1	None		25 0
N/A	Tuxedo Shirt	1	None		2 50

SUPERIOR RINGS continued

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Barov Peasant Collar	62	BoA	0	89 91
	▶ SPELL On Use: Summons 3 Peasants				
N/A	Blackhand's Breath	63	BoA	0	1 62 00
	▶ SPELL Add 2% Crit				
N/A	Eye of the Beast	63	BoA	0	1 62 00
	▶ SPELL Adds 15 Spirit to Group Members				
N/A	Mark of Tyranny	63	BoA	0	1 62 00
	▶ SPELL Increased Armor 180, Arcane Resist +10, Add 1% Dodge				

GOOD RINGS

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
35	Cold Basilisk Eye	40	BoE	0	46 40
	▶ SPELL On Use: Slow Target Attack by 5% for 15 sec				
36	Total Charm	41	BoA	0	1 03 00
	▶ SPELL On Use: Stun Target for 3 sec				
N/A	Thunderbrew's Boot Flop	44	BoA	0	1 00 00
	▶ SPELL On Use: Deals 250 AoE Dmg Over 5 sec				
N/A	Orb of Fire	46	BoA	0	39 87
N/A	Carrot on a Stick	50	BoA	0	71 67
	▶ SPELL Adds 3% to Mount Speed				
N/A	Guardian Talisman	50	BoA	0	89 10
	▶ SPELL On Hit: 2% Chance to Add 350 Armor for 15 sec				
N/A	Nifty Stopwatch	50	BoA	0	46 67
	▶ SPELL On Use: Adds 40% Run Speed for 10 sec				
N/A	Smith's Compass	50	BoA	0	21 71
	▶ SPELL Add 1% Dodge				
N/A	Linken's Boomerang	56	BoA	0	62 03
	▶ SPELL On Use: Deals 113-187 Dmg to Target (Chance to Discard/Steal)				
N/A	Shard of Altrac	57	BoA	0	46 67
	▶ SPELL Adds 5 HP/MP Every 5 sec				
N/A	Chained Exoskeleton	60	BoA	0	64 64
	▶ SPELL On Use: Deals 50 Dmg/5 sec in an AoE for 45 sec				
N/A	Demon's Blood	60	BoA	0	88 07
	▶ SPELL Adds 5 Defense, 10 Shadow Resist, and Improves HP Regen				
N/A	Prismcharm	60	BoA	0	74 64
N/A	Spectral Essence	60	BoA	0	64 64
	▶ SPELL Visions of the Past (Quest)				
N/A	Word of the Elements	60	BoA	0	79 53
	▶ SPELL Arcane, Fire, Frost, Nature & Shadow Resist +8				
N/A	Smoky's Lighter	61	BoA	0	70 00
	▶ SPELL On Use: Deals 125 Fire Dmg to Targets in Front				

STANDARD SHIRTS continued

IN LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Brown Linen Shirt	7	None		11 0
N/A	White Linen Shirt	7	None		75 0
N/A	Blue Linen Shirt	10	None		75 0
N/A	Red Linen Shirt	10	None		25 0
N/A	Duckboard's Shirt	14	None		1 28 00
N/A	Green Linen Shirt	14	None		37 0
N/A	Captain Sander's Shirt	15	None		1 37 00
N/A	Fine Cloth Shirt	17	None		87 0
N/A	Common Brown Shirt	20	None		1 00 00
N/A	Common Grey Shirt	20	None		1 00 00
N/A	Common White Shirt	20	None		1 00 00
N/A	Gray Woolen Shirt	20	None		2 00 00
N/A	Stylish Red Shirt	22	None		2 50 00
N/A	Stylish Blue Shirt	25	None		2 50 00
N/A	Stylish Green Shirt	25	None		2 50 00
N/A	Bright Yellow Shirt	27	None		5 00 00
N/A	Bold Yellow Shirt	30	None		10 00 00
N/A	Dark Silk Shirt	31	None		12 00 00
N/A	White Sweatbuckler's Shirt	32	None		5 00 00
N/A	Formal White Shirt	34	None		5 00 00
N/A	Red Sweatbuckler's Shirt	35	None		7 00 00

STANDARD SHIRTS continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
1/4	Rich Purple Silk Shirt	37	None		15@ 00
1/4	Black Sweatshirt's Shirt	40	None		15@ 00
1/4	Orange Martial Shirt	40	None		15@ 00
1/4	Stylish Black Shirt	40	None		15@ 00
1/4	Orange Mageweave Shirt	43	None		15@ 00
1/4	Lavender Mageweave Shirt	46	None		15@ 00
1/4	Pink Mageweave Shirt	47	None		15@ 00
1/4	Master Builder's Shirt	55	BoA		71@ 37

MISCELLANEOUS

SUPERIOR ITEMS

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
58	Polychromatic Visorwrap	61	BoA	2	04@ 98
5	SPELL Arcane, Fire, Frost, Nature & Shadow Resist +20				

STANDARD ITEMS

LEV	ARMOR NAME	LEV	BIND	VENDOR PURCHASE VALUE
1/4	Acalyte's Shoes	1	None	1@
1/4	Apprentice's Boots	1	None	1@
1/4	Black Tuxedo	1	None	1@
1/4	Brawler's Boots	1	None	1@
1/4	Dress Shoes	1	None	1@
1/4	Easter Dress (Robe)	1	None	1@
1/4	Footpad's Shoes	1	None	1@
1/4	Heaphyle's Boots	1	None	1@
1/4	Racraft's Boots	1	None	1@
1/4	Racraft's Boots	1	None	1@
1/4	Rugged Trapper's Boots	1	None	1@
1/4	Squire's Boots	1	None	1@
1/4	Thug Boots	1	None	1@
1/4	Thug Boots	1	None	1@

STANDARD ITEMS continued

LEV	ARMOR NAME	LEV	BIND	AC	VENDOR PURCHASE VALUE
N/A	Trapper's Boots	1	None		1@
N/A	Tuxedo Jacket	1	None		1@
5	SPELL Sharp Dresser				
1/4	Tuxedo Pants	1	None		1@
1	Tuxedo Pants	1	None		1@
N/A	White Wedding Dress (Robe)	1	None		1@
N/A	Simple Dress (Robe)	10	None		59@
N/A	White Traditional Hanbok (Robe)	10	None		5@ 95
N/A	Red Traditional Hanbok (Robe)	20	None		35@ 28
N/A	Blue Wedding Hanbok (Robe)	30	None	1	10@ 20
N/A	Green Wedding Hanbok (Robe)	40	None	2	74@ 42
N/A	Simple Black Dress (Robe)	47	None		44@ 99
N/A	Royal Dangui (Robe)	50	None	5	77@ 39
N/A	Formal Dangui (Robe)	60	None	10	13@ 24

INFERIOR ITEMS

LEV	ARMOR NAME	LEV	BIND	VENDOR PURCHASE VALUE
N/A	Red Defias Mask	15	BoA	81@

ALCOHOLIC BEVERAGES

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Antle of Frost Beer	1		50@	12@
A fairly weak alcoholic beverage.				
Berry Grog	25		3@ 40	85@
A strong alcoholic beverage.				
George's Gold	0	1 sec	16@ 00	4@ 00
A strong alcoholic beverage.				
George's Gold with Worm	0		16@ 00	4@ 00
A potent alcoholic beverage.				
Dark Dwarven Lager	0		10@ 00	2@ 50
A potent alcoholic beverage.				
Hagen of Mead	0		15@ 00	3@ 75
A strong alcoholic beverage.				
Jack of Part	0		1@ 50	37@
A typical alcoholic beverage.				
Big of Roshon	0		20@ 00	5@ 00
A strong alcoholic beverage.				
Longtime Wine	0		3@ 00	75@
A strong alcoholic beverage.				
Big of Thunderbrew Lager	0		4@ 45	1@ 11
Increases STAM by 3 and gets you pretty drunk.				
Long Juice Cocktail	0	1 sec	N/A	N/A
Increases STAM by 50 when consumed. Effect lasts for 60 minutes.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Mag of Shimmer Stout	0	1 hr	45@	11@
Restores 140 to 180 mana.				
Rhynody Malt	1	2 min	50@	12@
A fairly weak alcoholic beverage.				
Skin of Dwarven Stout	0		1@ 20	30@
A typical alcoholic beverage.				
Sealthshore Stout	0		1@ 45	36@
A typical alcoholic beverage.				
Storeroast	0		2@ 55	63@
A powerful ale that increases your STR by 4 and decreases your INT by 5 for 5 min.				
Thunder Ale	1	1 sec	50@	12@
A fairly weak alcoholic beverage.				
Tragg Ale	0		3@ 55	88@
Increases your health by 23 to 37, but decreases your SPI by 4 for 5 min.				
Valkie Rum	0	1 sec	16@ 00	4@ 00
A strong alcoholic beverage.				
Watered-down Beer	1		N/A	N/A
This weak beer increases your SPI by 1 and decreases your STAM by 1 for 10 min.				
Wichang's Special Brew	0	1 sec	1@ 20	30@
A typical alcoholic beverage.				

EQUIPMENT

ITEMS

CRAFTING
PRODUCTS

DRINKS

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Bubbling Water	15	10 sec	5 @ 00	25
Restores 835 mana over 24 sec. Must sit while drinking.				
Conjured Crystal Water	35	1 sec	N/A	N/A
Restores 1213 mana over 40 sec. Must sit while drinking.				
Conjured Fresh Water	5	1 sec	N/A	N/A
Restores 436 mana over 21 sec. Must sit while drinking.				
Conjured Mineral Water	35	1 sec	N/A	N/A
Restores 1992 mana over 30 sec. Must sit while drinking.				
Conjured Purified Water	15	1 sec	N/A	N/A
Restores 835 mana over 24 sec. Must sit while drinking.				
Conjured Sparkling Water	45	1 sec	N/A	N/A
Restores 2934 mana over 30 sec. Must sit while drinking.				
Conjured Spring Water	25	1 sec	N/A	N/A
Restores 1344 mana over 27 sec. Must sit while drinking.				
Conjured Water	1	1 sec	N/A	N/A
Restores 151 mana over 18 sec. Must sit while drinking.				
Enchanted Water	25	1 sec	5 @ 25	1 @ 33
Restores 1344 mana over 27 sec. Must sit while drinking.				
Goldfishum Tea	25	1 sec	3 @ 40	85
Restores 1344 mana over 27 sec. Must sit while drinking.				

FOOD

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Albacore Steak	45	1 sec	40 @ 00	2 @ 00
Restores 2148 health over 30 sec. Must sit while eating.				
Baked Salmon	45	1 sec	32 @ 00	1 @ 60
Restores 2148 health over 30 sec. Must sit while eating.				
Barbecued Buzzard Wing	25	1 sec	12 @ 00	3 @ 00
Restores 1636 health over 27 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Beer Basted Beer ribs	1	1 sec	40	10
Restores 126 health over 18 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Big Beer Steak	15	1 sec	5 @ 00	1 @ 25
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Braised Sausage	5	1 sec	1 @ 60	40
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Brooklynn Fish	25	1 sec	12 @ 50	67
Restores 1292 health over 30 sec. Must sit while eating.				
Bragging Roast	0	1 sec	1 @ 50	37
Increases melee dmg by 1 for 10 min.				
Boiled Clams	5	10 min	80	20
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Bright Smoothfish	1	1 sec	25	1
Restores 61 health over 18 sec. Must sit while eating.				
Broilfish Catfish	15	1 sec	5 @ 00	25
Restores 552 health over 24 sec. Must sit while eating.				
Cactus Apple Surprise	0	1 sec	25	1
Restores 126 health over 18 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Candy Bar	1	1 sec	40	10
Restores 189 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Carrot Soup	25	1 sec	12 @ 00	3 @ 00
Restores 1636 health over 27 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Charred Wolf Meat	1	1 sec	20	5
Restores 61 health over 18 sec. Must sit while eating.				
Chocolate Square	1	1 sec	40	10
Restores 189 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Corn Chowder	10	1 sec	3 @ 00	75
Restores 552 health over 24 sec. Must sit while eating.				
Conjured Bread	5	1 sec	N/A	N/A
Restores 243 health over 21 sec. Must sit while eating.				
Conjured Muffin	1	1 sec	N/A	N/A
Restores 61 health over 18 sec. Must sit while eating.				
Conjured Pumpkin	25	1 sec	N/A	N/A
Restores 874 health over 27 sec. Must sit while eating.				
Conjured Rye	15	1 sec	N/A	N/A
Restores 552 health over 24 sec. Must sit while eating.				
Conjured Sourdough	35	1 sec	N/A	N/A
Restores 1392 health over 30 sec. Must sit while eating.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Ice Cold Milk	5	1 sec	1 @ 25	10
Restores 436 mana over 21 sec. Must sit while drinking.				
Melon Juice	15	1 sec	5 @ 00	25
Restores 835 mana over 24 sec. Must sit while drinking.				
Moonberry Juice	35	1 sec	20 @ 00	1 @ 80
Restores 1992 mana over 30 sec. Must sit while drinking.				
Morning Glory Dew	45	1 sec	40 @ 00	2 @ 80
Restores 2934 mana over 30 sec. Must sit while drinking.				
Tight Dragon's Breath	45	1 sec	N/A	N/A
Restores 294 to 456 mana and 394 to 456 health.				
Rapier Punch	0	1 min	3 @ 35	88
Increases your INT by 4 and decreases your STAM by 5 for 5 min.				
Refreshing Spring Water	1	1 sec	25	10
Restores 151 mana over 18 sec. Must sit while drinking.				
Restoring Balm	0	1 sec	4 @ 80	1 @ 38
Heals the target of 180 dmg over 12 sec.				
Sweet Nectar	25	3 min	10 @ 00	38
Restores 1344 mana over 27 sec. Must sit while drinking.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Conjured Sweet Roll	45	1 sec	N/A	N/A
Restores 2148 health over 30 sec. Must sit while eating.				
Cooked Crab Claw	5	1 sec	1 @ 00	25
Restores 294 health and 294 mana over 21 sec. Must sit while eating.				
Cooked Glossy Mighlight	35	1 sec	15 @ 00	3 @ 75
Restores 874 health over 27 sec. Must sit while eating. Also increases your STAM by 10 for 10 min.				
Coyote Steak	5	1 sec	80	20
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Crab Cake	5	1 sec	1 @ 00	25
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Crispy Bal Wing	1	1 sec	40	10
Restores 126 health over 18 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Crispy Lizard Tail	12	1 sec	5 @ 00	1 @ 25
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Crocodile Gumbo	15	1 sec	4 @ 00	1 @ 00
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Crocodile Steak	5	1 sec	1 @ 00	25
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Cured Ham Steak	35	1 sec	20 @ 00	1 @ 00
Restores 1392 health over 30 sec. Must sit while eating.				
Curiously Tasty Omelet	15	1 sec	6 @ 00	1 @ 30
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Dalorian Sharp	5	1 sec	1 @ 25	10
Restores 243 health over 21 sec. Must sit while eating.				
Darkchoco Grouper	5	1 sec	1 @ 25	10
Restores 243 health over 21 sec. Must sit while eating.				
Demonio Bleu	1	1 sec	25	10
Restores 61 health over 18 sec. Must sit while eating.				
Deep Fried Plantains	45	1 sec	40 @ 00	2 @ 80
Restores 2148 health over 30 sec. Must sit while eating.				
Delicious Cave Mold	25	1 sec	10 @ 00	50
Restores 874 health over 27 sec. Must sit while eating.				
Dig Rat Steu	10	1 sec	2 @ 80	70
Restores 552 health over 24 sec. Must sit while eating.				
Dragonbreath Chili	35	1 sec	12 @ 00	3 @ 80
Occasionally best flame at enemies struck in melee for the next 10 min.				
Dried King Bolete	45	1 sec	40 @ 00	2 @ 80
Restores 2148 health over 30 sec. Must sit while eating.				
Dry Pork Ribs	5	1 sec	1 @ 00	25
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Dwarven Malt	15	1 sec	5 @ 00	25
Restores 552 health over 24 sec. Must sit while eating.				
Fillet of Rindgit	35	1 sec	18 @ 00	90
Restores 1392 health over 30 sec. Must sit while eating.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Her of Franny	5	1 sec	84	21
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Her Agid Chindler	35	1 sec	20	00
Restores 1392 health over 30 sec. Must sit while eating.				
Incarn Plant	5	1 sec	85	21
Restores 243 health over 21 sec. Must sit while eating.				
Head of Meat	15	1 sec	N/A	N/A
Restores 670 health over 30 sec. Must sit while eating.				
Incarn Mushroom Cap	1	1 sec	25	00
Restores 61 health over 18 sec. Must sit while eating.				
Hebly Baked Bread	5	1 sec	1	25
Restores 243 health over 21 sec. Must sit while eating.				
Incarn Leg Stew	0	1 sec	12	50
Restores 874 health over 27 sec. Must sit while eating.				
Incarn Giant Scarabea	25	1 sec	12	50
Restores 1636 health over 77 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Incarn Gum	0	1 sec	N/A	N/A
Increases SPI by 50 when consumed. Effect lasts for 60 minutes.				
Golden Devil's Claws	15	1 hour	3	80
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Golden Apple	25	1 sec	10	00
Restores 874 health over 27 sec. Must sit while eating.				
Golden Spider Cake	15	1 sec	4	00
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Golden Liver Pie	5	1 sec	1	00
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Golden Tea Leaf	4	1 sec	54	14
Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Golden Ring Crawler Legs	35	1 sec	10	00
Restores 1392 health over 30 sec. Must sit while eating.				
Golden Spider	35	1 sec	14	00
Restores 874 health over 27 sec. Must sit while eating. Also increases your STAM by 10 for 10 min.				
Golden Gizzard Boar	45	1 sec	40	00
Restores 2148 health over 30 sec. Must sit while eating.				
Golden Scorpion Assoy	0	1 sec	N/A	N/A
Increases AGI by 50 when consumed. Effect lasts for 60 minutes.				
Head of Meat	5	1 hour	1	25
Restores 243 health over 21 sec. Must sit while eating.				
Healing Herb	0	1 sec	10	00
Restores 61 health over 18 sec. Must sit while eating.				
Heavy Kodo Stew	35	1 sec	12	00
Restores 2514 health over 30 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Hebly Baked Egg	1	1 sec	40	10
Restores 126 health over 18 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Homemade Cherry Pie	45	1 sec	40	00
Restores 2148 health over 30 sec. Must sit while eating.				
Her Lion Chaps	15	1 sec	5	00
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Her Smoked Buns	35	1 sec	16	00
Restores 874 health over 27 sec. Must sit while eating. Also increases your SPI by 10 for 10 min.				
Her Wolf Ribs	25	1 sec	12	50
Restores 1636 health over 77 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Jungle Stew	25	1 sec	12	00
Restores 1636 health over 77 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Keldora Spider Kabab	1	1 sec	40	10
Restores 126 health over 18 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Leon Venison	15	1 sec	3	80
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Leg Meat	1	1 sec	25	00
Restores 61 health over 18 sec. Must sit while eating.				
Lichee Stew	45	1 sec	36	00
Restores 2148 health over 30 sec. Must sit while eating.				
Lich Frenzy Delight	5	1 sec	1	25
Restores 243 health over 21 sec. Must sit while eating.				
Lollipop	1	1 sec	40	10
Restores 189 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Longjaw Mud Snapper	5	1 sec	1	25
Restores 243 health over 21 sec. Must sit while eating.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Mightfish Steak	45	1 sec	16	00
Restores 1933 health over 27 sec. Must sit while eating. Also increases your STAM by 10 for 10 min.				
Mithril Head Trout	25	1 sec	12	50
Restores 874 health over 27 sec. Must sit while eating.				
Moist Carobnob	15	1 sec	5	00
Restores 552 health over 24 sec. Must sit while eating.				
Monarch Onchitea	40	1 sec	12	00
Restores 2514 health over 30 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Moan Harvest Pumpkin	35	1 sec	20	00
Restores 1392 health over 30 sec. Must sit while eating.				
Mugwort Spine Bread	25	1 sec	10	00
Restores 874 health over 27 sec. Must sit while eating.				
Murloc Fin Soup	15	1 sec	5	00
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Mutton Chop	15	1 sec	5	00
Restores 552 health over 24 sec. Must sit while eating.				
Mystery Stew	25	1 sec	12	00
Restores 1636 health over 77 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Nightfin Soup	35	1 sec	20	00
Restores 874 health over 27 sec. Must sit while eating. Also restores 8 mana every 5 seconds for 10 min.				
Old Covered Fish	5	1 sec	40	10
Restores 61 health over 18 sec. Must sit while eating.				
Poached Sunscale Salmon	35	1 sec	18	00
Restores 874 health over 27 sec. Must sit while eating. Also restores 6 health every 5 seconds for 10 min.				
Rainbow Fin Albacore	5	1 sec	1	25
Restores 243 health over 21 sec. Must sit while eating.				
Raw Black Truffle	35	1 sec	20	00
Restores 1392 health over 30 sec. Must sit while eating.				
Raw Brilliant Smallfish	1	1 sec	20	10
Restores 30 health over 15 sec. Must sit while eating.				
Raw Bristle Whisker Catfish	15	1 sec	4	00
Restores 243 health over 21 sec. Must sit while eating.				
Raw Glossy Mithrilfish	35	1 sec	12	00
Restores 874 health over 27 sec. Must sit while eating.				
Raw Loch Franny	5	1 sec	1	00
Restores 61 health over 18 sec. Must sit while eating.				
Raw Longjaw Mud Snapper	5	1 sec	1	00
Restores 61 health over 18 sec. Must sit while eating.				
Raw Mithril Head Trout	25	1 sec	10	00
Restores 552 health over 24 sec. Must sit while eating.				
Raw Nightfin Snapper	35	1 sec	16	00
Restores 874 health over 27 sec. Must sit while eating.				
Raw Rainbow Fin Albacore	5	1 sec	1	00
Restores 61 health over 18 sec. Must sit while eating.				
Raw Redgill	35	1 sec	16	00
Restores 874 health over 27 sec. Must sit while eating.				
Raw Rockscale Cod	25	1 sec	8	00
Restores 552 health over 24 sec. Must sit while eating.				
Raw Silthierich Mackerel	1	1 sec	20	10
Restores 30 health over 15 sec. Must sit while eating.				
Raw Spinefin Halibut	45	1 sec	22	00
Restores 1392 health over 30 sec. Must sit while eating.				
Raw Spotted Yellowtail	35	1 sec	16	00
Restores 874 health over 27 sec. Must sit while eating.				
Raw Sunscale Salmon	35	1 sec	16	00
Restores 874 health over 27 sec. Must sit while eating.				
Raw Whitescale Salmon	45	1 sec	22	00
Restores 1392 health over 30 sec. Must sit while eating.				
Redridge Goulash	10	1 sec	6	00
Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Red-speckled Mushroom	5	1 sec	1	25
Restores 243 health over 21 sec. Must sit while eating.				
Ripe Watermelon	1	1 sec	25	10
Restores 61 health over 18 sec. Must sit while eating.				
Roast Raptor	25	1 sec	12	00
Restores 1636 health over 77 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Roasted Boar Meat	1	1 sec	24	60
Restores 61 health over 18 sec. Must sit while eating.				
Roasted Kodo Meat	1	1 sec	36	90
Restores 126 health over 18 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Roasted Quail	45	1 sec	40	00
Restores 2148 health over 30 sec. Must sit while eating.				
Rockscale Cod	25	1 sec	10	00
Restores 874 health over 27 sec. Must sit while eating.				
Sautéed Scorfish	0	1 sec	40	10
Restores 243 health over 21 sec. Must sit while eating.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Savory Deviate Delight	0	1 sec	1 @ 00	25
► Eat me.				
Scorpid Surprise	1	10 sec	40	10
► Heals 294 dmg over 21 sec, assuming you don't bite down on a poison sac.				
Savoured Wolf Kabob	15	1 sec	4 @ 00	1 @ 00
► Restores 1027 health over 24 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Savagins Roast	0	1 sec	45	11
► Restores 294 health and 294 mana over 21 sec. Must sit while eating.				
Shiny Red Apple	1	1 sec	25	1
► Restores 61 health over 18 sec. Must sit while eating.				
Slick Looking Fish	1	1 sec	25	1
► Restores 30 health over 15 sec. Must sit while eating.				
Slitherkin Mackerel	1	1 sec	25	1
► Restores 61 health over 18 sec. Must sit while eating.				
Small Pumpkin	1	1 sec	25	1
► Restores 61 health over 18 sec. Must sit while eating.				
Smoked Bear Meat	5	1 sec	1 @ 25	6
► Restores 243 health over 21 sec. Must sit while eating.				
Snapvine Watermelon	15	1 sec	5 @ 00	25
► Restores 552 health over 24 sec. Must sit while eating.				
Soft Banana Bread	35	1 sec	20 @ 00	1 @ 00
► Restores 1292 health over 30 sec. Must sit while eating.				
Scorching Turtle Bouquet	25	1 sec	12 @ 00	3 @ 00
► Restores 1636 health over 27 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Special Chicken Feed	1	1 sec	25	6
► Restores 30 health over 15 sec. Must sit while eating.				
Spiced Chili Crab	40	1 sec	12 @ 00	3 @ 00
► Restores 2514 health over 30 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Spiced Wolf Meat	1	1 sec	40	10
► Restores 126 health over 18 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Spiced Wolf Ribs	25	1 sec	12 @ 00	3 @ 00
► Restores 1636 health over 27 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				

POISONS

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Crippling Poison	20	3 min	57	13
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy, slowing their movement speed to 50% of normal for 12 sec.				
Crippling Poison II	50	7 @ 00	1 @ 75	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy, slowing their movement speed to 30% of normal for 12 sec.				
Deadly Poison	30	1 @ 20	30	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 36 Nature dmg over 12 sec. Stacks up to 5 times on a single target. 60 charges.				
Deadly Poison II	38	2 @ 70	55	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 88 Nature dmg over 12 sec. Stacks up to 5 times on a single target. 75 charges.				
Deadly Poison III	46	4 @ 00	1 @ 00	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 124 Nature dmg over 12 sec. Stacks up to 5 times on a single target. 90 charges.				
Deadly Poison IV	54	6 @ 00	1 @ 50	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 30% chance of poisoning the enemy for 124 Nature dmg over 12 sec. Stacks up to 5 times on a single target. 105 charges.				
Instant Poison	20	22	5	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 19 to 25 Nature dmg. 40 charges.				
Instant Poison II	28	80	20	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 30 to 38 Nature dmg. 55 charges.				

POTIONS

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Arcane Elixir	37	16 @ 00	4 @ 00	
► Increases spell dmg by 20 for 20 min.				
Cattynye Elixir	30	3 sec	6 @ 00	1 @ 50
► Increases your stealth detection by 20 for 10 min.				
Cleansing Water	0	3 sec	71 @ 43	17 @ 85
► Purifies the friendly target, removing 1 disease effect and 1 poison effect.				
Cowardly Flight Potion	15	5 min	3 @ 40	85
► You run in fear at a high speed from a nearby enemy in a random direction. If there are no enemies nearby you stand frozen in fear.				
Discolored Healing Potion	5	2 min	1 @ 00	25
► Restores 140 to 180 health.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Spinefin Holland	45	1 sec	40 @ 00	2 @ 10
► Restores 2148 health over 30 sec. Must sit while eating.				
Spongy Morsel	15	1 sec	5 @ 00	25
► Restores 552 health over 24 sec. Must sit while eating.				
Spotted Yellowtail	35	1 sec	20 @ 00	1 @ 10
► Restores 1392 health over 30 sec. Must sit while eating.				
Stormwind Brie	25	1 sec	10 @ 00	42
► Restores 874 health over 27 sec. Must sit while eating.				
Strider Stew	5	1 sec	74	18
► Restores 474 health over 21 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Succulent Park Ribs	10	1 sec	3 @ 00	75
► Restores 552 health over 24 sec. Must sit while eating.				
Tasty Lion Steak	20	1 sec	12 @ 00	3 @ 10
► Restores 1636 health over 27 sec. Must sit while eating. If you spend at least 10 seconds eating you will become well fed and gain a temporary STR and SPI buff.				
Tel'Abim Bananas	5	1 sec	1 @ 25	6
► Restores 243 health over 21 sec. Must sit while eating.				
Tipple and Farrow's Strawberry Ice Cream	15	1 sec	5 @ 00	25
► Restores 552 health over 24 sec. Must sit while eating.				
Tough Hunk of Bread	1	1 sec	25	1
► Restores 61 health over 18 sec. Must sit while eating.				
Tough Jerky	1	1 sec	25	1
► Restores 61 health over 18 sec. Must sit while eating.				
Useful Stew	5	1 sec	4 @ 00	1 @ 10
► Restores 552 health over 24 sec. Must sit while eating.				
Whisper Root Tuber	45	1 sec	N/A	N/A
► Restores 700 to 900 health.				
Wild Hog Shank	25	1 min	10 @ 00	50
► Restores 874 health over 27 sec. Must sit while eating.				
Wonderblossom Berries	45	1 sec	N/A	N/A
► Restores 1933 health over 27 sec. Must sit while eating. Also increases your STR by 10 for 10 min.				
Winter Squid	35	1 sec	14 @ 00	3 @ 50
► Restores 874 health over 27 sec. Must sit while eating.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Instant Poison III	36	1 @ 20	3 @ 00	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 44 to 56 Nature dmg. 70 charges.				
Instant Poison IV	44	3 @ 00	75	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 67 to 85 Nature dmg. 85 charges.				
Instant Poison V	52	4 @ 00	1 @ 10	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 92 to 118 Nature dmg. 100 charges.				
Instant Poison VI	60	5 @ 00	1 @ 25	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy which instantly inflicts 112 to 148 Nature dmg. 115 charges.				
Instant Toxic	24	4 @ 00	1 @ 10	
► Casts a sword or dagger with poison that lasts for 30 minutes. Each strike has a chance of poisoning the enemy which instantly inflicts 10-30 dmg.				
Mind-numbing Poison	24	1 sec	72	18
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 40% for 10 sec. 50 charges.				
Mind-numbing Poison II	38	3 @ 00	75	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 50% for 12 sec. 75 charges.				
Mind-numbing Poison III	52	7 @ 00	1 @ 75	
► Casts a weapon with poison that lasts for 30 minutes. Each strike has a 20% chance of poisoning the enemy, increasing their casting time by 60% for 14 sec. 100 charges.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Dreamless Sleep Potion	35	2 min	10 @ 00	2 @ 50
► Puts the imbiber in a dreamless sleep for 15 sec. During that time the imbiber heals 1200 health and 1200 mana.				
Elixir of Agility	27	2 min	8 @ 00	2 @ 00
► Increases AGI by 15 for 1 hour.				
Elixir of Defense	16	3 sec	1 @ 60	40
► Increases armor by 150 for 1 hour.				
Elixir of Demonslaying	40	3 sec	28 @ 00	7 @ 00
► Increases attack power by 265 against demons. Lasts 5 min.				
Elixir of Detect Demons	40	3 sec	20 @ 00	5 @ 00
► Shows the location of all nearby demons on the minimap for 1 hour.				

PRICE	ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
00	Uar of Detect Lesser Invisibility	29	3 sec	6 @ 00	1 @ 50
	► Grants detect lesser invisibility for 10 min.				
25	Uar of Detect Undead	36	3 sec	12 @ 00	3 @ 00
	► Shows the location of all nearby undead on the minimap for 1 hour.				
00	Uar of Dream Vision	38	3 sec	24 @ 00	6 @ 00
	► Gives you a dream vision that lets you explore areas that are too dangerous to explore in person.				
62	Uar of Fireproof	18	3 sec	1 @ 40	35
	► Increases spell fire dmg by up to 10 for 30 min.				
18	Uar of Fortitude	25	3 sec	4 @ 40	1 @ 10
	► Increases the player's maximum health by 120 for 1 hour.				
	Uar of Giant Growth	8	3 sec	3 @ 80	95
75	► Your size is increased and your STR goes up by 8 to match your new size. Lasts 2 min.				
	Uar of Giants	38	3 sec	28 @ 00	7 @ 00
	► Increases your STR by 20, STAM by 20 and size for 20 min.				
00	Uar of Greater Agility	38	3 sec	24 @ 00	6 @ 00
	► Increases AGI by 30 for 1 hour.				
	Uar of Greater Defense	29	3 sec	8 @ 00	2 @ 00
6	► Increases armor by 300 for 1 hour.				
25	Uar of Greater Intellect	37	3 sec	40 @ 00	10 @ 00
	► Increases INT by 40 for 1 hour.				
1	Uar of Lesser Agility	18	3 sec	1 @ 40	35
	► Increases AGI by 8 for 1 hour.				
1	Uar of Lion's Strength	1	3 sec	80	20
	► Increases STR by 4 for 1 hour.				
00	Uar of Minor Agility	2	3 sec	60	15
	► Increases AGI by 4 for 1 hour.				
	Uar of Minor Defense	1	3 sec	20	5
	► Increases armor by 50 for 1 hour.				
50	Uar of Minor Fortitude	2	3 sec	60	15
	► Increases the player's maximum health by 27 for 1 hour.				
	Uar of Ogre's Strength	20	3 sec	80	20
	► Increases STR by 8 for 1 hour.				
50	Uar of Poison Resistance	14	3 sec	1 @ 40	35
	► Target is immune to poison for 1 min and is cured of any existing poisons.				
	Uar of Shadow Power	40	3 sec	1 @ 40	35
	► Increases spell shadow dmg by up to 40 for 30 min.				
	Uar of Superior Defense	43	3 sec	20 @ 00	5 @ 00
	► Increases armor by 400 for 1 hour.				
	Uar of Water Breathing	8	3 sec	3 @ 80	95
	► Allows the imbiber to breathe water for 30 min.				
	Uar of Wisdom	10	3 sec	4 @ 00	1 @ 00
	► Increases INT by 6 for 1 hour.				
	Fire Protection Potion	23	3 sec	6 @ 80	1 @ 70
	► Absorbs 1024 to 1706 fire dmg. Lasts 1 hour.				
	Flasher Oil	0	2 min	2 @ 75	68
	► Increases your attack speed by 10% for 30 sec.				
	Free Action Potion	20	5 min	3 @ 00	75
	► Makes you immune to Root, Snare and Stun effects for the next 30 sec.				
	Frost Oil	30	2 min	6 @ 00	1 @ 50
	► When applied to a melee weapon it gives a 10% chance of casting Frostbolt at the opponent when it hits. Lasts 30 minutes.				
75	Frost Protection Potion	28	1 sec	12 @ 00	3 @ 00
	► Absorbs 1350 to 2250 frost dmg. Lasts 1 hour.				
	Great Rage Potion	25	2 min	6 @ 00	1 @ 50
	► Increases Rage by 30 to 60.				
00	Greater Healing Potion	21	2 min	5 @ 00	1 @ 25
	► Restores 455 to 585 health.				
18	Greater Mana Potion	31	2 min	4 @ 80	1 @ 20
	► Restores 700 to 900 mana.				
	Greater Stonechill Potion	46	2 min	30 @ 00	7 @ 50
75	► Increases armor by 1500 for 1 min.				
	Healing Potion	12	2 min	3 @ 00	75
	► Restores 280 to 360 health.				
75	Holy Protection Potion	10	2 min	2 @ 50	67
	► Absorbs 300 to 500 holy dmg. Lasts 1 hour.				
	Invisibility Potion	37	2 min	20 @ 00	5 @ 00
	► Gives the imbiber invisibility for 15 sec.				
	Jungle Kennedy	22	10 min	1 @ 00	25
	► Cures diseases and neutralizes poisons.				
	Lesser Healing Potion	3	3 sec	1 @ 00	25
	► Restores 140 to 180 health.				
	Lesser Invisibility Potion	23	2 min	4 @ 00	1 @ 00
	► Gives the imbiber lesser invisibility for 15 sec.				
00	Lesser Mana Potion	14	10 min	1 @ 20	30
	► Restores 280 to 360 mana.				
10	Lesser Stonechill Potion	33	2 min	15 @ 00	3 @ 75
	► Increases armor by 1000 for 1 min.				
	► Imbiber is immune to physical attacks for the next 10 sec.				
	Magic Resistance Potion	32	2 min	80	20
00	► Increases your resistance to all schools of magic by 60 for 30 sec.				

ITEM NAME	REQ LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Limited Invulnerability Potion	45	2 min	1 @ 20	30
Major Healing Potion	45	2 min	40 @ 00	10 @ 00
► Restores 1050 to 1750 health.				
Major Mana Potion	49	2 min	40 @ 00	10 @ 00
► Restores 1350 to 2250 mana.				
Mana Potion	22	2 min	4 @ 80	1 @ 20
► Restores 455 to 585 mana.				
Nighty Troll's Blood Potion	26	2 min	4 @ 20	1 @ 05
► Regenerate 4 health every 5 sec for 1 hour.				
Minor Healing Potion	1	3 sec	20	5
► Restores 70 to 90 health.				
Minor Magic Resistance Potion	12	2 min	80	20
► Increases your resistance to all schools of magic by 30 for 30 sec.				
Minor Mana Potion	5	2 min	40	10
► Restores 140 to 180 mana.				
Minor Rejuvenation Potion	5	2 min	60	15
► Restores 90 to 150 mana and 90 to 150 health.				
Nature Protection Potion	28	2 min	12 @ 00	3 @ 00
► Absorbs 1350 to 2250 Nature dmg. Lasts 1 hour.				
Oil of Immolation	31	2 min	8 @ 00	2 @ 00
► Does 50 Fire dmg to any enemies within a 5 yard radius around the center every 3 seconds for 15 sec.				
Oil of Olaf	0	3 sec	12	3
► Increases armor by 50 for 1 hour.				
Potion of Fervor	15	1 sec	40	10
► Increases STR by 14 and does 15 dmg to you every 3 sec for 1 min.				
Purification Potion	47	2 min	30 @ 00	7 @ 50
► Removes one Curse, one Disease and one Poison from the imbiber.				
Rage Potion	4	2 min	1 @ 20	30
► Increases Rage by 20 to 40.				
Restorative Elixir	32	2 min	8 @ 00	2 @ 00
► Removes all negative effects on you.				
Shadow Oil	24	3 sec	6 @ 00	1 @ 50
► When applied to a melee weapon it gives a 15% chance of casting Shadowbolt III at the opponent when it hits. Lasts 30 minutes.				
Shadow Protection Potion	17	1 sec	4 @ 00	1 @ 00
► Absorbs 675 to 1125 shadow dmg. Lasts 1 hour.				
Strong Troll's Blood Potion	15	2 min	1 @ 60	40
► Regenerate 3 health every 5 sec for 1 hour.				
Superior Healing Potion	35	3 sec	10 @ 00	2 @ 50
► Restores 700 to 900 health.				
Superior Mana Potion	41	2 min	16 @ 00	4 @ 00
► Restores 900 to 1500 mana.				
Swiftess Potion	5	2 min	1 @ 00	25
► Increases run speed by 50% for 15 sec.				
Swim Speed Potion	10	2 min	1 @ 40	35
► Increases swim speed by 100% for 21 sec.				
Thistle Tea	5	2 min	1 @ 20	30
► Instantly restores 100 energy.				
Weak Troll's Blood Potion	1	5 min	40	10
► Regenerate 1 health every 5 sec for 1 hour.				
Wildvine Potion	35	3 sec	10 @ 00	2 @ 50
► Restores 1 to 1000 health and 1 to 1000 mana.				
Winterfall Firewater	45	2 min	N/A	N/A
► Increases your attack power by 35 and size for 20 min.				



EQUIPMENT

ITEMS

CRAFTING PRODUCTS

SCROLLS

ITEM NAME	REQ. LEV.	COOLDOWN	SELL PRICE	PURCHASE PRICE
Scroll of Agility	10		200	50
► Increases the target's AGI by 5 for 30 min.				
Scroll of Agility II	25	1 sec	300	87
► Increases the target's AGI by 9 for 30 min.				
Scroll of Agility III	40	1 sec	500	125
► Increases the target's AGI by 13 for 30 min.				
Scroll of Agility IV	55	1 sec	650	125
► Increases the target's AGI by 17 for 30 min.				
Scroll of Intellect	5	1 sec	150	37
► Increases the target's INT by 4 for 30 min.				
Scroll of Intellect II	20	1 sec	300	75
► Increases the target's INT by 8 for 30 min.				
Scroll of Intellect III	35	1 sec	450	112
► Increases the target's INT by 12 for 30 min.				
Scroll of Intellect IV	50	1 sec	600	112
► Increases the target's INT by 16 for 30 min.				
Scroll of Protection	1	1 sec	100	25
► Increases the target's Armor by 40 for 30 min.				
Scroll of Protection II	15	1 sec	250	62
► Increases the target's Armor by 120 for 30 min.				
Scroll of Protection III	30	1 sec	400	100
► Increases the target's Armor by 180 for 30 min.				
Scroll of Protection IV	45	1 sec	550	100
► Increases the target's Armor by 240 for 30 min.				

ITEM NAME	REQ. LEV.	COOLDOWN	SELL PRICE	PURCHASE PRICE
Scroll of Spirit	1	1 sec	100	25
► Increases the target's SPI by 2 for 30 min.				
Scroll of Spirit II	15	1 sec	250	62
► Increases the target's SPI by 7 for 30 min.				
Scroll of Spirit III	30	1 sec	400	100
► Increases the target's SPI by 11 for 30 min.				
Scroll of Spirit IV	45	1 sec	550	100
► Increases the target's SPI by 15 for 30 min.				
Scroll of Stamina	5	1 sec	150	37
► Increases the target's STAM by 4 for 30 min.				
Scroll of Stamina II	20	1 sec	300	75
► Increases the target's STAM by 8 for 30 min.				
Scroll of Stamina III	35	1 sec	450	112
► Increases the target's STAM by 12 for 30 min.				
Scroll of Stamina IV	50	1 sec	600	112
► Increases the target's STAM by 16 for 30 min.				
Scroll of Strength	10	1 sec	200	50
► Increases the target's STR by 5 for 30 min.				
Scroll of Strength II	25	1 sec	350	87
► Increases the target's STR by 9 for 30 min.				
Scroll of Strength III	40	1 sec	500	125
► Increases the target's STR by 13 for 30 min.				
Scroll of Strength IV	55	1 sec	650	125
► Increases the target's STR by 17 for 30 min.				

QUEST ITEMS

ITEM NAME	REQ. LEV.	COOLDOWN	DESCRIPTION
Dark Keeper Key	0	1 min	Use on the Dark Coffer in the Black Vault.
Eau de Mischief	1		Cure for the Touch of Zanzil
Empty Canteen	0		This container should be filled with water from the corrupt moon well in Joodner.
Empty Cursed Ooze Jar	0		Fills an Empty Cursed Ooze Jar with a sample of Cursed Ooze. WARNING! Will likely destroy the creature's body.
Empty Pure Sample Jar	0		Fills an Empty Pure Sample Jar with a sample of pure ooze. WARNING! Will likely destroy the creature's body.
Empty Tainted Ooze Jar	0		Fills an Empty Tainted Ooze Jar with a sample of Tainted Ooze. WARNING! Will likely destroy the creature's body.
Empty Vial Labeled #1	0		This container should be filled with water from the first tide pool in Azchara.
Empty Vial Labeled #2	0		This container should be filled with water from the second tide pool in Azchara.

ITEM NAME	REQ. LEV.	COOLDOWN	DESCRIPTION
Empty Vial Labeled #3	0		This container should be filled with water from the third tide pool in Azchara.
Empty Vial Labeled #4	0		This container should be filled with water from the fourth tide pool in Azchara.
Executioner's Key	0		
Hinot's Oil	1		Cure for the Touch of Zanzil
Magic Knucklebone	0		Create 7 Magic Knucklebones in the Charm Pouch to create a Knucklebone Pouch.
Nimrod's Loden Pike	0		Place at a Withermark village.
Samothrange Manual Page 0			Join the cover and 5 pages to create the Samothrange Manual.
Scout's Snack	1		
War Horn Mouthpiece	0		Place in the Marauding War Horn, and blow.
Wright's Barrel	0		Place near the Troll Door.

MISCELLANEOUS

ITEM NAME	REQ. LEV.	COOLDOWN	SELL PRICE	PURCHASE PRICE
Air Septa	0		N/A	N/A
► Allows the charmer to see elemental SPIs.				
Aquadyamic Fish Lens	0	1 sec	100	25
► When applied to your fishing pole, increases Fishing by 50 for 10 minutes.				
Attuned Dispenser	0		N/A	N/A
► Inflicts 225 to 675 Arcane damage on the attuned target, and lowers the die roll by 25%.				
Bell of Marbles	0	1 min	300	82
► Decreases target's chance to hit by 25% for 10 sec.				
Blue Firework	0	1 sec	50	12
► Shoots a firework into the air that bursts into a thousand blue stars.				
Bright Bubbles	0	20 sec	62	62
► When applied to your fishing pole, increases Fishing by 75 for 10 minutes.				
Burning Charm	25	1 sec	700	178
► Bestows a Thundering Exile				
Call of the Raptor	0		710	35
► Increases your AGI by 12 for 30 min.				
Cerebral Cortex Compound	0	1 sec	N/A	N/A
► Increases INT by 50 when consumed. Effect lasts for 60 minutes.				
Clutch of Forelight	55	1 hour	2150	73
► Counters the enemy's spellcast, preventing any spell from that school of magic from being cast for 10 sec. Generates a high amount of threat.				
Colossal Parachute	0	3 min	2000	500
► Slows falling speed for 30 sec.				
Cute With Holes	0	1 sec	N/A	N/A
► Use in Razafem Kruul near buried tubers to summon a Snufflennus Gopher.				
Creeping Charm	25	10 sec	700	178
► Bestows a Burning Exile				
Crystal Basilisk Spine	25		300	81
► Increases Frost and Shadow resistance by 10 for 1 min.				
Dark Iron Ale Mug	0	5 min	600	150
► Throw near a patron of the Grim Guzzler				

ITEM NAME	REQ. LEV.	COOLDOWN	SELL PRICE	PURCHASE PRICE
Dog Whistle	25	30 sec	2550	300
► Summons a tracking hound that will temporarily prevent you.				
Earth Septa	0		N/A	N/A
► Allows the charmer to see elemental SPIs.				
Explosive Rocket	0	3 min	30	70
► Inflicts 28 to 32 Fire damage in a 20 yard radius.				
Eye of Archadia	55	10 min	910	150
► Summons an Eye of Kibrag and binds your vision to it. The eye is stealthy and quick, but very fragile.				
Faintly Glowing Skull	0	1 min	150	37
► Shoots 75 to 125 Fire from target enemy.				
Fertile Bulb	5		150	38
► Inflicts 47 to 53 Nature damage in a 10 yard radius.				
Fiery Exorcism	0	1 sec	2600	650
► Enchants a weapon to have a 15% chance of casting Fiery Blaze when it strikes.				
Fire Septa	0		N/A	N/A
► Allows the charmer to see elemental SPIs.				
Flesh Bundle	0	1 min	100	25
► Calls down a pillar of fire, burning all enemies within the area for 55 to 71 Fire damage and an additional 48 damage over 8 sec.				
Flesh Eating Worm	0	20 sec	50	62
► When applied to your fishing pole, increases Fishing by 75 for 10 minutes.				
Glowing War Stick	0	3 min	175	43
► Decrease the armor of the target by 50 for 30 sec. While affected, the target cannot stealth or turn invisible.				
Golden Fishing Pole	0	3 min	850	200
► Inflicts 128 to 172 Fire damage in a 5 yard radius.				
Green Firework	0	1 sec	50	12
► Shoots a firework into the air that bursts into a thousand green stars.				
Heavy Armor Kit	20		2600	650
► Permanently increase the armor value of an item worn on the chest, legs, hands or feet by 24.				
Innovative Venom Sac	0	1 sec	N/A	N/A
► Cures 1 poison effect.				

ITEM NAME	REG LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
ape Rage Net	2		95	23
► Renders a target unable to move for 10 sec.				
Light Armor Kit	1	1 sec	60	15
► Permanently increase the armor value of an item worn on the chest, legs, hands or feet by 8.				
Light of Elune	0	16 @ 20	4 @ 05	
► Grants immunity from all dmg and spells for 10 sec.				
OT Frog Grenade	0	1 min	30 @ 00	7 @ 50
► Inflicts 149 to 201 Fire dmg and stuns targets in a 10 yard radius for 3 sec.				
Logic Candle	1	1 min	50	12
► Hurts a fiery ball that causes 14 to 22 Fire dmg and an additional 2 dmg over 4 sec.				
Logic Duct	10	1 min	8 @ 55	2 @ 13
► Puts the enemy target to sleep for up to 30 sec. Any dmg caused will awaken the target. Only one target can be asleep at a time.				
Logical Yeti	0	1 min	50 @ 00	12 @ 50
► Sums a mechanical yeti that will temporarily protect you.				
Robur Armor Kit	5	1 sec	8 @ 00	2 @ 00
► Permanently increase the armor value of an item worn on the chest, legs, hands or feet by 16.				
Roll Towlette	0	2 min	1 @ 65	41
► Removes 1 negative spell effect from user. Cleans with the power of lemon.				
Lightwaters	0	1 @ 00	25	
► When applied to your fishing pole, increases Fishing by 50 for 10 min.				
Rejuvenator Elixir	35	35 @ 00	8 @ 75	
► Drink Me.				
Forty Grenade	0	3 min	1 @ 00	25
► The ultimate party favor!				
LO.D.S.	0	2 min	N/A	N/A
► Increases STR by 50 when consumed. Effect lasts for 60 minutes.				
Really Sticky Glue	0	3 min	45	11
► Renders a target unable to move for 10 sec.				
Red Firework	0	1 sec	50	12
► Shoots a firework into the air that bursts into a thousand red stars.				
Red Fireworks Rocket	0	1 sec	1 @ 00	25
► Shoots a firework into the air that bursts into a thousand red stars.				

ITEM NAME	REG LEV	COOLDOWN	SELL PRICE	PURCHASE PRICE
Red Streaks Firework	0	1 sec	1 @ 00	25
► Shoots a firework into the air that bursts into red streaks.				
Red, White and Blue Firework	0	1 sec	2 @ 50	62
► Shoots a firework into the air that bursts into red, white and blue stars.				
Rugged Armor Kit	40	1 sec	40 @ 00	10 @ 00
► Permanently increase the armor value of an item worn on the chest, legs, hands or feet by 40.				
Severed Voodoo Claw	0		95	23
► Physical dmg caused by the target is reduced by 5 for 2 min.				
Shadowforge Torch	0		28 @ 46	7 @ 11
Shiny Boule	0		50	12
► When applied to your fishing pole, increases Fishing by 25 for 10 min.				
Slumber Sand	0	3 min	15	3
► Puts the enemy target to sleep for up to 20 sec. Any dmg caused will awaken the target. Only one target can be asleep at a time.				
Soulstone	0	3 min	N/A	N/A
► A Soulstone is used automatically 5 seconds after death, restoring its owner to life at 15% health and mana.				
Spiked Collar	20	10 min	43 @ 25	10 @ 81
► Sums a guardian falstuter that will temporarily protect you.				
Sprouted Fraud	5	1 hour	1 @ 25	31
► Heal your target for 71 to 85.				
Super Snuff	0	3 min	3 @ 70	92
► Makes you sneeze!				
Thick Armor Kit	30	1 sec	40 @ 00	10 @ 00
► Permanently increase the armor value of an item worn on the chest, legs, hands or feet by 22.				
Thundering Charm	25	10 sec	7 @ 40	1 @ 85
► Banishes a Cresting Exile				
Unlit Pear Torch	0		10	2
Water Septa	0		N/A	N/A
Allows the shaman to use elemental SPs.				
Yellow Rose Firework	0	1 sec	1 @ 50	37
► Shoots a firework into the air that bursts in a yellow pattern.				

ALCHEMY POTIONS

POTION	DESCRIPTION
Arcane Elixir	Adds 20 to Spell Damage for 30 min.
Blackmouth Oil	Used for Creating Mana Complex Potions
Catseye Elixir	Adds 25 to Stealth Detection for 10 min.
Discolored Healing Potion	Restores 140-180 Health
Dreamless Sleep Potion	Puts User to Sleep for 15 sec./Restores 1200 Health and Mana
Elar of Agility	Adds 15 Agility for 1 hr
Elar of Defense	Adds 150 Armor for 1 hr
Elar of Demoralizing	Adds 344 Attack Power vs. Demons for 5 min.
Elar of Detect Demon	Shows Locations of Demons on Minimap for 1 hr
Elar of Detect Lesser Invisibility	Shows User Detect Lesser Invisibility for 10 min.
Elar of Detect Undead	Shows Locations of Undead on Minimap for 1 hr
Elar of Dream Vision	Adds Foresight to User
Elar of Firepower	Adds 10 to Spell Fire Damage for 30 min.
Elar of Fortitude	Adds 138 to User's Maximum Health for 1 hr
Elar of Giant Growth	Adds 8 Strength and Increases Size for 2 min.
Elar of Giants	Adds 20 to Strength and Stamina for 20 min.
Elar of Greater Agility	Adds 30 Agility for 1 hr
Elar of Greater Defense	Adds 345 Armor for 1 hr
Elar of Greater Intellect	Adds 40 Intellect for 1 hr
Elar of Lesser Agility	Adds 8 Agility for 1 hr
Elar of User's Strength	Adds 4 Strength for 1 hr
Elar of Minor Agility	Adds 4 Agility for 1 hr
Elar of Minor Defense	Adds 50 Armor for 1 hr
Elar of Minor Fortitude	Adds 27 to User's Maximum Health for 1 hr
Elar of Ogre's Strength	Adds 8 Strength for 1 hr
Elar of Poison Resistance	Cures All Poisons and Makes User Immune to them for 1 min
Elar of Shadow Power	Adds 40 to Shadow Spell Damage for 30 min.
Elar of Superior Defense	Adds 400 Armor for 1 hr
Elar of Water Breathing	Allows User to Breathe Water for 30 min.
Elar of Wisdom	Adds 9 Intellect for 1 hr
Fire Oil	Used to Create More Complex Potions
Fire Protection Potion	Absorbs 975-1625 Fire Damage Over 1 hr
Fire Action Potion	Makes User Immune to Root/Slow/Stun for 30 sec.
Fire Oil	Adds a 15% Chance for a Weapon to Proc Fireblood for 30 min.
Fire Protection Potion	Absorbs 1350-2250 Nature Damage Over 1 hr
Goblin Dye	Used in Leatherworking
Goblin Rocket Fuel	Used in Engineering Products
Great Rage Potion	Adds 30-40 Rage

POTION	DESCRIPTION
Greater Healing Potion	Restores 455-585 Health
Greater Mana Potion	Restores 700-900 Mana
Greater Stonefield Potion	Adds 1500 Armor for 1 min
Healing Potion	Restores 280-360 Health
Holy Protection Potion	Absorbs 300-500 Holy Damage Over 1 hr
Invisibility Potion	Grants User Invisibility for 15 sec
Lesser Healing Potion	Restores 140-180 Health
Lesser Invisibility Potion	Grants User Lesser Invisibility for 15 sec
Lesser Mana Potion	Restores 280-360 Mana
Lesser Stonefield Potion	Adds 1300 Armor for 1 min
Magic Resistance Potion	Adds 44 to All Resistances for 30 sec
Major Healing Potion	Restores 1050-1750 Health
Major Mana Potion	Restores 1250-2250 Mana
Major Potions	Restores 455-585 Mana
Major Troll's Blood Potion	Regenerates 5 Health/5 sec for 1 hr
Minor Healing Potion	Restores 70-90 Health
Minor Magic Resistance Potion	Adds 30 to All Resistances for 30 sec
Minor Mana Potion	Restores 140-180 Mana
Minor Rejuvenation Potion	Restores 90-150 Health and Mana
Nature Protection Potion	Absorbs 1417-2362 Frost Damage Over 1 hr
Oil of Immolation	Deals 65 Fire Damage/3 Sec for 15 Sec to All Enemies Within 5 Yards
Philosopher's Stone	Used in Transmuting Advanced Metals
Purification Potion	Removes 1 Curse, 1 Disease, and 1 Poison from User
Rage Potion	Adds 20-40 Rage
Shadow Oil	Adds a 15% Chance for a Weapon to Proc Shadowbolt 3 for 30 min
Shadow Protection Potion	Absorbs 675-1125 Shadow Damage Over 1 hr
Stonescale Oil	Used to Create for Advanced Potions
Strong Troll's Blood Potion	Regenerates 3 Health/5 sec for 1 hr
Superior Healing Potion	Restores 700-900 Health
Superior Mana Potion	Restores 900-1500 Mana
Swiftess Potion	Increases Run Speed by 50% for 15 sec
Swift Speed Potion	Doubles Swim Speed for 20 sec
Transmute Arcanite	Creates Arcanite Bars from Thorium and Arcane Crystals
Transmute Iron to Gold	Turns a Bar of Iron into Gold (48 hr Cooldown)
Transmute Mithril to Truesilver	Turns a Bar of Mithril into Truesilver (48 hr Cooldown)
Weak Troll's Blood Potion	Regenerates 1 Health/5 sec for 1 hr
Wildvine Potions	Restores 1-1100 Health and Mana



EQUIPMENT

ITEMS

CRAFTING PRODUCTS

ENCHANMENTS

POTION	DESCRIPTION
Enchant 2H Weapon - Greater Impact	Damage +7
Enchant 2H Weapon - Impact	Damage +5
Enchant 2H Weapon - Lesser Impact	Damage +3
Enchant 2H Weapon - Lesser Intellect	Intellect +3
Enchant 2H Weapon - Lesser Spirit	Spirit +3
Enchant 2H Weapon - Minor Impact	Damage +2
Enchant Boots - Agility	Agility +5
Enchant Boots - Lesser Agility	Agility +3
Enchant Boots - Lesser Spirit	Spirit +3
Enchant Boots - Lesser Stamina	Stamina +3
Enchant Boots - Minor Agility	Agility +1
Enchant Boots - Minor Speed	Slightly Raises Movement Speed
Enchant Boots - Minor Stamina	Stamina +1
Enchant Boots - Stamina	Stamina +5
Enchant Bracer - Greater Spirit	Spirit +7
Enchant Bracer - Greater Stamina	Stamina +7
Enchant Bracer - Greater Strength	Strength +7
Enchant Bracer - Intellect	Intellect +5
Enchant Bracer - Lesser Intellect	Intellect +3
Enchant Bracer - Lesser Spirit	Spirit +3
Enchant Bracer - Lesser Stamina	Stamina +3
Enchant Bracer - Minor Agility	Agility +1
Enchant Bracer - Minor Deflection	Deflection +1
Enchant Bracer - Minor Spirit	Spirit +1
Enchant Bracer - Minor Stamina	Stamina +1
Enchant Bracer - Minor Strength	Strength +1
Enchant Bracer - Spirit	Spirit +5
Enchant Bracer - Stamina	Stamina +5
Enchant Bracer - Strength	Strength +5
Enchant Chest - Greater Health	Health +35
Enchant Chest - Greater Mana	Mana +50
Enchant Chest - Health	Health +25
Enchant Chest - Lesser Absorption	5% Chance to Absorb 25 dmg
Enchant Chest - Lesser Health	Health +15
Enchant Chest - Lesser Mana	Mana +20
Enchant Chest - Lesser Stats	All Attributes +2
Enchant Chest - Mana	Mana +30
Enchant Chest - Minor Absorption	2% Chance to Absorb 10 dmg
Enchant Chest - Minor Health	Health +5
Enchant Chest - Minor Mana	Mana +5
Enchant Chest - Minor Stats	All Attributes +1
Enchant Chest - Stats	All Attributes +3

POTION	DESCRIPTION
Enchant Chest - Superior Health	Health +50
Enchant Chest - Superior Mana	Mana +65
Enchant Cloak - Defense	Armor +20
Enchant Cloak - Fire Resistance	Fire Resistance +15
Enchant Cloak - Greater Defense	Armor +50
Enchant Cloak - Lesser Agility	Agility +3
Enchant Cloak - Lesser Fire Resistance	Fire Resistance +10
Enchant Cloak - Lesser Protection	Armor +20
Enchant Cloak - Lesser Shadow Resist	Shadow Resistance +10
Enchant Cloak - Minor Agility	Agility +1
Enchant Cloak - Minor Protection	Armor +10
Enchant Cloak - Minor Resistance	All Resist +2
Enchant Cloak - Resistance	Adds 5 to All Resistances
Enchant Gloves - Advanced Herbalism	Herbalism +5
Enchant Gloves - Advanced Mining	Mining +5
Enchant Gloves - Agility	Agility +5
Enchant Gloves - Fishing	Fishing +2
Enchant Gloves - Mining	Mining +2
Enchant Gloves - Minor Haste	Raises Attack Speed by 1%
Enchant Gloves - Riding Skill	Raises Mount Speed Slightly
Enchant Gloves - Skinning	Skinning +5
Enchant Gloves - Strength	Strength +5
Enchant Shield - Frost Reflection	Adds 1% Chance to Reflect Frost dmg
Enchant Shield - Greater Spirit	Spirit +7
Enchant Shield - Lesser Block	Block +2%
Enchant Shield - Lesser Protection	Armor +20
Enchant Shield - Lesser Spirit	Spirit +3
Enchant Shield - Lesser Stamina	Stamina +3
Enchant Shield - Minor Stamina	Stamina +1
Enchant Shield - Spirit	Spirit +5
Enchant Shield - Stamina	Stamina +5
Enchant Weapon - Demonslaying	Adds Ability to Slain Demons
Enchant Weapon - Firey Weapon	Adds Chance to Proc for 40 Fire dmg
Enchant Weapon - Greater Striking	Damage +5
Enchant Weapon - Lesser Beastslayer	Damage +6 Vs. Beasts
Enchant Weapon - Lesser Elemental Slay	Attack Power +40 Vs. Elementals
Enchant Weapon - Lesser Striking	Damage +2
Enchant Weapon - Minor Beastslayer	Damage +2 Vs. Beasts
Enchant Weapon - Minor Striking	Damage +1
Enchant Weapon - Striking	Damage +3

ENGINEERING GADGETS

ITEM	DURATION	RANGE	COOLDOWN	DESCRIPTION
Accurate Scope	N/A	N/A	N/A	Adds 3 dmg/shot to a Bow or Gun
Advanced Target Dummy	3 min	Short	1 min	Summons Nearby Monitors
Aquadyne's Fish Attractor	5 min	Self	None	Adds 100 to Your Fishing Skill
Archlight Spanner	N/A	N/A	N/A	Used to Craft Other Engineering Items
Big Bronze Bomb	2 sec	20 yd	1 min	Use: Inflicts 85 to 115 Fire dmg/disorients targets in a 5 yard radius for 2 sec
Big Iron Bomb	3 sec	20 yd	1 min	Use: Inflicts 149 to 201 Fire dmg/disorients targets in a 5 yard radius for 3 sec
Bright Eye Goggles	N/A	N/A	N/A	Cloth Head: 62 Armor, +9 Stamina, +9 Spirit
Bronze Framework	N/A	N/A	N/A	Component
Bronze Tube	N/A	N/A	N/A	Component
Catseye Ultra Goggles	N/A	N/A	N/A	Cloth Head: 78 Armor, +18 Stealth Detection
Coarse Blasting Powder	N/A	N/A	N/A	Component
Coarse Dynamite	Instant	20 yd	1 min	Use: Inflicts 51 to 69 Fire dmg in a 5 yard radius
Compact Harvest Reaper Kit	10 min	Short	1 min	Creates a Combative Pet
Copper Modulator	N/A	N/A	N/A	Component
Copper Tube	N/A	N/A	N/A	Component
Crafted Heavy Shot	N/A	N/A	N/A	Adds 5 DPS to a Gun
Crafted Light Shot	N/A	N/A	N/A	Adds 2.5 DPS to a Gun
Crafted Solid Shot	N/A	N/A	N/A	Adds 9 DPS to a Gun
Craftsman's Monocle	N/A	N/A	N/A	Cloth Head: 66 Armor, +15 Intellect
Crude Scope	N/A	N/A	N/A	Adds 1 dmg/shot to Bows and Guns
Deadly Blunderbuss	N/A	N/A	N/A	8.3 DPS Gun (7.6 Speed)
Deadly Scope	N/A	N/A	N/A	Adds 5 dmg/shot to a Bow or Gun
Deepwater Helmet	N/A	N/A	N/A	Cloth Head: 82 Armor, +15 Stamina, Allows Underwater Breathing
Discombobulator Ray	12 sec	20 yd	3 min	Reduces Target Attack Rate by 50% and Movement by 50%
Explosive Sheep	3 min	20 yd	1 min	Use: Summons an Explosive Sheep which will charge at a nearby enemy and explode for 135 to 165 dmg
EZ-Thru Dynamite	Instant	20 yd	1 min	Use: Inflicts 51 to 69 Fire dmg in a 5 yard radius (Usable by Non-Engineers)
Fire Goggles	N/A	N/A	N/A	Cloth Head: 73 Armor, 17 Fire Resistance
Flame Deflector	15 sec	Self	None	Increases Fire Resistance by 15 for 15 sec
Flash Bomb	10 sec	20 yd	3 min	Causes All Beasts in a 5 yard Radius to Flee
Flying Tiger Goggles	N/A	N/A	N/A	Cloth Head: 45 Armor, +4 Stamina, +4 Spirit
Gnomish Battle Chicken	90 sec	Short	1 min	Summons a Combative Chicken
Gnomish Cloaking Device	10 sec	Self	1 hr	Makes the User Invisible

ITEM	DURATION	RANGE	COOLDOWN	DESCRIPTION
Gnomish Death Ray	N/A	N/A	10 mins	Trinket: Use: Can Do Serious Harm to Target (or User)
Gnomish Goggles	N/A	N/A	N/A	Cloth Helm: 75 Armor, +9 Agility, +9 Stamina, +9 Spirit
Gnomish Horn Prevention Belt	10 mins	Self	N/A	Leather Waist: 96 Armor, +6 Stamina, Use: Shield User from 500 dmg
Gnomish Mind Control Cap	20 sec	20 yd	60 mins	Cloth Head: 83 Armor, +14 Spirit, Use: Attempts to Mind Control a Humanoid Target
Gnomish Net-a-Magic Projector	20 sec	20 yd	10 mins	Attempts to Root Target (May Root User)
Gnomish Rocket Boots	20 sec	Self	5 mins	Cloth Feet: 68 Armor, Use: Chance to Boost Speed
Gnomish Shrink Ray	N/A	20 yd	5 mins	Trinket That Reduces Target Attack Power by 250
Gnomish Universal Remote	Instant	20 yd	3 mins	Attempts to Mind Control a Machine (May Root/Taunt Instead)
Goblin Bomb Dispenser	Instant	20 yd	30 mins	Trinket: Use to Create a Mobile Bomb that Seeks a Target and Deals 315-385 Fire dmg
Goblin Construction Hat	N/A	N/A	N/A	Cloth Helm: 73 Armor, 15 Fire Resistance, Use: Absorbs 300-500 Fire dmg
Goblin Dragon Gun	10 sec	Forward Cone	1 min	Deals 61-69 Fire dmg/sec For 10 secs
Goblin Jumper Cables	Instant	Short	30 mins	Attempts to Rejuvenate a Target (May Explode)
Goblin Land Mine	Long	Short	1 min	Explodes for 450 Fire dmg When an Enemy Steps on It
Goblin Mining Helmet	N/A	N/A	N/A	Mail Helm: 221 Armor, +5 Mining, +15 Stamina
Goblin Mortar	3 sec	20 yd	10 mins	Deals 383 to 517 Fire dmg/Suns Targets in a 10 Yard Radius for 3 sec
Goblin Rocket Boots	20 sec	Self	5 mins	Cloth Boots: 68 Armor, Use: Adds to Your Run Speed (Or Explodes)
Goblin Rocket Fuel Recipe	N/A	N/A	N/A	Component
Goblin Rocket Helmet	30 sec	20 yd	3 mins	Cloth Helm: 83 Armor, +15 Stamina, Use: Charge on Enemy and Mes Them
Goblin Sapper Charge	Instant	Self	1 min	Deals 450 to 750 Fire dmg to Enemies Nearby and 375-625 dmg to User
Gold Power Core	N/A	N/A	N/A	Component
Green Lens	N/A	N/A	N/A	Cloth Head: 95 Armor, +10 Stamina, + Random Enchantment
Green Tinted Goggles	N/A	N/A	N/A	Cloth Head: 57 Armor, +8 Stamina, +7 Spirit
Gyrochronator	N/A	N/A	N/A	Component
Hothead of Copper Bulbs	N/A	N/A	N/A	Component
Heavy Blasting Powder	N/A	N/A	N/A	Component
Heavy Dynamite	Instant	20 yd	1 min	Use: Inflicts 128 to 172 Fire dmg in a 5 yard radius
Hi-Explosive Bomb	3 sec	20 yd	1 min	Use: Inflicts 255-345 Fire dmg/Disorients Targets in a 3 Yard Radius for 3 sec
Hi-Impact Mithril Shrapnel	N/A	N/A	N/A	Adds 13 DPS to a Gun
Ira Deflector	15 sec	Self	5 mins	Increases Frost Resistance by 18
Infused Mithril Cylinder	N/A	N/A	N/A	Component
Iron Grenade	Instant	20 yd	1 min	Use: Inflicts 132 to 218 Fire dmg/disorients targets in a 3 yard radius for 3 sec
Iron Strut	N/A	N/A	N/A	Component
Large Copper Bomb	1 sec	20 yd	1 min	Use: Inflicts 43 to 57 Fire dmg/disorients targets in a 5 yard radius for 1 sec
Large Securium Charge	Instant	Short	None	Opens Difficult Locked Doors
LF Smoky	N/A	N/A	N/A	Summons a Friendly Robot
Levitating Crafted Boomstick	N/A	N/A	N/A	9.7 DPS Gun (1.8 Speed)
Mechanical Dragonling	1 min	Short	1 hr	Summons a Combative Pet
Mechanical Repair Kit	Instant	20 yd	None	Restores 700 Health to a Friendly Mechanical Target
Mechanical Squirrel	None	N/A	1 sec	Summons a Mechanical Pet
Miscellaneous Bombulator	Instant	20 yd	None	Disperses Polymorph on a Friendly Target
Mithril Blunderbuss	N/A	N/A	N/A	17.9 DPS Gun (2.9 Speed)
Mithril Casing	N/A	N/A	N/A	Component
Mithril Frag Bomb	2 sec	20 yd	1 min	Deals 149-201 Fire dmg in an 8 Yard Radius/Disorients Targets for 2 sec
Mithril Gyro-Shot	N/A	N/A	N/A	Adds 15.5 DPS to a Gun
Mithril Heavy-Barrel Rifle	N/A	N/A	N/A	20.1 DPS Gun (3.4 Speed)
Mithril Mechanical Dragonling	1 min	Short	1 hr	Summons a Combative Pet
Mithril Tube	N/A	N/A	N/A	Component
Moonlight Rifle	N/A	N/A	N/A	11.8 DPS Gun (1.7 Speed)
Ornate Spyglass	Instant	N/A	N/A	Looks at a Distant Point
Parachute Clock	30 sec	Self	30 mins	Back: 49 Armor, +8 Agility, Use: Reduce Fall Speed
Per Bombing	N/A	N/A	N/A	Summons a Pet Bomb
Portable Bronze Mortar	Instant	20 yd	30 secs	Use: Inflicts 85 to 115 Fire dmg/disorients targets in a 5 yard radius for 2 sec
Practice Lock	N/A	N/A	N/A	Used to Retain Lockpicking
Rare Colored Goggles	N/A	N/A	N/A	Cloth Head: 82 Armor, +12 Intellect, +13 Spirit
Rough Blasting Powder	N/A	N/A	N/A	Component
Rough Boomstick	N/A	N/A	N/A	4.1 DPS Gun (Speed 2.3)
Rough Copper Bomb	1 sec	20 yd	1 min	Use: Inflicts 22 to 28 Fire dmg/disorients targets in a 3 yard radius for 1 sec
Rough Dynamite	Instant	20 yd	1 min	Use: Inflicts 26 to 34 Fire dmg in a 5 yard radius
Sandphogon Micro-adjuster	N/A	N/A	N/A	Component
Shadow Goggles	N/A	N/A	N/A	Cloth Helm: 50 Armor, +5 Intellect, +6 Spirit
Silver Contact	N/A	N/A	N/A	Component
Silver-plated Shotgun	N/A	N/A	N/A	10.4 DPS Gun (2.7 Speed)
Small Bronze Bomb	2 sec	20 yd	1 min	Use: Inflicts 73 to 97 Fire dmg/disorients targets in a 3 yard radius for 2 sec
Small Securium Charge	Instant	Short	None	Opens Simple, Locked Doors
Sneaky Scope	N/A	N/A	N/A	Adds 7 dmg/shot to a Bow or Gun
Solid Blasting Powder	N/A	N/A	N/A	Component
Solid Dynamite	Instant	20 yd	1 min	Use: Inflicts 213 to 285 Fire dmg in a 5 yard radius
Spellpower Goggles Xtreme	N/A	N/A	N/A	Cloth Head: 76 Armor, Increases dmg and Healing of Spells by 11
Standard Scope	N/A	N/A	N/A	Adds 2 dmg/shot to Bows and Guns
Target Dummy	3 mins	Short	1 min	Taunts Nearby Monsters
The Big One	5 sec	20 yd	1 min	Use: Inflicts 340-460 Fire dmg/Disorients Targets in a 10 Yard Radius for 5 sec
Unstable Trigger	N/A	N/A	N/A	Component
Whispering Bronze Gizmo	N/A	N/A	N/A	Component

EQUIPMENT

ITEMS

CRAFTING ITEMS

BESTIARY

ALTERAC MOUNTAINS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Alma	33	33	Undead	Normal	Charm, Fear and Sleep
Alterac Owl	30	31	Beast	Normal	None
Argus Shadow Mage	35	36	Humanoid	Normal	None
Baldina Stoneworth	45	45	Humanoid	Elite	None
Beran Yordas	40	40	Humanoid	Normal	None
Blizzard Elemental	35	36	Elemental	Normal	None
Captain Galvanger	45	45	Humanoid	Elite	None
Cave Yeti	30	31	Humanoid	Normal	None
Coldtooth Cave Lurker	32	33	Humanoid	Normal	None
Coldtooth Gnomancer	32	33	Humanoid	Normal	None
Coldtooth Shaman	31	32	Humanoid	Normal	None
Coldtooth Skullthumper	32	33	Humanoid	Normal	None
Coldtooth Tragg	31	32	Humanoid	Normal	None
Crookridge Brute	35	36	Humanoid	Normal	None
Crookridge Enforcer	38	39	Humanoid	Elite	None
Crookridge Mage	37	38	Humanoid	Elite	None
Crookridge Mauler	36	37	Humanoid	Elite	None
Crookridge Ogre	34	35	Humanoid	Normal	None
Crookridge Plunderer	36	37	Humanoid	Elite	None
Crookridge Warmonger	39	40	Humanoid	Elite	None
Cyclotron	40	40	Elemental	Normal	None
Delorian Shield Guard	31	32	Humanoid	Normal	None
Delorian Summoner	34	35	Humanoid	Normal	None
Delorian Worker	33	34	Humanoid	Normal	None
Dormal	34	34	Undead	Normal	Charm, Fear and Sleep
Drak'Thor	45	45	Humanoid	Elite	None
Drunkard Foolgold	32	33	Humanoid	Normal	Fear
Elemental Slave	33	34	Elemental	Normal	Special - Elemental Earth
Frostmaw	37	37	Humanoid	Normal	None
Frashdel	30	31	Beast	Normal	None
Giant Yeti	33	34	Humanoid	Normal	None
Glimmer	39	39	Humanoid	Normal	None
Grondog Vishes	34	34	Humanoid	Normal	None
Grif'borg the Miser	39	39	Humanoid	Normal	None
Grimtooth	35	35	Humanoid	Normal	None
Hulking Mountain Lion	33	34	Beast	Normal	None
Ice Giant	47	47	Giant	Elite	None
Jasker Berchins	37	37	Humanoid	Normal	None
Kagan Darkmar	35	35	Undead	Normal	Charm, Fear and Sleep
Lo Gresh	39	39	Humanoid	Rare Spawn	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Lord Alden Penwilde	42	42	Humanoid	Normal	None
Marble	34	34	Humanoid	Normal	None
Mountain Lion	32	33	Beast	Normal	None
Mountain Yeti	32	33	Humanoid	Normal	None
Muckrask	40	40	Humanoid	Elite	None
Mug'hol	43	43	Humanoid	Normal	None
Nagaz	40	40	Humanoid	Normal	None
Nar'lozanz	44	44	Dragon	Elite	Special - Fire Dragon
Riche	33	33	Undead	Normal	Charm, Fear and Sleep
Sekow	36	36	Humanoid	Rare Spawn	None
Sneajaw	30	31	Beast	Normal	None
Snowblind Ambusher	35	36	Humanoid	Normal	None
Snowblind Harpy	35	36	Humanoid	Normal	None
Snowblind Woodcutter	35	36	Humanoid	Normal	None
Stone Fury	37	37	Elemental	Normal	Special - Elemental Earth
Syndicate Assassin	38	39	Humanoid	Normal	None
Syndicate Enforcer	39	40	Humanoid	Normal	None
Syndicate Footpad	32	33	Humanoid	Normal	None
Syndicate Saboteur	37	38	Humanoid	Normal	None
Syndicate Sentry	36	37	Humanoid	Normal	None
Syndicate Spy	35	36	Humanoid	Normal	None
Syndicate Thief	33	34	Humanoid	Normal	None
Syndicate Wizard	34	35	Humanoid	Normal	None
Targ	41	41	Humanoid	Elite	None
Tuskmaster Scavine	34	34	Humanoid	Normal	None
Vander Starmpike	45	45	Humanoid	Elite	None
Warden Relomano	36	36	Humanoid	Normal	None
Whitewhisker Digger	31	32	Humanoid	Normal	None
Whitewhisker Gnomancer	32	33	Humanoid	Normal	None
Whitewhisker Overseer	32	33	Humanoid	Normal	None
Whitewhisker Tunnel Rat	32	33	Humanoid	Normal	None
Whitewhisker Vermin	31	32	Humanoid	Normal	None
Wildpaw Alpha	32	33	Humanoid	Normal	None
Wildpaw Brute	32	33	Humanoid	Normal	None
Wildpaw Gnat	31	32	Humanoid	Normal	None
Wildpaw Mystic	32	33	Humanoid	Normal	None
Wildpaw Shaman	31	32	Humanoid	Normal	None
Winterax Berserker	40	41	Humanoid	Elite	None
Winterax Shadowcaster	40	41	Humanoid	Elite	None
Winterax Troll	40	41	Humanoid	Elite	None

SARATHI HIGHLANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Apothecary Jorali	36	36	Undead	Normal	Charm, Fear and Sleep
Blackwater Deckhand	38	39	Humanoid	Normal	None
Boulderfist Brute	35	36	Humanoid	Normal	None
Boulderfist Enforcer	33	34	Humanoid	Normal	None
Boulderfist Lord	39	40	Humanoid	Elite	None
Boulderfist Mage	36	37	Humanoid	Normal	None
Boulderfist Mauler	37	38	Humanoid	Elite	None
Boulderfist Ogre	32	33	Humanoid	Normal	None
Boulderfist Shaman	38	39	Humanoid	Elite	None
Burning Exile	39	39	Elemental	Normal	Special - Elemental Fire
Carriker Alanc	41	41	Humanoid	Elite	None
Carriker Havin	41	41	Humanoid	Elite	None
Carriker Weston	41	41	Humanoid	Elite	None
Cresting Exile	38	39	Elemental	Normal	Special - Elemental Water
Daggerspine Marauder	40	41	Humanoid	Normal	None
Daggerspine Raider	38	39	Humanoid	Normal	None
Daggerspine Sorcerer	39	40	Humanoid	Normal	None
Darbel Montrose	39	39	Humanoid	Rare Spawn Elite	None
Dark Iron Bombardier	30	31	Humanoid	Normal	None
Dark Iron Supplier	31	32	Humanoid	Normal	None
Drywhisker Digger	36	37	Humanoid	Normal	None
Drywhisker Kabbal	35	36	Humanoid	Normal	None
Drywhisker Surveyor	37	38	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Elder Maw Buzzard	37	38	Beast	Normal	None
Fardal Delyite	33	33	Humanoid	Normal	None
Feebax	39	39	Humanoid	Normal	None
Forsaken Bodyguard	35	35	Undead	Normal	Charm, Fear and Sleep
Forsaken Courier	35	35	Undead	Normal	Charm, Fear and Sleep
Foolbilly	42	42	Humanoid	Rare Spawn Elite	None
Fozrak	42	42	Giant	Elite	None
Gnomancer Plantdigger	40	40	Humanoid	Rare Spawn	None
Giant Plains Creeper	35	36	Beast	Normal	None
Hammerfall Grant	34	35	Humanoid	Normal	None
Hammerfall Guardian	50	50	Humanoid	Normal	None
Hammerfall Poon	33	34	Humanoid	Normal	None
Highland Froststalker	36	37	Beast	Normal	None
Highland Strider	30	31	Beast	Normal	None
Highland Thrasher	33	34	Beast	Normal	None
Kenato Delyite	35	35	Humanoid	Normal	None
Kor'gresh Coldage	39	39	Humanoid	Normal	None
Kovark	36	36	Humanoid	Rare Spawn	None
Lord Falconcrest	40	40	Humanoid	Elite	None
Maral Delyite	34	34	Humanoid	Normal	None
Mares Cowl	40	40	Humanoid	Elite	None
Mesa Buzzard	34	35	Beast	Normal	None
Mulak the Crusher	39	39	Humanoid	Rare Spawn	None

ARATHI HIGHLANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Alysal	50	50	Elemental	Elite	Special
Almar the Slayer	37	37	Humanoid	Rare Spawn	None
Dr'Kalar	40	40	Humanoid	Normal	None
Elia	38	38	Humanoid	Elite	None
Plato Cooper	32	33	Beast	Normal	None
Prince Nazick	41	41	Humanoid	Rare Spawn	None
Rumbling Ede	38	39	Elemental	Normal	Special - Elemental Earth
Rual Onestone	39	39	Humanoid	Rare Spawn Elite	None
Stakes O'Brien	40	40	Humanoid	Normal	None
Sager	34	34	Humanoid	Rare Spawn	None
Shelby	40	40	Humanoid	Normal	None
Strangorade Cavalryman	36	37	Humanoid	Normal	None
Sutsumarad Guardian	38	38	Elemental	Elite	Special - Elemental Water
Syndicate Conjurer	35	36	Humanoid	Elite	None
Syndicate Highwayman	30	31	Humanoid	Normal	None
Syndicate Mage	37	38	Humanoid	Elite	None

CASHENVALE

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Akkirus	26	26	Demon	Normal	None
Alger the Tormentor	24	24	Demon	Normal	None
Apothecary Fobin	22	22	Undead	Rare Spawn	Charm, Fear and Sleep
Ashenside Bear	21	22	Beast	Normal	None
Balcor the Umbrage	24	24	Demon	Normal	None
Beaford Water Elemental	23	25	Elemental	Normal	Special - Elemental Water
Blackheart Mellicer	26	27	Demon	Normal	None
Blackheart Sely	26	27	Demon	Normal	None
Blackheart Tracker	27	28	Demon	Normal	None
Black Dragon	26	27	Dragon	Normal	None
Bloodthorn Guard	27	28	Humanoid	Normal	None
Branch Snapper	25	25	Elemental	Normal	Nature Magic
Candaker the Vicious	24	24	Demon	Normal	None
Clattering Crawler	19	20	Beast	Normal	None
Crazed Ancient	27	28	Elemental	Normal	None
Dal Bloodfox	25	25	Humanoid	Normal	None
Dark Strand Adept	18	19	Humanoid	Normal	Charm, Fear and Sleep
Dark Strand Assassin	21	21	Humanoid	Normal	None
Dark Strand Enforcer	20	21	Undead	Normal	Charm, Fear and Sleep
Darkstalker Mardethal	23	23	Undead	Normal	Charm, Fear and Sleep
Diathorus the Seeker	34	34	Demon	Normal	None
Ech'alon	27	27	Elemental	Normal	Special - Elemental Water
Elder Ashenside Bear	25	26	Beast	Normal	None
Elder Shadowhorn Stag	26	27	Beast	Normal	None
Felguard	29	30	Demon	Normal	None
Felmark Felanara	25	26	Demon	Normal	None
Felmark Regus	26	27	Demon	Normal	None
Felmark Sely	25	26	Demon	Normal	None
Felmark	22	23	Undead	Normal	None
Forsaken Herbalist	18	19	Undead	Normal	Charm, Fear and Sleep
Forsaken Intruder	28	29	Undead	Normal	Charm, Fear and Sleep
Forsaken Scout	23	23	Undead	Normal	None
Forsaken Thug	20	20	Undead	Normal	Charm, Fear and Sleep
Faustwald Den Watcher	24	25	Humanoid	Normal	None
Faustwald Pathfinder	23	24	Humanoid	Normal	None
Faustwald Shaman	24	25	Humanoid	Normal	None
Faustwald Totemic	23	24	Humanoid	Normal	None
Faustwald Urs	24	25	Humanoid	Normal	None
Getharis	32	32	Demon	Normal	None
Ghostpaw Alpha	27	28	Beast	Normal	None
Ghostpaw Howler	23	24	Beast	Normal	None
Ghostpaw Runner	19	20	Beast	Normal	None
Ghost Ashenside Bear	29	30	Beast	Normal	None
Harde Grant	29	30	Humanoid	Normal	None
Harde Penn	26	27	Humanoid	Normal	None
Harde Scout	26	28	Humanoid	Normal	None
Harde Shaman	28	29	Humanoid	Normal	None
Lady Vexis	22	22	Humanoid	Rare Spawn	None
Laughing Sister	24	25	Humanoid	Normal	None
Legion Hound	29	30	Demon	Normal	None
Lesser Felguard	23	24	Demon	Normal	None
Monomax Lasher	29	30	Demon	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Syndicate Mercenary	31	32	Humanoid	Normal	None
Syndicate Pathstealer	32	33	Humanoid	Normal	None
Syndicate Prowler	36	37	Humanoid	Elite	None
Thorns	42	42	Giant	Elite	None
Thundering Exile	38	39	Elemental	Normal	Special - Elemental Air
Vershful Surge	40	40	Elemental	Normal	Special - Elemental Water
Witherbark Axe Thrower	32	33	Humanoid	Normal	None
Witherbark Berserker	36	37	Humanoid	Elite	None
Witherbark Headhunter	34	35	Humanoid	Normal	None
Witherbark Shadow Hunter	35	36	Humanoid	Normal	None
Witherbark Shadowcaster	31	32	Humanoid	Normal	None
Witherbark Troll	30	31	Humanoid	Normal	None
Witherbark Witch Doctor	33	34	Humanoid	Normal	None
Young Man Buzzard	31	32	Beast	Normal	None
Zelus Witherbark	40	40	Humanoid	Normal	None
Zuart	39	39	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mavris Croudbreak	32	32	Undead	Normal	Charm, Fear and Sleep
Mist Howler	22	22	Beast	Rare Spawn	None
Muggelin	23	23	Humanoid	Rare Spawn	None
Mythick Flayer	20	21	Unknown	Normal	None
Mythick Hydra	19	20	Unknown	Normal	None
Oakgaw	27	27	Humanoid	Normal	None
Prince Raz	32	32	Demon	Normal	None
Ran Bloodhowl	30	30	Humanoid	Normal	None
Rargish Jewel	25	25	Humanoid	Rare Spawn	None
Rattling Stone	20	22	Unknown	Normal	None
Ruzzal	22	22	Humanoid	Normal	None
Solgnite Muckdweller	20	21	Humanoid	Normal	None
Solgnite Puddlejumper	19	20	Humanoid	Normal	None
Solgnite Warrior	19	20	Humanoid	Normal	None
Severed Druid	28	29	Undead	Normal	Charm, Fear and Sleep
Severed Slapper	28	29	Undead	Normal	Charm, Fear and Sleep
Shadowhick Bark Ripper	26	27	Elemental	Normal	None
Shadowhick Moss Eater	21	23	Elemental	Normal	None
Shadowhick Oracle	30	30	Elemental	Normal	None
Shadowhick Raincaller	22	23	Elemental	Normal	None
Shadowhick Stone Mover	25	26	Elemental	Normal	None
Shadowhorn Stag	22	23	Beast	Normal	None
Tanet Darkwood	32	32	Undead	Normal	None
Terrorfall Fleshripper	28	29	Humanoid	Normal	None
Terrorfall Packlord	31	32	Humanoid	Rare Spawn	None
Thiefelver Avenger	23	24	Humanoid	Normal	None
Thiefelver Den Watcher	23	24	Humanoid	Normal	None
Thiefelver Pathfinder	23	24	Humanoid	Normal	None
Thiefelver Shaman	23	24	Humanoid	Normal	None
Thiefelver Totemic	23	24	Humanoid	Normal	None
Thiefelver Urs	23	24	Humanoid	Normal	None
Ursal Ink	31	31	Beast	Rare Spawn	None
Ursal Mooncolt	32	32	Undead	Normal	Charm, Fear and Sleep
Wargang Shredder	27	28	Mechanical	Normal	Special - Planted Mechanical
Wild Bark	18	19	Beast	Normal	None
Withern Lurker	28	29	Beast	Normal	None
Withern Stocker	20	21	Beast	Normal	None
Withern Venomgilder	24	25	Beast	Normal	None
Wrathful Myrmidon	20	21	Humanoid	Normal	None
Wrathful Priestess	20	21	Humanoid	Normal	None
Wrathful Razartail	19	20	Humanoid	Normal	None
Wrathful Sea Witch	19	20	Humanoid	Normal	None
Wrathful Sorcerer	18	19	Humanoid	Normal	None
Wrathful Wave Rider	18	19	Humanoid	Normal	None
Xavian Felwren	28	29	Demon	Normal	None
Xavian Mellicer	29	30	Demon	Normal	None

AZSHARA



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Asilus	50	50	Beast	Rare Spawn	None
Arkkoran Cloaker	53	54	Humanoid	Normal	None
Arkkoran Oracle	54	55	Humanoid	Normal	None
Azshara Sentinel	44	44	Humanoid	Normal	None
Azuros	65	65	Dragon	Elite	None
Blind Elf Defender	51	51	Humanoid	Normal	None
Blind Elf Surveyor	51	52	Humanoid	Normal	None
Blue Dragonspawn	50	51	Dragon	Normal	None
Caravan Master Toot	53	53	Humanoid	Normal	None
Crit Breaker	54	55	Giant	Elite	None
Cliff Walker	52	53	Giant	Elite	None
Corahel Lurker	53	54	Beast	Normal	None
Corahel Tortoise	50	52	Beast	Normal	None
Dracasic Mageblade	53	54	Dragon	Normal	None
Dracasic Mageweaver	51	52	Dragon	Normal	None
Faerie Ooze	52	53	Unknown	Normal	None
Golemkeeper Rogaroor	49	50	Humanoid	Rare Spawn	None
General Fangfester	50	51	Humanoid	Rare Spawn	None
Great Wavebrasher	53	54	Unknown	Normal	None
Hellfire Sayer	45	46	Demon	Normal	None
Hetere	55	55	Unknown	Elite	None
Highborne Apparition	45	46	Undead	Normal	Charm, Fear, Sleep and Bleed
Lady Scapula	51	51	Humanoid	Rare Spawn	None
Legion's Sayer	51	52	Demon	Normal	None
Lingering Highborne	48	50	Undead	Normal	Charm, Fear, Sleep and Bleed
Majestic Highborne	51	52	Humanoid	Rare Spawn	None
Mechanic Scabbler	52	53	Humanoid	Normal	None
Master Fearblade	51	52	Demon	Rare Spawn	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mistwing Ravager	52	53	Beast	Normal	None
Moones the Elder	53	54	Giant	Rare Spawn Elite	None
Marshall Courier	52	53	Beast	Normal	None
Marshall Farmer	45	47	Beast	Normal	None
Marshall Stag	49	50	Beast	Normal	None
Servant of Arkkoran	53	54	Giant	Elite	None
Spitelsch Butlermaster	53	54	Humanoid	Normal	None
Spitelsch Myrmidon	50	51	Humanoid	Normal	None
Spitelsch Sergeant Guard	48	49	Humanoid	Normal	None
Spitelsch Siren	51	52	Humanoid	Normal	None
Spitelsch Sorcerer	49	50	Humanoid	Normal	None
Spitelsch Warrior	46	47	Humanoid	Normal	None
Storm Bay Warrior	51	52	Humanoid	Normal	None
The Enforcer	48	48	Beast	Rare Spawn	None
Thunderhead Hippogryph	46	48	Beast	Normal	None
Thunderhead Patriarch	52	54	Beast	Normal	None
Thunderhead Skystormer	50	52	Beast	Normal	None
Thunderhead Shaping	48	50	Beast	Normal	None
Timbernew Den Watcher	49	50	Humanoid	Normal	None
Timbernew Pathfinder	46	47	Humanoid	Normal	None
Timbernew Shaman	50	51	Humanoid	Normal	None
Timbernew Urge	51	52	Humanoid	Normal	None
Timbernew Warrior	47	48	Humanoid	Normal	None
Tinderweb Recluse	47	48	Beast	Normal	None
Vora Yari's Ghost	48	48	Undead	Rare Spawn	Charm, Fear, Sleep and Bleed
Warlord Krellian	55	55	Humanoid	Normal	None
Wavebrasher	52	53	Unknown	Normal	None

BADLANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Amboador Infernus	42	42	Elemental	Elite	Special - Elemental Fire
Blacklash	50	50	Dragon	Normal	Special - Fire Dragon
Boss The Iron	41	42	Humanoid	Normal	None
Buzzard	37	39	Beast	Normal	None
Crag Coyote	35	36	Beast	Normal	None
Dustbelcher Brute	39	40	Humanoid	Normal	None
Dustbelcher Lord	44	45	Humanoid	Normal	None
Dustbelcher Mauler	41	42	Humanoid	Normal	None
Dustbelcher Mystic	36	37	Humanoid	Normal	None
Dustbelcher Ogre	38	39	Humanoid	Normal	None
Dustbelcher Ogre Mage	43	44	Humanoid	Normal	None
Dustbelcher Shaman	47	48	Humanoid	Normal	None
Dustbelcher Warrior	35	37	Humanoid	Normal	None
Dustbelcher Wyrmhunter	40	41	Humanoid	Normal	None
Elder Crag Coyote	39	40	Beast	Normal	None
Enraged Rock Elemental	42	43	Elemental	Normal	Special - Elemental Earth
Fant Vator Guardian	45	45	Elemental	Normal	Special - Elemental Earth
Feral Crag Coyote	37	38	Beast	Normal	None
Giant Buzzard	39	41	Beast	Normal	None
Greater Rock Elemental	42	44	Elemental	Normal	Special - Elemental Earth
Hematus	50	50	Dragon	Elite	Special - Fire Dragon

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Lesser Rock Elemental	37	39	Elemental	Normal	Special - Elemental Earth
Mordoloc	42	42	Humanoid	Normal	None
Rabid Crag Coyote	42	43	Beast	Normal	None
Ridge Hunter	38	39	Beast	Normal	None
Ridge Stalker	36	37	Beast	Normal	None
Ridge Stalker Patriarch	40	41	Beast	Normal	None
Rock Elemental	39	40	Elemental	Normal	Special - Elemental Earth
Scolding Whelp	41	43	Dragon	Normal	None
Scorched Guardian	43	45	Dragon	Elite	Fire Magic
Shadowforge Chant	38	39	Humanoid	Normal	None
Shadowforge Darkweaver	36	37	Humanoid	Normal	None
Shadowforge Tunneler	35	36	Humanoid	Normal	None
Shadowforge Warrior	38	39	Humanoid	Normal	None
Starving Buzzard	35	37	Beast	Normal	None
Stone Golem	38	39	Elemental	Normal	Special - Golem
Stonevault Berserker	39	40	Humanoid	Elite	None
Stonevault Bonesnapper	39	40	Humanoid	Normal	None
Stonevault Shaman	40	41	Humanoid	Normal	None
Wayward Buzzard	35	37	Beast	Normal	None
Zarcot	55	55	Beast	Rare Spawn Elite	None

BLASTED STAINS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Alakbar the Serf	54	54	Humanoid	Rare Spawn	None
Archmage Alrican	58	58	Demon	Elite	Special
Black Slayer	46	48	Beast	Normal	None
Clock the Reaver	53	53	Beast	Rare Spawn	None
Deathye	49	49	Beast	Rare Spawn	None
Dreadlord	63	63	Demon	Elite	Special
Dreadlord Brute	46	47	Humanoid	Normal	None
Dreadlord Mauler	53	54	Humanoid	Normal	None
Dreadlord Ogre	45	46	Humanoid	Normal	None
Dreadlord Ogre Mage	46	47	Humanoid	Normal	None
Dreadlord	57	57	Humanoid	Rare Spawn	None
Felguard Elite	60	60	Demon	Elite	Special
Felguard Sentry	54	55	Demon	Normal	None
Felguard	54	55	Demon	Normal	None
Gral the Destroyer	58	58	Demon	Elite	Special
Grunder	50	50	Beast	Rare Spawn	None
Hellborn	52	53	Demon	Normal	None
Kirith the Damned	55	55	Demon	Elite	None
Lady Serine	59	59	Demon	Elite	Special
Mages the Unyielding	56	56	Humanoid	Rare Spawn	None

BURNING STEPPES

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Black Brooding	51	52	Dragon	Normal	None
Black Dragonspawn	52	53	Dragon	Elite	None
Black Drake	50	52	Dragon	Elite	Special - Fire Dragon
Blackrock Battlemaster	57	58	Humanoid	Normal	None
Blackrock Raider	59	59	Humanoid	Normal	None
Blackrock Slayer	56	57	Humanoid	Normal	None
Blackrock Soldier	55	56	Humanoid	Normal	None
Blackrock Sorcerer	55	56	Humanoid	Normal	None
Blackrock Warlock	56	57	Humanoid	Normal	None
Blackrock Warrior	54	55	Beast	Normal	None
Deathmaw	53	53	Beast	Rare Spawn	None
Forged Captain	55	55	Humanoid	Rare Spawn	None
Forged Ogre	50	51	Humanoid	Normal	None
Forged Ogre Mage	51	52	Humanoid	Normal	None
Flamekin Ranger	54	56	Demon	Normal	None
Flamekin Spitter	51	53	Demon	Normal	None
Flamekin Spirit	51	53	Demon	Normal	None
Flamekin Torch	54	56	Demon	Normal	None
Flamekite Brooding	55	56	Dragon	Normal	None

DARKSHORE

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Anyo Downrunner	16	16	Undead	Normal	Charm, Fear and Sleep
Arthras Nornan	31	31	Humanoid	Normal	None
Blackwood Pathfinder	12	13	Humanoid	Normal	None
Blackwood Shaman	19	20	Humanoid	Normal	None
Blackwood Totemic	17	18	Humanoid	Normal	None
Blackwood Tracker	14	15	Humanoid	Normal	None
Blackwood Urn	18	19	Humanoid	Normal	None
Blackwood Warrior	16	17	Humanoid	Normal	None
Blackwood Windwalker	13	14	Humanoid	Normal	None
Carnivore the Breaker	16	16	Humanoid	Rare Spawn	None
Coastal Frenzy	14	16	Beast	Normal	None
Cracked Golem	18	19	Elemental	Normal	Special - Golem
Curled Highborne	10	11	Undead	Normal	Charm, Fear and Sleep
Dark Strand Fanatic	16	17	Humanoid	Normal	None
Dark Strand Vindicator	28	29	Humanoid	Normal	None
Darkshore Thresher	12	14	Beast	Normal	None
Deep Sea Thrashodon	23	25	Beast	Normal	None
Delusion the Hated	17	17	Demon	Normal	None
Dev Muffin	18	19	Beast	Normal	None
Deathly Sayer	12	13	Humanoid	Normal	None
Elder Darkshore Thresher	16	18	Beast	Normal	None
Enchanted Tide Crawler	18	20	Beast	Normal	None
Frostcaller Radson	19	19	Humanoid	Rare Spawn	None
Flaggemark the Cruel	16	16	Humanoid	Rare Spawn	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Manthornd	60	60	Demon	Elite	Special
Mage the Twisted	48	48	Humanoid	Rare Spawn	None
Marthornd Analyst	49	51	Humanoid	Normal	None
Marthornd Cleric	49	51	Humanoid	Normal	None
Marthornd Elite	55	55	Humanoid	Elite	None
Marthornd Engineer	47	48	Humanoid	Normal	None
Marthornd Officer	47	48	Humanoid	Normal	None
Marthornd Warrior	50	51	Humanoid	Normal	None
Marthornd Soldier	49	50	Humanoid	Normal	None
Partial Seeker	51	53	Humanoid	Normal	None
Ravage	51	51	Beast	Rare Spawn	None
Redstone Basilisk	47	48	Beast	Normal	None
Scorpion Stinger	50	51	Beast	Normal	None
Shadowmaw Cultist	51	52	Humanoid	Normal	None
Shadowmaw Drownsaver	54	55	Humanoid	Normal	None
Shadowmaw Thug	52	53	Humanoid	Normal	None
Snickerfang Wyrm	49	50	Beast	Normal	None
Spinnflyer	52	52	Beast	Rare Spawn	None
Tarrens the Devourer	60	60	Dragon	Rare Spawn	Special

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Flamekite Dragonspawn	54	57	Dragon	Elite	None
Frenzied Black Drake	54	54	Dragon	Elite	Special - Fire Dragon
Gorgon'och	54	54	Humanoid	Rare Spawn	None
Gor'tash	54	54	Humanoid	Normal	None
Grul'ash	59	59	Humanoid	Rare Spawn	None
Hob'Zar	54	54	Humanoid	Rare Spawn	None
Hemates	60	60	Dragon	Rare Spawn Elite	Special - Fire Dragon
Krom'Gral	54	54	Humanoid	Normal	None
Melfionizing Reaver	56	56	Elemental	Rare Spawn	None
Scalding Brooding	53	54	Dragon	Normal	None
Scalding Drake	53	55	Dragon	Elite	Special - Fire Dragon
Seascale Drake	56	58	Dragon	Elite	Special - Fire Dragon
Slaughtering Ember Warg	53	54	Beast	Normal	None
Terrazgark	55	55	Demon	Rare Spawn	None
Thauris Bolgar	57	57	Humanoid	Rare Spawn	None
Thauris Spy	53	54	Humanoid	Normal	None
Valchar	60	60	Giant	Rare Spawn Elite	None
War Reaver	53	55	Elemental	Normal	None
Yuka Screwgrip	53	53	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Forestbride	14	16	Beast	Normal	None
Forestbride Fledgling	11	13	Beast	Normal	None
Giant Forestbride	17	19	Beast	Normal	None
Greynifant Bonesnapper	19	20	Humanoid	Normal	None
Greynifant Gearsnapper	20	21	Humanoid	Normal	None
Greynifant Scout	18	19	Humanoid	Normal	None
Greynifant Cochrainer	12	13	Humanoid	Normal	None
Greynifant Hunter	16	17	Humanoid	Normal	None
Greynifant Rider	14	15	Humanoid	Normal	None
Greynifant Oracle	18	19	Humanoid	Normal	None
Greynifant Rider	11	12	Humanoid	Normal	None
Greynifant Seer	13	14	Humanoid	Normal	None
Greynifant Tinkerton	19	20	Humanoid	Normal	None
Greynifant Warrior	15	16	Humanoid	Normal	None
Grizzled Thistle Bear	16	17	Beast	Normal	None
Lady Moongrazer	17	17	Undead	Rare Spawn	None
Lady Vespere	22	22	Beast	Rare Spawn	None
Lacilin	14	14	Demon	Rare Spawn	None
Lord Smilyer	15	16	Humanoid	Rare Spawn	None
March the Devious	16	16	Humanoid	Normal	None
Moonskin	12	13	Beast	Normal	None
Moonskin Oracle	13	14	Beast	Normal	None
Moonskin Rider	14	15	Beast	Normal	None
Moonskin Runt	10	11	Beast	Normal	None

ALT-DUR

DUR-HIN

LOC-STR

SWA-WIN

DARKSHORE



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Moonshaker Sire	17	18	Beast	Normal	None
Markdapp	19	19	Humanoid	Normal	None
Pigmy Tide Crawler	9	10	Beast	Normal	None
Rabid Thistle Bear	13	14	Beast	Normal	None
Raging Moonkin	12	14	Beast	Normal	None
Raging Reef Crawler	20	21	Beast	Normal	None
Reef Crawler	15	17	Beast	Normal	None
Shale of Elene	11	11	Undead	Normal	None
Shadowclaw	13	13	Beast	Rare Spawn	None
Stormscale Mynidion	18	19	Humanoid	Normal	None
Stormscale Tern	16	17	Humanoid	Normal	None
Stormscale Sorcerer	19	20	Humanoid	Normal	None
Stormscale Warrior	20	21	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Stormscale Wave Rider	15	16	Humanoid	Normal	None
Strider Clutchmother	20	20	Beast	Rare Spawn	None
Thistle Bear	11	12	Beast	Normal	None
Thistle Cub	9	10	Beast	Normal	None
Tide Crawler	12	14	Beast	Normal	None
Twilight Thug	17	18	Humanoid	Normal	None
Vile Spite	10	11	Humanoid	Normal	None
Wailing Highborne	12	13	Undead	Normal	Charm, Fear, Sleep and Blind
Wild Gell	11	12	Humanoid	Normal	None
Witching Highborne	11	12	Undead	Normal	Charm, Fear, Sleep and Blind
Xabraxx	19	19	Demon	Normal	None
Young Moonkin	11	12	Beast	Normal	None
Young Reef Crawler	10	11	Beast	Normal	None

DESOLACE



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Agid Kodo	34	35	Beast	Normal	None
Banagosa Hyena	33	35	Beast	Normal	None
Burning Blade Adapt	31	32	Humanoid	Normal	Fear
Burning Blade Angur	30	31	Humanoid	Normal	Fear
Burning Blade Felwarm	31	32	Humanoid	Normal	Fear
Burning Blade Reaver	30	31	Humanoid	Normal	Fear
Burning Blade Shadowmage	32	33	Humanoid	Normal	Fear
Burning Blade Summoner	38	39	Humanoid	Normal	Fear
Carton Horror	35	37	Beast	Normal	None
Deepstalker Giant	38	39	Giant	Elite	None
Doomwarder	37	38	Demon	Normal	None
Doomwarder Captain	38	39	Demon	Normal	None
Dread Ripper	29	40	Beast	Normal	None
Dread Swamp	32	33	Beast	Normal	None
Drycap Crawler	33	34	Humanoid	Normal	None
Dying Kodo	35	36	Beast	Normal	None
Elder Thunder Lizard	37	38	Beast	Normal	None
Gelfoghorn the Callous	40	40	Humanoid	Normal	None
Gelfin Earthcaller	34	35	Humanoid	Normal	None
Gelfin Marauder	35	36	Humanoid	Normal	None
Gelfin Mauler	35	36	Humanoid	Normal	None
Gelfin Scout	32	33	Humanoid	Normal	None
Griffon Basilisk	31	32	Beast	Normal	None
Hateful Betrayer	32	33	Demon	Normal	None
Hateful Rager	31	32	Demon	Normal	None
Hulking Griffon Basilisk	35	36	Beast	Normal	None
Khan Der Taphel	35	35	Humanoid	Normal	None
Khan Hatha	42	42	Humanoid	Elite	None
Khan Jehn	37	37	Humanoid	Normal	None
Khan Shaka	37	37	Humanoid	Normal	None
Kodo Spirit	60	60	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Kolkar Battle Lord	32	33	Humanoid	Normal	None
Kolkar Centaur	30	31	Humanoid	Normal	None
Kolkar Destroyer	32	33	Humanoid	Normal	None
Kolkar Windchaser	31	32	Humanoid	Normal	None
Leaver Infernal	26	27	Demon	Normal	None
Ley Hunter	29	40	Demon	Normal	None
Mage Hunter	38	39	Demon	Normal	None
Magram Bonecap	37	38	Beast	Normal	None
Magram Marauder	35	36	Humanoid	Normal	None
Magram Necromancer	39	40	Humanoid	Normal	None
Magram Pack Runner	34	35	Humanoid	Normal	None
Magram Wrangler	33	34	Humanoid	Normal	None
Mama Fater	37	38	Demon	Normal	None
Maraudine Khan Advisor	38	39	Humanoid	Elite	None
Maraudine Khan Guard	39	40	Humanoid	Elite	None
Maraudine Marauder	39	40	Humanoid	Elite	None
Maraudine Scout	37	38	Humanoid	Elite	None
Maraudine Windchaser	38	39	Humanoid	Elite	None
Nafrar Maiden	37	38	Demon	Normal	None
Nafrar Sister	38	39	Demon	Normal	None
Nafrar Sorceress	39	40	Demon	Normal	None
Rabid Bonecap	36	38	Beast	Normal	None
Scorpishi Lasher	34	35	Beast	Normal	None
Scorpishi Snapper	30	31	Beast	Normal	None
Slitherblade Razartail	35	36	Humanoid	Normal	None
Slitherblade Sorceress	32	33	Humanoid	Normal	None
Slitherblade Tidehunter	36	37	Humanoid	Normal	None
Starving Bonecap	30	32	Beast	Normal	None
Unleashed Ravager	37	38	Undead	Normal	Charm, Fear, Sleep and Blind
Warup's Bodyguard	35	36	Humanoid	Normal	None

DUN MOROGH

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Burn	12	12	Beast	Rare Spawn	None
Burly Backpack Trigg	2	2	Humanoid	Normal	None
Captain Bold	11	11	Humanoid	Normal	None
Crag Boar	5	6	Beast	Normal	None
Dark Iron Spy	9	10	Humanoid	Normal	None
Eden the Howler	9	9	Humanoid	Rare Spawn	None
Elder Crag Boar	7	8	Beast	Normal	None
Fractamane Headhunter	8	9	Humanoid	Normal	None
Fractamane Hideskinner	9	10	Humanoid	Normal	None
Fractamane Seer	3	4	Humanoid	Normal	None
Fractamane Saver	8	9	Humanoid	Normal	None
Fractamane Shadowcaster	9	10	Humanoid	Normal	None
Fractamane Snowdrifter	8	9	Humanoid	Normal	None
Fractamane Troll	7	8	Humanoid	Normal	None
Fractamane Troll Whip	3	4	Humanoid	Normal	None
Gibblenit	11	11	Humanoid	Rare Spawn	None
Great Father Arctikus	11	11	Humanoid	Rare Spawn	None
Gril'vir the Cold	5	5	Humanoid	Normal	None
Hammergins	12	12	Humanoid	Rare Spawn	None
Ice Claw Bear	7	8	Beast	Normal	None
Juvenile Snow Leopard	5	6	Beast	Normal	None
Large Crag Boar	6	7	Beast	Normal	None
Lazer Gnome	8	10	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mangeflow	11	11	Beast	Normal	None
Old Icebeard	11	11	Humanoid	Normal	None
Rugged Timber Wolf	2	2	Beast	Normal	None
Rugged Young Wolf	1	1	Beast	Normal	None
Rockjaw Ambusher	9	10	Humanoid	Normal	None
Rockjaw Backbreaker	11	12	Humanoid	Normal	None
Rockjaw Bonecracker	9	10	Humanoid	Normal	None
Rockjaw Boulder	3	4	Humanoid	Normal	None
Rockjaw Skullthumper	8	9	Humanoid	Normal	None
Rockjaw Trigg	1	2	Humanoid	Normal	None
Scarred Crag Boar	9	10	Beast	Normal	None
Small Crag Boar	3	3	Beast	Normal	None
Snow Leopard	7	8	Beast	Normal	None
Snow Tracker Wolf	6	7	Beast	Normal	None
Starving Winter Wolf	8	9	Beast	Normal	None
Timber	10	10	Beast	Rare Spawn	None
Vogash	11	11	Humanoid	Normal	None
Vojek	11	11	Humanoid	Normal	None
Wendigo	6	7	Humanoid	Normal	None
Winter Wolf	7	8	Beast	Normal	None
Young Black Bear	5	6	Beast	Normal	None
Young Wendigo	5	6	Humanoid	Normal	None

DIUROTAR

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Armored Scorpion	7	8	Beast	Normal	None
Bloodthorn Scythemaw	8	10	Beast	Normal	None
Bloodthorn Teller	6	8	Beast	Normal	None
Burning Blade Aggressor	10	11	Humanoid	Normal	Fear
Burning Blade Coloss	10	11	Humanoid	Normal	Fear
Burning Blade Fanatic	9	10	Humanoid	Normal	Fear
Burning Blade Neophyte	9	10	Humanoid	Normal	Fear
Burning Blade Thug	8	9	Humanoid	Normal	Fear
Captain Flat Tusk	11	11	Humanoid	Rare Spawn Elite	None
Chattering Scorpion	5	6	Beast	Normal	None
Corrupted Bloodthorn Scythemaw	10	11	Beast	Normal	None
Corrupted Dreadmaw Crawler	11	12	Beast	Normal	None
Corrupted Mottled Boar	10	11	Beast	Normal	None
Corrupted Scorpion	10	11	Beast	Normal	None
Corrupted Surf Crawler	10	11	Beast	Normal	None
Death Player	11	11	Beast	Rare Spawn	None
Dire Mottled Boar	6	7	Beast	Normal	None
Dreadmaw Crawler	9	11	Beast	Normal	None
Durath Tiger	7	9	Beast	Normal	None
Dushtwind Hargy	7	8	Humanoid	Normal	None
Dushtwind Pillager	7	8	Humanoid	Normal	None
Dushtwind Savage	9	10	Humanoid	Normal	None
Dushtwind Storm Witch	10	11	Humanoid	Normal	None
Elder Mottled Boar	8	9	Beast	Normal	None
Enraptured Surf Crawler	9	10	Beast	Normal	None
Felstalker	3	4	Demon	Normal	None
Felweaver Scorn	11	11	Humanoid	Rare Spawn Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Fizzle Darkstorm	12	12	Humanoid	Normal	None
Gaz'uz	14	14	Humanoid	Normal	None
Geardot Mottle	9	9	Humanoid	Rare Spawn	None
Hexed Troll	8	9	Humanoid	Normal	None
Kalkar Drudge	6	7	Humanoid	Normal	None
Kalkar Outrunner	7	8	Humanoid	Normal	None
Kul Tira Marine	6	7	Humanoid	Normal	None
Kul Tira Soldier	5	6	Humanoid	Normal	None
Lieutenant Benedict	8	8	Humanoid	Normal	None
Lightning Hide	10	11	Beast	Normal	None
Makrura Clicker	6	7	Humanoid	Normal	None
Makrura Sneechow	8	9	Humanoid	Normal	None
Minor Manifestation of Fire	12	12	Elemental	Normal	Special - Elemental Fire
Mottled Boar	1	2	Beast	Normal	None
Pygmy Surf Crawler	5	6	Beast	Normal	None
Razormane Driftcranner	8	9	Humanoid	Normal	None
Razormane Outlaw	6	7	Humanoid	Normal	None
Sarkoth	4	4	Beast	Normal	None
Scorpid Worker	3	3	Beast	Normal	None
Surf Crawler	7	8	Beast	Normal	None
Thunder Lizard	9	10	Beast	Normal	None
Venomant Scorpion	9	10	Beast	Normal	None
Vile Familiar	3	4	Humanoid	Normal	None
Voodoo Troll	8	9	Humanoid	Normal	None
Warlord Kalkanis	9	9	Humanoid	Rare Spawn	None
Watch Commander Zuloghli	9	9	Humanoid	Rare Spawn	None
Zakazane	10	10	Humanoid	Normal	None



ALT-DUR

DUR-WIN

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SWA-WIN

DUSKWOOD



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Black Ravager	24	25	Beast	Normal	None
Black Ravager Mastiff	25	26	Beast	Normal	None
Black Widow Hatchling	24	25	Beast	Normal	None
Bone Chewer	26	27	Undead	Normal	Charm, Fear and Sleep
Brain Eater	28	29	Undead	Normal	Charm, Fear and Sleep
Carrion Recluse	25	26	Beast	Normal	None
Commander Felstrom	32	32	Undead	Rare Spawn	Charm, Fear, Sleep and Bleed
Defias Agent	24	25	Humanoid	Normal	None
Defias Enchanter	26	27	Humanoid	Normal	None
Defias Night Blade	25	26	Humanoid	Normal	None
Defias Night Runner	24	25	Humanoid	Normal	None
Elon	31	31	Undead	Elite	Charm, Fear and Sleep
Ferros	32	32	Humanoid	Rare Spawn	None
Fetid Corpse	29	30	Undead	Normal	Charm, Fear and Sleep
Flesh Eater	24	25	Undead	Normal	Charm, Fear and Sleep
Greave Robber	24	25	Humanoid	Normal	None
Green Recluse	21	22	Beast	Normal	None
Guhgill	32	32	Humanoid	Normal	None
Insane Ghoul	26	26	Undead	Normal	Charm, Fear and Sleep
Lord Malfstrom	31	31	Undead	Rare Spawn	Charm, Fear and Sleep
Lupos	23	23	Beast	Rare Spawn	None
Maribent Fel	35	35	Humanoid	Elite	None
Mar Ladim	35	35	Undead	Elite	Charm, Fear, Sleep and Bleed
Marozzi	27	27	Beast	Rare Spawn	None
Marozzi	34	34	Humanoid	Rare Spawn	None
Nightbane Dark Runner	28	29	Humanoid	Normal	None
Nightbane Shadow Weaver	27	28	Humanoid	Normal	None
Nightbane Tainted One	30	31	Humanoid	Normal	None
Nightbane Vile Fang	29	30	Humanoid	Normal	None
Nightbane Worgens	26	27	Humanoid	Normal	None
Poison Spreader	27	28	Undead	Normal	Charm, Fear and Sleep

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Piggy Yasm Web Spider	18	19	Beast	Normal	None
Robid Dire Wolf	20	21	Beast	Normal	None
Rotted One	25	26	Undead	Normal	Charm, Fear and Sleep
Skeletal Fiend	24	25	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Healer	26	27	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Horror	23	24	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Mage	22	23	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Rider	27	28	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Warrior	28	29	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Warrior	21	22	Undead	Normal	Charm, Fear, Sleep and Bleed
Splinter Fist Fire Weaver	26	27	Humanoid	Normal	None
Splinter Fist Fireweaver	28	29	Humanoid	Normal	None
Splinter Fist Ogre	25	26	Humanoid	Normal	None
Splinter Fist Taskmaster	27	28	Humanoid	Normal	None
Splinter Fist Warrior	29	30	Humanoid	Normal	None
Stalvon Mactanille	35	35	Undead	Normal	None
Staring Dire Wolf	19	20	Beast	Normal	None
Stitches	35	35	Undead	Normal	Charm, Fear and Sleep
Umsen	49	51	Undead	Normal	Charm, Fear and Sleep
Yasm Web Spider	19	20	Beast	Normal	None
Watcher Barknits	37	37	Humanoid	Normal	None
Watcher Harlin	38	38	Humanoid	Normal	None
Watcher Jan	39	39	Humanoid	Normal	None
Watcher Karler	40	40	Humanoid	Normal	None
Watcher Keller	39	39	Humanoid	Normal	None
Watcher Mactanille	38	38	Humanoid	Normal	None
Watcher Rayce	37	37	Humanoid	Normal	None
Watcher Wallgrip	37	37	Humanoid	Normal	None
Young Black Ravager	23	24	Beast	Normal	None
Zere's Val	33	33	Humanoid	Normal	None

DUSTWALLOW MARSH



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Boles Jacken	38	38	Humanoid	Normal	None
Bloodfen Capital	40	41	Beast	Normal	None
Bloodfen Screecher	36	37	Beast	Normal	None
Centaur Outrunner	38	38	Humanoid	Normal	None
Corrosive Swamp Ooze	38	40	Unknown	Normal	None
Dragon the Revenant	43	43	Humanoid	Elite	None
Darkfang Lurker	36	37	Beast	Normal	None
Darkfang Spider	35	36	Beast	Normal	None
Darkfang Venomspitter	37	38	Beast	Normal	None
Darkmist Lurker	37	38	Beast	Normal	None
Darkmist Spider	35	36	Beast	Normal	None
Darkmist Widow	40	40	Beast	Rare Spawn	None
Deathrow	45	45	Beast	Normal	None
Drywallow Crocodile	35	36	Beast	Normal	None
Drywallow Daggernose	40	41	Beast	Elite	None
Drywallow Snapper	37	38	Beast	Normal	None
Drywallow Viceroy	36	37	Beast	Normal	None
Fennec Ash Tail	42	43	Dragon	Elite	None
Fennec Snakebait	43	44	Dragon	Elite	None
Fennec Scout	41	42	Dragon	Elite	None
Ghost Darkfang Spider	40	41	Beast	Normal	None
Mirefin Constructer	36	37	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mirefin Muckdweller	36	37	Humanoid	Normal	None
Mirefin Murloc	35	36	Humanoid	Normal	None
Mirefin Oracle	37	38	Humanoid	Normal	None
Muckshell Creaker	39	40	Humanoid	Normal	None
Muckshell Pincer	41	42	Humanoid	Normal	None
Muckshell Scabbler	42	43	Humanoid	Normal	None
Mudruck Tortoise	36	37	Beast	Normal	None
Mark Thresher	41	43	Beast	Normal	None
Scoring Hatchling	41	42	Dragon	Normal	None
Sentry Point Captain	34	35	Humanoid	Normal	None
Sentry Point Guard	32	33	Humanoid	Normal	None
Stretch Hydra	59	61	Beast	Elite	None
Stretch Myrmidon	60	61	Humanoid	Elite	None
Stretch Serpent Guard	59	61	Humanoid	Elite	None
Stretch Warrior	59	60	Humanoid	Elite	None
Thornstone Deserter	37	37	Humanoid	Normal	None
Thornstone Infirmitator	35	36	Humanoid	Normal	None
Thornstone Sentry	35	36	Humanoid	Normal	None
Witherwine Bark Ripper	36	37	Elemental	Normal	None
Witherwine Creeper	35	36	Elemental	Normal	None
Witherwine Mini Beast	37	38	Elemental	Normal	None

EASTERN PLAGUELANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Blighted Horror	56	57	Elemental	Normal	Special - Elemental Water
Blighted Surge	54	55	Elemental	Normal	Special - Elemental Water
Blighthound	58	59	Beast	Elite	Special
Blodletter	57	58	Undead	Elite	Charm, Fear and Sleep
Borgles	61	61	Beast	Elite	None
Carrion Grah	54	55	Unknown	Normal	None
Crocodile Lord Voldamer	58	58	Humanoid	Elite	None
Crypt Fiend	53	54	Undead	Normal	Charm, Fear and Sleep
Crypt Kobber	54	55	Humanoid	Normal	None
Crypt Slayer	58	59	Undead	Normal	Charm, Fear and Sleep
Crypt Walker	55	56	Undead	Normal	Charm, Fear and Sleep
Dark Adapt	58	59	Humanoid	Normal	None
Dark Caster	56	57	Undead	Normal	Charm, Fear, Sleep and Blood
Deathspeaker Selendra	56	56	Humanoid	Rare Spawn	None
Diseased Flayer	58	59	Undead	Normal	Charm, Fear and Sleep
Duggan Withhammer	55	55	Humanoid	Rare Spawn	None
Dwinking	60	60	Beast	Elite	None
Eyeslash Watcher	57	58	Undead	Normal	Charm, Fear, Sleep and Blood
Frenzied Plaguehound	57	58	Demon	Normal	None
Gargled Golem	58	59	Undead	Normal	Charm, Fear and Sleep
Gish the Unmoving	56	56	Undead	Rare Spawn	Charm, Fear and Sleep
Heart-mash the Butting	57	57	Undead	Rare Spawn	None
High General Abbandis	59	59	Humanoid	Rare Spawn	None
Hurgan the Rager	60	60	Undead	Elite	Special
Lord Darkcyrin	57	57	Undead	Rare Spawn	Charm, Fear, Sleep and Blood
Morndring Corpse	56	57	Undead	Normal	Charm, Fear and Sleep

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mercutio Filthgarger	57	57	Humanoid	Normal	None
Mossflayer Berserker	53	55	Undead	Normal	Charm, Fear and Sleep
Mossflayer Scout	57	58	Humanoid	Normal	None
Mossflayer Shadowhunter	58	59	Humanoid	Normal	None
Mossflayer Zombie	53	54	Undead	Normal	Charm, Fear and Sleep
Plaguehound Hunt	53	54	Demon	Normal	None
Putrid Gargyle	54	56	Undead	Normal	Charm, Fear and Sleep
Pyrid Shrieker	56	58	Undead	Normal	Charm, Fear and Sleep
Ranger Lord Hawkspoor	60	60	Humanoid	Rare Spawn	None
Redpath the Corrupted	60	60	Undead	Elite	None
Rotting Sludge	54	55	Unknown	Normal	None
Scarlet Archmage	55	57	Humanoid	Elite	None
Scarlet Cleric	54	55	Humanoid	Elite	None
Scarlet Prophet	56	57	Humanoid	Elite	None
Scarlet Warrior	53	54	Humanoid	Elite	None
Scourge Guard	57	58	Undead	Normal	Charm, Fear, Sleep and Blood
Scourge Soldier	53	54	Undead	Normal	Charm, Fear, Sleep and Blood
Scourge Warrior	55	56	Undead	Normal	Charm, Fear and Sleep
Servant of Horgas	57	58	Undead	Elite	Charm, Fear and Sleep
Spectral Betrayer	57	58	Undead	Normal	Charm, Fear, Sleep and Blood
Stitched Horror	57	58	Undead	Normal	Charm, Fear and Sleep
Trian Fardling	61	61	Humanoid	Normal	None
Unseen Servant	55	56	Undead	Normal	Charm, Fear, Sleep and Blood
Warlord Thresh'ja	58	58	Humanoid	Rare Spawn	None
Woodman	58	59	Humanoid	Normal	None
Zul'Bri Wyrbranch	59	59	Humanoid	Rare Spawn	None

ELWYNN FOREST

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Delias Benth	8	9	Humanoid	Normal	None
Delias Bodyguard	10	10	Humanoid	Normal	None
Delias Corpse	5	6	Humanoid	Normal	None
Delias Dockworker	8	9	Humanoid	Normal	None
Delias Rogue Wizard	9	10	Humanoid	Normal	None
Delias Thug	3	4	Humanoid	Normal	None
Erian Drudgeonier	8	8	Humanoid	Normal	None
Fedfennel	12	12	Humanoid	Rare Spawn	None
Forest Spider	5	6	Beast	Normal	None
Garrick Padfoot	5	5	Humanoid	Normal	None
Goldhoof	8	8	Humanoid	Normal	None
Gray Forest Wolf	7	8	Beast	Normal	None
Gruft Swifthe	12	12	Humanoid	Rare Spawn	None
Hogger	11	11	Humanoid	Elite	None
Kobold Gnomancer	7	8	Humanoid	Normal	None
Kobold Librarian	3	4	Humanoid	Normal	None
Kobold Miner	6	7	Humanoid	Normal	None
Kobold Tumbler	5	6	Humanoid	Normal	None
Kobold Vermin	1	2	Humanoid	Normal	None
Kobold Worker	3	3	Humanoid	Normal	None
Longsnout	10	11	Beast	Normal	None
Mongy Wolf	5	6	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mine Spider	8	9	Beast	Normal	None
Morgaine the Sly	10	10	Humanoid	Rare Spawn	None
Morgan the Collector	10	10	Humanoid	Normal	None
Mother Fang	10	10	Beast	Rare Spawn	None
Murloc	6	7	Humanoid	Normal	None
Murloc Forager	9	10	Humanoid	Normal	None
Murloc Lurker	9	10	Humanoid	Normal	None
Murloc Streamrunner	6	7	Humanoid	Normal	None
Narg the Taskmaster	10	10	Humanoid	Rare Spawn	None
Parvise Enthrone	7	7	Beast	Normal	None
Princess	9	9	Beast	Normal	None
Preacher	9	10	Beast	Normal	None
Riverpaw Outrunner	9	10	Humanoid	Normal	None
Riverpaw Hunt	8	9	Humanoid	Normal	None
Rockhide Boar	7	8	Beast	Normal	None
Stoneback Boar	5	6	Beast	Normal	None
Surene Caledon	9	9	Humanoid	Rare Spawn	None
Tharus Lightfingers	11	11	Humanoid	Rare Spawn	None
Timber Wolf	2	2	Beast	Normal	None
Young Forest Bear	8	9	Beast	Normal	None
Young Wolf	1	1	Beast	Normal	None

FELWOOD

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Angerclaw Bear	47	48	Beast	Normal	None
Angerclaw Grizzly	51	52	Beast	Normal	None
Angerclaw Mauler	49	50	Beast	Normal	None
Aeri	56	56	Elemental	Normal	None
Chieftain Bloodmaw	56	56	Humanoid	Normal	None
Cursed Ooze	49	50	Unknown	Normal	None
Deadwood Avenger	54	55	Humanoid	Normal	None
Deadwood Don Watcher	53	54	Humanoid	Normal	None
Deadwood Gardener	48	49	Humanoid	Normal	None
Deadwood Pathfinder	49	50	Humanoid	Normal	None
Deadwood Shaman	53	54	Humanoid	Normal	None
Deadwood Warrior	48	49	Humanoid	Normal	None
Enraptured Beast	51	52	Humanoid	Normal	Special - Elemental Fire
Felbow Scavenger	49	50	Beast	Normal	None
Felbow Wolf	47	48	Beast	Normal	None
Gore One Eye	55	55	Humanoid	Normal	None
Grizzle	55	55	Humanoid	Normal	None
Infant Sentry	52	53	Demon	Elite	Fire Magic
Ironbook Hunter	50	51	Beast	Normal	None
Ironbook Owl	48	49	Beast	Normal	None
Ironbook Screamer	52	53	Beast	Normal	None
Ironvine Stomper	52	53	Elemental	Normal	None
Ironvine Wanderer	52	53	Elemental	Normal	None
Jadefire Felhound	50	51	Demon	Normal	None
Jadefire Hellcat	53	54	Demon	Normal	None
Jadefire Sifter	49	50	Demon	Normal	None
Jadefire Tracker	52	53	Demon	Normal	None
Jadefire Adapt	51	52	Humanoid	Normal	None

FERALAS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Aurifer the Scurrier	48	48	Humanoid	Rare Spawn	None
Arach'eth	49	49	Beast	Rare Spawn	None
Woodhoar the Stalker	48	48	Humanoid	Rare Spawn	None
Captured Spirit Darter	42	43	Dragon	Normal	None
Coast Guard Deepseer	43	44	Humanoid	Normal	None
Cursed Sycamore	45	45	Elemental	Normal	None
Diamond Head	45	45	Humanoid	Rare Spawn	None
Edone Hetehtalon	50	50	Humanoid	Elite	None
Elder Rage Scar	48	49	Humanoid	Normal	None
Enraged Feral Scar	44	45	Humanoid	Normal	None
Feral Scar Yeti	43	44	Humanoid	Normal	None
Frayfeather Hippogriff	43	44	Beast	Normal	None
Frayfeather Patriarch	46	47	Beast	Normal	None
Frayfeather Skystrider	46	46	Beast	Normal	None
Frayfeather Stingsinger	44	45	Beast	Normal	None
Geol Lashbringer	44	44	Elemental	Rare Spawn	Nature Magic
Gordok Brute	60	60	Humanoid	Elite	None
Gordoni Brute	42	43	Humanoid	Normal	None
Gordoni Mauler	43	44	Humanoid	Normal	None
Gordoni Ogre	40	41	Humanoid	Normal	None
Gordoni Shaman	44	45	Humanoid	Normal	None
Gordoni Warrior	46	47	Humanoid	Normal	None
Grindstone Raider	42	43	Humanoid	Normal	None
Grindstone Shaman	43	44	Humanoid	Normal	None
Grizzled Ironfur Bear	44	45	Beast	Normal	None
Grubber Age	42	43	Beast	Normal	None
Hatecrest Myrmidon	43	44	Humanoid	Normal	None
Hatecrest Sorcerer	43	44	Humanoid	Normal	None
Hatecrest Warrior	42	43	Humanoid	Normal	None
Hulking Feral Scar	45	46	Humanoid	Normal	None
Jadefire Dragonspawn	60	60	Dragon	Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Jadefire Cultist	51	52	Humanoid	Normal	None
Jadefire Darkweaver	53	54	Humanoid	Normal	None
Jadefire Guardian	50	51	Humanoid	Normal	None
Jadefire Hound	50	51	Demon	Normal	None
Jadefire Hunter	52	53	Demon	Normal	None
Jadefire Legionnaire	55	55	Humanoid	Normal	None
Kerida	55	55	Humanoid	Normal	None
Lord Bonethrow	59	59	Humanoid	Elite	None
Malich	55	55	Humanoid	Normal	None
Moor	52	52	Humanoid	Normal	None
Overlord Rex	51	51	Humanoid	Normal	None
Prince Xavals	55	55	Demon	Normal	None
Rokush	56	56	Humanoid	Normal	None
Solia	55	55	Humanoid	Normal	None
Solia	54	54	Humanoid	Normal	None
Shadow Lord Fal'don	57	57	Humanoid	Normal	None
Tainted Ooze	51	52	Unknown	Normal	None
Timberseer Warrior	53	54	Humanoid	Normal	None
Timberseer Woodbender	52	53	Humanoid	Normal	None
Toxic Harz	53	54	Elemental	Normal	Poison
Vile Ooze	53	53	Unknown	Normal	None
Warguard Moss Flayer	52	53	Elemental	Normal	None
Wayward Woodpile Caller	56	56	Elemental	Rare Spawn Elite	None
Winn's Kitchen	1	1	Beast	Normal	None
Withered Protector	55	56	Elemental	Normal	None
Xavark	55	55	Demon	Normal	None
Xavarkas	54	54	Demon	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Lady Scalloth	46	46	Humanoid	Rare Spawn	None
Land Walker	48	49	Giant	Elite	None
Longtooth Howler	43	44	Beast	Normal	None
Longtooth Runner	40	41	Beast	Normal	None
Lord Shalazar	47	47	Humanoid	Normal	None
Lurking Feral Scar	46	46	Humanoid	Normal	None
Marfaring Happy	48	49	Humanoid	Normal	None
Marfaring Slayer	49	50	Humanoid	Normal	None
Old Grizzlegut	43	43	Beast	Rare Spawn	None
Qirak	47	47	Unknown	Rare Spawn	None
Rabid Longtooth	47	48	Beast	Normal	None
Rage Scar Yeti	46	47	Humanoid	Normal	None
Rogue Vale Screecher	44	46	Beast	Normal	None
Scilla Draggobird	52	52	Humanoid	Rare Spawn Elite	None
Sea Elemental	48	49	Elemental	Special - Elemental Water	None
Sea Spray	47	48	Elemental	Special - Elemental Water	None
Shore Strider	48	49	Giant	Elite	None
Snarler	42	42	Beast	Rare Spawn	None
Spirit Darter	43	45	Dragon	Normal	None
Spirit Dragon	47	50	Dragon	Normal	None
Vale Screecher	41	43	Beast	Normal	None
Wandering Forest Walker	44	46	Elemental	Elite	None
Woodsman Alpha	43	44	Humanoid	Normal	None
Woodsman Brute	41	42	Humanoid	Normal	None
Woodsman Mungrel	40	41	Humanoid	Normal	None
Woodsman Mystic	42	43	Humanoid	Normal	None
Woodsman Ravager	42	43	Humanoid	Normal	None
Zuk'uk Stinger	45	46	Unknown	Normal	None
Zuk'uk Tumbler	45	46	Unknown	Normal	None
Zuk'uk Wisp	44	45	Unknown	Normal	None

HILLSBRAD FOOTHILLS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Arados the Damned	35	35	Undead	Normal	None
Blacksmith Verrington	26	26	Humanoid	Normal	None
Captain Ironhill	32	32	Humanoid	Elite	None
Citizen Wilkas	25	25	Humanoid	Normal	None
Clark Harrow Whitestead	26	26	Humanoid	Normal	None
Condemned Acolyte	30	31	Undead	Normal	None
Condemned Clerk	32	33	Undead	Normal	None
Condemned Monk	31	32	Undead	Normal	None
Curved Justice	32	33	Undead	Normal	None
Curved Paladin	30	31	Undead	Normal	None
Doggerspine Screamer	29	30	Humanoid	Normal	None
Doggerspine Sharehunter	30	31	Humanoid	Normal	None
Doggerspine Sharestalker	28	29	Humanoid	Normal	None
Doggerspine Siren	31	32	Humanoid	Normal	None
Dun Gorsk Mountaineer	28	29	Humanoid	Normal	None
Dun Gorsk Priest	29	30	Humanoid	Normal	None
Dun Gorsk Rifleman	29	30	Humanoid	Normal	None
Dun Gorsk Soldier	28	29	Humanoid	Normal	None
Elder Grey Bear	25	26	Beast	Normal	None
Elder Moss Creeper	26	27	Beast	Normal	None
Farmer Getz	24	24	Humanoid	Normal	None
Farmer Kulaia	25	25	Humanoid	Normal	None
Farmer Kent	25	25	Humanoid	Normal	None
Farmer Ray	23	23	Humanoid	Normal	None
Ford Mountain Lion	27	28	Beast	Normal	None
Foreman Bonds	30	30	Humanoid	Normal	None
Forest Moss Creeper	20	21	Beast	Normal	None
Giant Moss Creeper	24	25	Beast	Normal	None
Grassland	40	40	Beast	Normal	None
Gray Bear	21	22	Beast	Normal	None
Hillbrad Apprentice Blacksmith	24	25	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Hillbrad Chameleon	25	26	Humanoid	Normal	None
Hillbrad Farmer	23	24	Humanoid	Normal	None
Hillbrad Farmhand	22	23	Humanoid	Normal	None
Hillbrad Footman	25	26	Humanoid	Normal	None
Hillbrad Furman	27	28	Humanoid	Normal	None
Hillbrad Miner	26	27	Humanoid	Normal	None
Hillbrad Priestant	24	25	Humanoid	Normal	None
Hillbrad Sentry	27	28	Humanoid	Normal	None
Hillbrad Teller	24	25	Humanoid	Normal	None
Julius Eden	24	24	Humanoid	Normal	None
Judge Marigan	24	24	Humanoid	Normal	None
Judge Thegman	34	34	Undead	Normal	None
Kardon	40	40	Beast	Normal	None
Magistrate Burnside	30	30	Humanoid	Normal	None
Miner Hackett	29	29	Humanoid	Normal	None
Mudsoot Groll	26	27	Humanoid	Normal	None
Mudsoot Shaman	27	28	Humanoid	Normal	None
Shadow Assassin	37	38	Humanoid	Normal	None
Southshore Crier	32	32	Humanoid	Normal	None
Stanley	24	24	Beast	Normal	None
Starving Mountain Lion	23	24	Beast	Normal	None
Syndicate Rogue	21	22	Humanoid	Normal	None
Syndicate Shadow Mage	21	22	Humanoid	Normal	None
Syndicate Watchman	20	21	Humanoid	Normal	None
Torn Fin Coastguard	29	30	Humanoid	Normal	None
Torn Fin Muckdweller	28	29	Humanoid	Normal	None
Torn Fin Oracle	30	31	Humanoid	Normal	None
Torn Fin Tidehunter	31	32	Humanoid	Normal	None
Vicious Grey Bear	22	23	Beast	Normal	None
Wild Gryphon	40	40	Beast	Normal	None
Withing Mage	31	32	Undead	Normal	None

HINTERLANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Cavalier Dragonspawn	48	49	Dragon	Normal	None
Emerald Ooze	46	47	Unknown	Elite	None
Gomerito	48	48	Beast	Elite	None
Green Sludge	46	47	Unknown	Normal	None
Grimspaw	50	50	Giant	Rare Spawn Elite	None
Highvale Marksman	45	46	Humanoid	Normal	None
Highvale Outrunner	43	44	Humanoid	Normal	None
Highvale Ranger	46	47	Humanoid	Normal	None
Highvale Scout	44	45	Humanoid	Normal	None
Shah'ya the Keeper	52	52	Humanoid	Normal	None
Ironback	51	51	Beast	Rare Spawn	None
Jade Ooze	47	48	Unknown	Normal	None
Jade Sludge	47	48	Unknown	Elite	Special
Jalinda Summerdrake	49	49	Humanoid	Rare Spawn	None
Manly Silvermane	41	42	Beast	Normal	None
Marsden Owlbeast	46	46	Beast	Normal	None
Mith'vetho the Exchanger	52	52	Humanoid	Rare Spawn Elite	None
Mor'gyn the Keeper	50	50	Humanoid	Normal	None
Old Cliff Jumper	42	42	Beast	Rare Spawn	None
Primitive Owlbeast	44	45	Beast	Normal	None
Olgo the Keeper	52	52	Humanoid	Normal	None
Razorback Gryphon	43	45	Beast	Normal	None
Razorback Skyfod	46	48	Beast	Normal	None
Razortalon	44	44	Beast	Rare Spawn	None
Rathorak the Berserker	48	48	Humanoid	Rare Spawn	None
Scholar Snagjaw	49	50	Beast	Normal	None
Savage Owlbeast	46	47	Beast	Normal	None
Shadra	55	55	Beast	Normal	None
Silvermane Howler	45	46	Beast	Normal	None
Silvermane Stalker	47	48	Beast	Normal	None
Silvermane Wolf	43	44	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
The Reek	49	49	Unknown	Rare Spawn	None
Trained Razorback	40	42	Beast	Normal	None
Vicious Owlbeast	42	43	Beast	Normal	None
Vile Priestess Hexx	53	53	Humanoid	Elite	None
Vilebranch Arson'zari Guard	50	51	Humanoid	Elite	None
Vilebranch Ambusher	47	47	Humanoid	Normal	None
Vilebranch Axe Thrower	45	46	Humanoid	Normal	None
Vilebranch Berserker	47	48	Humanoid	Elite	None
Vilebranch Blood Drinker	49	50	Humanoid	Elite	None
Vilebranch Headhunter	46	47	Humanoid	Elite	None
Vilebranch Hideskinner	48	49	Humanoid	Elite	None
Vilebranch Raging Wolf	50	51	Beast	Elite	None
Vilebranch Sculper	46	47	Humanoid	Normal	None
Vilebranch Shadow Hunter	48	49	Humanoid	Elite	None
Vilebranch Shadowstalker	47	48	Humanoid	Elite	None
Vilebranch Southwyer	46	47	Humanoid	Normal	None
Vilebranch Soul Eater	49	50	Humanoid	Elite	None
Vilebranch Warrior	45	46	Humanoid	Elite	None
Vilebranch Witch Doctor	46	47	Humanoid	Normal	None
Vilebranch Wolf Pup	46	47	Beast	Normal	None
Withhammer Sentry	55	55	Humanoid	Normal	None
Witherark Broadguard	44	45	Beast	Normal	None
Witherark Caller	45	46	Humanoid	Normal	None
Witherark Hideskinner	42	43	Humanoid	Normal	None
Witherark Sadist	44	45	Humanoid	Normal	None
Witherark Sculper	40	41	Humanoid	Normal	None
Witherark Venomblood	43	43	Humanoid	Normal	None
Witherark Zealot	41	42	Humanoid	Normal	None
Witherark the Stalker	45	45	Humanoid	Rare Spawn	None
Zul'arak Howler	43	43	Humanoid	Rare Spawn	None

ALT-DUR

DUS-WIN

LOC-STR

SWA-WIN

LOCH MODAN



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Black Bear Patriarch	16	17	Beast	Normal	None
Boss Goliath	22	22	Humanoid	Rare Spawn	None
Brower	16	16	Humanoid	Normal	None
Chak-tul	22	22	Humanoid	Normal	None
Cliff Lurker	13	14	Beast	Normal	None
Dark Iron Ambusher	10	10	Humanoid	Normal	None
Dark Iron Inaugant	18	19	Humanoid	Normal	None
Dark Iron Raider	14	14	Humanoid	Normal	None
Dark Iron Sapper	17	17	Humanoid	Normal	None
Elder Black Bear	11	12	Beast	Normal	None
Elder Mountain Bear	16	17	Beast	Normal	None
Forest Lurker	10	11	Beast	Normal	None
Gowcher	16	16	Humanoid	Normal	None
Grodok	19	21	Humanoid	Elite	None
Grewgaw	17	17	Humanoid	Normal	None
Grodok	15	15	Humanoid	Rare Spawn	None
Grizzled Black Bear	13	14	Beast	Normal	None
Haren Swiftfoot	19	21	Humanoid	Elite	None
Large Lach Crocolisk	22	22	Beast	Rare Spawn	None
Lach Crocolisk	14	15	Beast	Normal	None
Lach Frenzy	12	13	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Magosh	21	21	Humanoid	Rare Spawn	None
Mossy Mountain Bear	14	15	Beast	Normal	None
Ma'grach Brute	19	20	Humanoid	Normal	None
Ma'grach Mystic	19	20	Humanoid	Normal	None
Ma'grach Ogre	18	19	Humanoid	Normal	None
Mountain Bear	10	11	Beast	Normal	None
Mountain Buzzard	15	16	Beast	Normal	None
Of Sooty	20	20	Beast	Elite	None
Stonesplinter Bonesnapper	15	16	Humanoid	Normal	None
Stonesplinter Digger	18	19	Humanoid	Normal	None
Stonesplinter Skullthumper	13	14	Humanoid	Normal	None
Stonesplinter Trogg	11	12	Humanoid	Normal	None
Thraggum	19	21	Humanoid	Elite	None
Tunnel Rat Digger	12	13	Humanoid	Normal	None
Tunnel Rat Forager	11	12	Humanoid	Normal	None
Tunnel Rat Kobold	11	12	Humanoid	Normal	None
Tunnel Rat Surveyor	14	14	Humanoid	Normal	None
Tunnel Rat Vermin	10	11	Humanoid	Normal	None
Wood Lurker	17	18	Beast	Normal	None
Young Bloodstone	19	20	Beast	Normal	None

MULGORE



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Adult Plainstrider	6	7	Beast	Normal	None
Arc'done	11	11	Beast	Normal	None
Bael'dan Aggressor	8	9	Humanoid	Normal	None
Bael'dan Digger	7	8	Humanoid	Normal	None
Battlebeast	3	4	Beast	Normal	None
Brillblack Battlebeast	4	5	Beast	Normal	None
Brillblack Interloper	9	10	Humanoid	Normal	None
Brillblack Outlaw	3	4	Humanoid	Normal	None
Brillblack Shaman	3	4	Humanoid	Normal	None
Chief Sharpshot Thauramelle	5	5	Humanoid	Normal	None
Elder Plainstrider	8	9	Beast	Normal	None
Enforcer Enslaved	11	11	Humanoid	Rare Spawn	None
Gulok Centaur	8	9	Humanoid	Normal	None
Kodo Bull	10	11	Beast	Normal	None
Kodo Calf	7	8	Beast	Normal	None
Kodo Matriarch	11	12	Beast	Normal	None
Mazzranocha	9	9	Beast	Rare Spawn	None
Mountain Cougar	3	3	Beast	Normal	None
Palmstone Pouncer	7	8	Humanoid	Normal	None
Palmstone Skinner	6	7	Humanoid	Normal	None
Palmstone Tamer	5	6	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Plainstrider	1	2	Beast	Normal	None
Prairie Stalker	7	8	Beast	Normal	None
Prairie Wolf	5	6	Beast	Normal	None
Prairie Wolf Alpha	9	10	Beast	Normal	None
Sister Hatelich	11	11	Humanoid	Rare Spawn Elite	None
Songspiespear	9	9	Humanoid	Rare Spawn	None
"Squash" Thauramelle	5	5	Humanoid	Normal	None
Supervisor Fingrocket	12	12	Humanoid	Normal	None
Swoop	7	9	Beast	Normal	None
Talented Swoop	8	10	Beast	Normal	None
The Rake	10	10	Beast	Rare Spawn	None
Venture Co. Hiredling	5	6	Humanoid	Normal	None
Venture Co. Laborer	6	7	Humanoid	Normal	None
Venture Co. Supervisor	9	10	Humanoid	Normal	None
Venture Co. Taskmaster	7	8	Humanoid	Normal	None
Venture Co. Worker	8	9	Humanoid	Normal	None
Windfury Happy	7	8	Humanoid	Normal	None
Windfury Matriarch	10	11	Humanoid	Normal	None
Windfury Sorcerer	9	10	Humanoid	Normal	None
Windfury Wind Witch	8	9	Humanoid	Normal	None
Wily Swoop	5	7	Beast	Normal	None

REDRIDGE MOUNTAINS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Aido Dragoon	24	24	Humanoid	Normal	None
Bellygrab	24	24	Beast	Normal	None
Black Dragon Whelp	17	18	Dragon	Normal	None
Blackrock Assassin	18	18	Humanoid	Normal	None
Blackrock Champion	24	25	Humanoid	Normal	None
Blackrock Gladiator	24	25	Humanoid	Elite	None
Blackrock Grunt	19	20	Humanoid	Normal	None
Blackrock Hunter	23	24	Humanoid	Elite	None
Blackrock Outrunner	20	21	Humanoid	Normal	None
Blackrock Renegade	21	22	Humanoid	Normal	None
Blackrock Scout	20	21	Humanoid	Elite	None
Blackrock Sentry	21	22	Humanoid	Elite	None
Blackrock Shadowcaster	22	23	Humanoid	Elite	None
Blackrock Summoner	22	23	Humanoid	Normal	None
Blackrock Tracker	23	24	Humanoid	Normal	None
Chatter	23	23	Beast	Rare Spawn	None
Dire Condo	18	19	Beast	Normal	None
Guth Tragg	26	26	Humanoid	Elite	None
Great Gorfunk	16	17	Beast	Normal	None
Greater Tarantula	19	20	Beast	Normal	None
Gurk	18	18	Humanoid	Normal	None
Harbik	17	17	Humanoid	Normal	None
Kazon	27	27	Humanoid	Rare Spawn	None
Lieutenant Fangars	26	26	Humanoid	Normal	Shadow Magic
Lumark	17	17	Humanoid	Normal	None
Margenth	27	27	Humanoid	Normal	None
Murloc Fleashester	18	19	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Murloc Minor Tidalrider	17	18	Humanoid	Normal	None
Murloc Nightcrawler	21	22	Humanoid	Normal	None
Murloc Scout	19	20	Humanoid	Normal	None
Murloc Shorebraker	16	17	Humanoid	Normal	None
Murloc Tidecaller	19	20	Humanoid	Normal	None
Robot Shadowblade Goliath	21	22	Humanoid	Normal	None
Ridgeline Alpha	21	22	Humanoid	Normal	None
Ridgeline Brother	19	20	Humanoid	Normal	None
Ridgeline Brute	17	18	Humanoid	Normal	None
Ridgeline Dragoon	20	21	Humanoid	Normal	None
Ridgeline Mangrel	15	16	Humanoid	Normal	None
Ridgeline Mystic	18	19	Humanoid	Normal	None
Ridgeline Peacher	16	17	Humanoid	Normal	None
Ridgeline Thresher	14	15	Humanoid	Normal	None
Robb the Silent	26	26	Humanoid	Rare Spawn	None
Servant of Igolus	24	25	Demon	Normal	None
Shadowblade Assassin	23	24	Humanoid	Normal	None
Shadowblade Brute	23	24	Humanoid	Normal	None
Shadowblade Darkweaver	25	26	Humanoid	Normal	None
Shadowblade Goliath	22	23	Humanoid	Normal	None
Shadowblade Slayer	25	26	Humanoid	Normal	None
Shadowblade Warrior	24	25	Humanoid	Normal	None
Singe	24	24	Dragon	Elite	None
Tarantula	15	16	Beast	Normal	None
Therif'Zan	24	24	Humanoid	Elite	None
Yowler	25	25	Humanoid	Normal	None

SEARING GORGE

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Bleazing Elemental	45	47	Elemental	Normal	Special - Elemental Fire
Clank	48	48	Mechanical	Elite	None
Dark Iron Geologist	43	44	Humanoid	Normal	None
Dark Iron Lookout	47	48	Humanoid	Normal	None
Dark Iron Marksmen	55	55	Humanoid	Normal	None
Dark Iron Sentry	50	50	Humanoid	Elite	None
Dark Iron Slayer	45	46	Humanoid	Normal	None
Dark Iron Steamsmith	46	47	Humanoid	Normal	None
Dark Iron Taskmaster	47	48	Humanoid	Normal	None
Faulty War Golem	46	46	Elemental	Rare Spawn	Special - Golem
Glossweb Spider	43	45	Beast	Normal	None
Greater Lava Spider	47	49	Beast	Normal	None
Heavy War Golem	47	49	Elemental	Normal	Special - Golem
Highlord Mastogrande	51	51	Humanoid	Rare Spawn Elite	None
Incendiosaur	47	49	Beast	Normal	None
Inferno Elemental	47	49	Elemental	Normal	Special - Elemental Fire

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Magma Elemental	46	48	Elemental	Normal	Special - Elemental Earth
Margol the Roger	48	48	Beast	Elite	Mature Magic
Muck Splash	47	49	Elemental	Normal	Special - Elemental Water
Obsidian	52	52	Elemental	Elite	Special - Statue
Robb'Vloc	48	48	Beast	Rare Spawn	None
Scald	49	49	Elemental	Rare Spawn	Special - Elemental Fire
Searing Lava Spider	45	47	Beast	Normal	None
Shadowfist Peacher	47	50	Humanoid	Normal	None
Shlagjinn	47	47	Demon	Rare Spawn	None
Slaver Master Blackheart	50	50	Humanoid	Rare Spawn	None
Slaver Worker	45	47	Humanoid	Normal	None
Smolder	50	50	Elemental	Rare Spawn	Special - Elemental Earth
Tempered War Golem	45	47	Elemental	Normal	Special - Golem
Twilight Dark Shaman	47	48	Humanoid	Elite	None
Twilight Fire Guard	48	49	Humanoid	Elite	None
Twilight Idolater	49	51	Humanoid	Elite	None



AUT-DUR

DUS-HIN

LOC-STR

SWA-WIN

SILVERPINE FOREST

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Apothecary Berard	16	16	Humanoid	Elite	None
Apothecary Azevic	22	22	Humanoid	Normal	None
Azur Maden	13	13	Undead	Normal	None
Bloodmud Warg	16	17	Beast	Normal	None
Councilman Brumwick	13	13	Humanoid	Elite	None
Councilman Canger	13	13	Humanoid	Elite	None
Councilman Harlin	13	13	Humanoid	Elite	None
Councilman Handricks	13	13	Humanoid	Elite	None
Councilman Hignitt	13	13	Humanoid	Elite	None
Councilman Sesther	12	12	Humanoid	Elite	None
Councilman Thatcher	13	13	Humanoid	Elite	None
Councilman Wilhelm	13	13	Humanoid	Elite	None
Doleron Apprentice	13	14	Humanoid	Normal	None
Doleron Conjuror	17	18	Humanoid	Normal	None
Doleron Mage	15	16	Humanoid	Normal	None
Doleron Protector	14	15	Humanoid	Normal	None
Doleron Spellscribe	21	21	Humanoid	Rare Spawn	None
Doleron Warrior	16	17	Humanoid	Normal	None
Doleron Watcher	18	19	Humanoid	Normal	None
Doleron Wizard	19	20	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Delin Forgemright	20	20	Humanoid	Normal	None
Delin Forgemright Projection	20	20	Humanoid	Normal	None
Elder Lake Creeper	18	19	Elemental	Normal	None
Elder Lake Skuller	16	17	Elemental	Normal	None
Ferocious Grizzled Bear	11	12	Beast	Normal	None
Giant Grizzled Bear	12	13	Beast	Normal	None
Grimson the Pale	15	15	Humanoid	Normal	None
Haggard Refugee	18	19	Humanoid	Normal	None
Hand of Ravensclaw	15	16	Undead	Normal	Charm, Fear, Sleep and Blind
Ivar the Foul	13	13	Undead	Normal	Charm, Fear and Sleep
Lake Creeper	17	18	Elemental	Normal	None
Lake Franny	15	16	Unknown	Normal	None
Lake Skuller	15	16	Elemental	Normal	None
Lord Meyer Morrison	15	15	Humanoid	Elite	None
Mist Creeper	13	14	Beast	Normal	None
Moorsage Bloodhowler	15	16	Humanoid	Normal	None
Moorsage Darkrunner	11	12	Humanoid	Normal	None
Moorsage Darkstalker	13	14	Humanoid	Normal	None
Moorsage Glutton	12	13	Humanoid	Normal	None
Moorsage Whiteside	10	11	Humanoid	Normal	None

STONETALON MOUNTAINS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Antlered Caurar	22	23	Beast	Normal	None
Beetlebat	22	22	Beast	Normal	None
Blackened Boobik	23	24	Beast	Normal	None
Blowfly Herry	23	24	Humanoid	Normal	None
Blowfly Roguesmaster	25	26	Humanoid	Normal	None
Brutler Revonack	29	29	Humanoid	Rare Spawn Elite	None
Cannibal Botanist	23	24	Humanoid	Normal	None
Cannibal Cartaker	25	26	Humanoid	Elite	None
Cannibal Druid	26	27	Humanoid	Elite	None
Charmed Ancient	25	26	Elemental	Normal	None
Charmed Stone Spirit	27	23	Elemental	Normal	Special - Elemental Earth
Chimera Mutinarch	28	28	Beast	Normal	None
CIF Stormer	15	17	Beast	Normal	None
Daughter of Canaries	23	25	Humanoid	Normal	None
Deepness Creeper	16	17	Beast	Normal	None
Deepness Venomspitter	17	18	Beast	Normal	None
Deepness Webspinner	19	20	Beast	Normal	None
Enraged Stone Spirit	24	25	Elemental	Normal	Special - Elemental Earth
Fey Dragon	24	25	Dragon	Normal	None
Fledgling Chimera	25	27	Beast	Normal	None
Foreman Rigger	24	24	Humanoid	Rare Spawn Elite	None
Furious Stone Spirit	26	27	Elemental	Normal	Special - Elemental Earth
Gothkeeper Korduras	25	25	Humanoid	Elite	None
Gerranzo Wrenchwhistle	27	27	Humanoid	Normal	None
Gristlehorn Brute	15	16	Humanoid	Normal	None
Gristlehorn Bullfinch	14	15	Humanoid	Normal	None
Mickfalon Dryad	25	26	Humanoid	Elite	None
Mickfalon Keeper	26	27	Humanoid	Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mal'zacur	30	30	Dragon	Rare Spawn Elite	None
Pridewing Consort	22	23	Beast	Normal	None
Pridewing Skyhunter	23	24	Beast	Normal	None
Pridewing Wyvern	21	22	Beast	Normal	None
Raging Cliff Stormer	18	19	Beast	Normal	None
Rytharid the Keymaster	29	29	Humanoid	Elite	None
Sap Beast	22	23	Unknown	Normal	None
Sentinel Amarrasan	27	27	Humanoid	Rare Spawn Elite	None
Sister Riven	28	28	Humanoid	Rare Spawn Elite	None
Son of Canaries	24	25	Humanoid	Normal	None
Sorrow Wing	27	27	Beast	Rare Spawn Elite	None
Tuskmaster Whiplang	21	21	Humanoid	Rare Spawn Elite	None
Twilight Runner	23	24	Beast	Normal	None
Venture Co. Builder	20	21	Humanoid	Normal	None
Venture Co. Logger	18	19	Humanoid	Normal	None
Venture Co. Machine Smith	21	22	Humanoid	Normal	None
Venture Co. Operator	19	20	Humanoid	Normal	None
Windcheer Digger	21	22	Humanoid	Normal	None
Windcheer Gnomancer	20	21	Humanoid	Normal	None
Windcheer Overseer	21	22	Humanoid	Normal	None
Windcheer Stonemaster	22	23	Humanoid	Normal	None
Windcheer Tunnel Rat	19	20	Humanoid	Normal	None
Windcheer Vermin	20	21	Humanoid	Normal	None
XL4	23	23	Mechanical	Normal	Special - Piloted Mechanical
XL9	23	23	Mechanical	Normal	Special - Piloted Mechanical
Young Chimera	23	25	Beast	Normal	None
Young Pridewing	19	20	Beast	Normal	None

STORMWIND

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Bazil Thord	29	29	Humanoid	Elite	None
Drestin Ward	26	26	Humanoid	Elite	None
Hornlock	28	28	Humanoid	Elite	None
Kam Deepglory	27	27	Humanoid	Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Marzon the Silent Blade	30	30	Humanoid	Normal	None
Sewer Beast	50	50	Beast	Rare Spawn	None
Summoned Voadwalker	10	10	Demon	Normal	None
Targot the Dread	24	24	Humanoid	Elite	None

STRANGLETHORN VALE



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Am'Thak the Crowl	45	45	Humanoid	Normal	None
Blag Thars	40	40	Beast	Normal	None
Bloodail Deckhand	43	44	Humanoid	Normal	None
Bloodail Elder Mage	44	45	Humanoid	Normal	None
Bloodail Rider	40	41	Humanoid	Normal	None
Bloodail Sea Dog	44	45	Humanoid	Normal	None
Bloodail Swashbuckler	42	43	Humanoid	Normal	None
Bloodcrap Axe Thrower	33	34	Humanoid	Normal	None
Bloodcrap Beastmaster	34	35	Humanoid	Normal	None
Bloodcrap Berserker	36	37	Humanoid	Normal	None
Bloodcrap Bloodhunter	36	37	Humanoid	Normal	None
Bloodcrap Hunter	34	35	Humanoid	Normal	None
Bloodcrap Mystic	34	35	Humanoid	Normal	None
Bloodcrap Scavenger	33	34	Humanoid	Normal	None
Bloodcrap Scout	34	35	Humanoid	Normal	None
Bloodcrap Warrior	33	34	Humanoid	Normal	None
Bloodcrap Witch Doctor	37	37	Humanoid	Normal	None
Brutus	43	43	Elemental	Normal	None
Captain Kaelthal	47	47	Humanoid	Normal	None
Captain Sillwater	46	46	Humanoid	Normal	None
Chucky Ben Thumbs™	43	44	Undead	Normal	Charm, Fear and Sleep
Cold Eye Basilisk	39	40	Beast	Normal	None
Colonel Kurzen	40	40	Humanoid	Elite	None
Crystal Spine Basilisk	34	35	Beast	Normal	None
Elder Mistrade Gorilla	40	41	Beast	Normal	None
Elder Shadonwaze Panther	42	43	Beast	Normal	None
Elder Stranglethorn Tiger	34	35	Beast	Normal	None
Enraged Silverback Gorilla	41	42	Beast	Normal	None
Fleet Master Furlson	40	48	Humanoid	Normal	None
Furman Cackle	38	38	Humanoid	Normal	None
Gen'zulah	41	41	Humanoid	Normal	None
Gerr Spilloof	43	43	Humanoid	Normal	None
Grizdon	40	40	Humanoid	Normal	None
Garfish	47	47	Giant	Elite	None
Gorabashi Warrior	54	55	Humanoid	Elite	None
High Priestess Hal'wasma	57	57	Humanoid	Elite	None
Innagw Basilisk	43	44	Beast	Normal	None
Innagw	43	43	Humanoid	Normal	None
Jagwars Stalker	50	50	Beast	Normal	None
Jen-Jen the Crow	43	44	Undead	Normal	Charm, Fear and Sleep
Jungle Stalker	40	41	Beast	Normal	None
Jungle Thunderer	37	38	Beast	Normal	None
Kag Bangotish	46	46	Beast	Normal	None
Kag Muklo	55	55	Beast	Elite	None
Konda	43	43	Beast	Normal	None
Kurzen Commando	34	35	Humanoid	Normal	None
Kurzen Elite	36	37	Humanoid	Normal	None
Kurzen Headcracker	34	35	Humanoid	Normal	None
Kurzen Jungle Fighter	32	33	Humanoid	Normal	None
Kurzen Medicine Man	32	33	Humanoid	Normal	None
Kurzen Shadow Hunter	38	38	Humanoid	Normal	None
Kurzen Subchief	38	38	Humanoid	Normal	None
Kurzen War Tiger	32	33	Beast	Normal	None
Kurzen Witch Doctor	34	37	Humanoid	Normal	None
Kurzen Wrangler	34	34	Humanoid	Normal	None
Kurzen's Agent	32	33	Humanoid	Normal	None
Leshal Raptor	35	36	Beast	Normal	None
Lesser Water Elemental	36	37	Elemental	Normal	Special - Elemental Water
Lord Sostris	47	47	Humanoid	Rare Spawn Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mar Zakh	47	47	Humanoid	Elite	None
Mary Club Foot Wilkins™	43	44	Undead	Normal	Charm, Fear and Sleep
Mistrade Gorilla	32	33	Beast	Normal	None
Mogh the Undying	44	44	Humanoid	Elite	None
Mook the Savage	44	44	Beast	Normal	None
Muk'rah	50	50	Giant	Elite	None
Mush'Ogg Brute	36	37	Humanoid	Normal	None
Mush'Ogg Butcher	44	44	Humanoid	Elite	None
Mush'Ogg Lord	45	45	Humanoid	Elite	None
Mush'Ogg Mauler	43	44	Humanoid	Elite	None
Mush'Ogg Warmonger	41	42	Humanoid	Elite	None
Mush'Ogg Witch Doctor	36	37	Humanoid	Normal	None
Murkigil Warrior	35	36	Humanoid	Normal	None
Naga Explorer	43	44	Humanoid	Normal	None
Negoleth	52	52	Giant	Elite	None
Nezzick the Dove	40	40	Humanoid	Normal	None
Panther	32	33	Beast	Normal	None
Private Marle	31	31	Humanoid	Normal	None
River Crocodile	30	31	Beast	Normal	None
Saltscale Forager	35	36	Humanoid	Elite	None
Saltscale Warrior	35	36	Humanoid	Elite	None
Saltscale Crocodile	35	36	Beast	Normal	None
Scale Bally	45	45	Beast	Rare Spawn	None
Shorpaath Frenzy	31	32	Beast	Normal	None
Silverback Panther	42	43	Beast	Normal	None
Sir Duff	37	37	Beast	Normal	None
Skullgitter Axon Thrower	39	40	Humanoid	Normal	None
Skullgitter Beastmaster	41	42	Humanoid	Normal	None
Skullgitter Berserker	43	44	Humanoid	Normal	None
Skullgitter Hunter	41	42	Humanoid	Normal	None
Skullgitter Mystic	39	40	Humanoid	Normal	None
Skullgitter Scout	41	42	Humanoid	Normal	None
Skullgitter Spikethrower	44	44	Humanoid	Normal	None
Skullgitter Warrior	39	40	Humanoid	Normal	None
Skyname Gorilla	50	50	Beast	Normal	None
Soapjaw Crocodile	35	36	Beast	Normal	None
Southern Sand Crawler	40	41	Beast	Normal	None
Stone Maw Basilisk	31	32	Beast	Normal	None
Stranglethorn Raptor	33	34	Beast	Normal	None
Stranglethorn Tiger	32	33	Beast	Normal	None
Stranglethorn Tigris	37	38	Beast	Normal	None
Teflis	43	43	Beast	Normal	None
Threatail Basilisk	41	42	Beast	Normal	None
Venture Co. Geologist	35	36	Humanoid	Normal	None
Venture Co. Lumberjack	34	35	Humanoid	Normal	None
Venture Co. Mechanic	34	35	Humanoid	Normal	None
Venture Co. Miner	34	35	Humanoid	Normal	None
Venture Co. Shredder	37	37	Mechanical	Normal	Special - Plated Mechanical
Venture Co. Strip Miner	40	41	Humanoid	Normal	None
Venture Co. Surveyor	41	42	Humanoid	Normal	None
Venture Co. Tinkerer	40	41	Humanoid	Normal	None
Venture Co. Workboss	36	36	Humanoid	Normal	None
Young Jungle Stalker	36	37	Beast	Normal	None
Young Leshal Raptor	33	34	Beast	Normal	None
Young Panther	30	31	Beast	Normal	None
Young Stranglethorn Raptor	30	31	Beast	Normal	None
Young Stranglethorn Tiger	30	31	Beast	Normal	None
Zanzai the Outcast	46	46	Humanoid	Normal	None
Zanzai Zambie	43	44	Undead	Normal	Charm, Fear and Sleep

ALT-DUR

DUR-MIN

LOC-STR

LOC-STO

SWAMP OF SORROWS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Adolescent Whelp	34	35	Dragon	Normal	Sleep
Deathstrike Tarantula	40	41	Beast	Normal	None
Elder Dragonkin	45	45	Dragon	Elite	None
Green Scalliwag	42	43	Dragon	Elite	None
Green Wyrmkin	41	42	Dragon	Elite	None
Jarquit	46	46	Humanoid	Normal	None
Last One Chain	39	39	Humanoid	Normal	None
Last One Cook	37	37	Humanoid	Normal	None
Last One Fisherman	35	36	Humanoid	Normal	None
Last One Hunter	36	37	Humanoid	Normal	None
Last One Muckdweller	36	37	Humanoid	Normal	None
Last One Mudlurker	34	35	Humanoid	Normal	None
Last One Kifzacker	37	38	Humanoid	Normal	None
Last One Seer	37	38	Humanoid	Normal	None
Marsh Flechster	43	44	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Marsh Ink-gewer	42	43	Humanoid	Normal	None
Marsh Marlec	41	42	Humanoid	Normal	None
Marsh Ordo	44	45	Humanoid	Normal	None
Marsh Crawls	43	44	Beast	Normal	None
Sawtooth Crocodile	38	39	Beast	Normal	None
Sawtooth Snapper	41	42	Beast	Normal	None
Shadow Panther	39	40	Beast	Normal	None
Silt Crawler	40	41	Beast	Normal	None
Sorrow Spinner	36	37	Beast	Normal	None
Swamp Jogger	36	37	Beast	Normal	None
Swampweaver	38	39	Elemental	Normal	None
Swampweaver Elder	39	40	Elemental	Normal	None
Tangled Horror	40	41	Elemental	Normal	None
Young Sawtooth Crocodile	35	36	Beast	Normal	None

TANARIS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Andra Firebeard	45	45	Humanoid	Normal	None
Aquamentus	54	54	Elemental	Normal	Fire
Blisterpew Wyena	44	45	Beast	Normal	None
Caligh Scorpionwing	46	46	Humanoid	Normal	None
Centipede Turnstile	47	48	Unknown	Normal	None
Centipede Wisp	47	48	Unknown	Normal	None
Chronals	54	54	Dragon	Elite	Special - Bronze Dragon
Crest Spider	48	49	Giant	Elite	None
Cyclope the Mad	48	48	Humanoid	Rare Spawn	None
Deep Dweller	49	50	Giant	Elite	None
Dune Smasher	48	49	Giant	Elite	None
Dunemaul Brute	47	48	Humanoid	Normal	None
Dunemaul Ogre	45	46	Humanoid	Normal	None
Fire Roc	43	45	Beast	Normal	None
Giant Surf Glider	48	50	Beast	Elite	None
Glasshide Basilisk	42	43	Beast	Normal	None
Glasshide Gazer	45	46	Beast	Normal	None
Grasled Thistlethrush	48	49	Elemental	Normal	None
Gr'mark the Ravager	49	49	Humanoid	Normal	None
Greater Firebird	46	46	Beast	Rare Spawn	None
Hoarka the Ravenous	50	50	Unknown	Rare Spawn	None
Hazzali Wisp	47	48	Unknown	Normal	None
Hazzali Worker	47	48	Unknown	Normal	None
Jar Zahln the Sandbringer	46	46	Humanoid	Rare Spawn Elite	None
Kregg Kestrel	47	47	Humanoid	Rare Spawn	None
Land Rager	45	47	Elemental	Normal	Special - Elemental Earth
Murderous Blisterpew	43	43	Beast	Rare Spawn	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Occulus	50	50	Dragon	Elite	Special - Bronze Dragon
Oragon the Lost	50	50	Humanoid	Rare Spawn	None
Robed Blisterpew	47	48	Beast	Normal	None
Roc	41	43	Beast	Normal	None
Sandbury Hideskimmer	42	43	Humanoid	Elite	None
Scorpid Duneburrower	46	47	Beast	Normal	None
Scorpid Duneskimmer	46	47	Beast	Normal	None
Scorpid Hunter	40	41	Beast	Normal	None
Scorpid Tail Lasher	43	44	Beast	Normal	None
Seering Roc	47	49	Beast	Normal	None
Serid the Devourer	50	50	Unknown	Rare Spawn	None
Southsea Duck Worker	44	45	Humanoid	Normal	None
Southsea Firebomber	44	45	Humanoid	Normal	None
Southsea Pirate	44	45	Humanoid	Normal	None
Southsea Swampbucker	44	45	Humanoid	Normal	None
Starving Blisterpew	41	42	Beast	Normal	None
Surf Glider	48	50	Beast	Normal	None
Thistlethrush Dew Collector	47	48	Elemental	Normal	None
Thistlethrush Rootstomper	49	50	Elemental	Normal	None
Tick	52	52	Dragon	Elite	Special - Bronze Dragon
Warleader Krazzlik	45	45	Humanoid	Rare Spawn Elite	None
Wastewander Assassin	44	45	Humanoid	Normal	None
Wastewander Rogue	43	44	Humanoid	Normal	None
Wastewander Scufflew	45	45	Humanoid	Normal	None
Wastewander Shadow Mage	42	43	Humanoid	Normal	None
Wastewander Thief	40	41	Humanoid	Normal	None

STELDRASSIL



NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Agyl	8	8	Humanoid	Normal	None
Blackness the Felid	13	13	Elemental	Rare Spawn	None
Bloodfeather Fury	9	10	Humanoid	Normal	None
Bloodfeather Hargy	8	9	Humanoid	Normal	None
Dark Sprite	6	7	Demon	Normal	None
Elder Nightbraber	8	9	Beast	Normal	None
Elder Timberling	10	11	Elemental	Normal	None
Feral Nightbraber	10	11	Beast	Normal	None
Ferocious the Dream Eater	8	8	Humanoid	Normal	None
Githyys the Vile	5	5	Beast	Normal	None
Gnarfpine Ambusher	6	7	Humanoid	Normal	None
Gnarfpine Asguy	8	9	Humanoid	Normal	None
Gnarfpine Avenger	9	10	Humanoid	Normal	None
Gnarfpine Defender	7	8	Humanoid	Normal	None
Gnarfpine Instigator	8	8	Humanoid	Normal	None
Gnarfpine Mystic	6	7	Humanoid	Normal	None
Gnarfpine Shaman	7	8	Humanoid	Normal	None
Gnarfpine Uria	5	6	Humanoid	Normal	None
Gnarfpine Warrior	6	7	Humanoid	Normal	None
Greengrow	10	10	Humanoid	Normal	None
Grill	2	3	Demon	Normal	None
Grillkin	3	4	Demon	Normal	None
Lady Sethrah	12	12	Beast	Normal	None
Lord Malenas	8	8	Demon	Normal	None
Morag Nightbraber	2	3	Beast	Normal	None

THE BARRENS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Alfrey Challenger	26	27	Humanoid	Normal	None
Azzera the Skyblade	25	25	Beast	Rare Spawn	None
Bael'dun Excavator	21	22	Humanoid	Normal	None
Bael'dun Foreman	22	23	Humanoid	Normal	None
Bael'dun Officer	26	26	Humanoid	Normal	None
Bael'dun Rifleman	24	25	Humanoid	Normal	None
Bael'dun Soldier	23	24	Humanoid	Normal	None
Barak Kodolane	16	16	Humanoid	Normal	None
Baron Longshore	16	16	Humanoid	Normal	None
Barrens Gruffle	15	16	Beast	Normal	None
Barrens Kodo	19	20	Beast	Normal	None
Big Will	33	33	Humanoid	Normal	None
Boss Coppergrip	19	19	Humanoid	Normal	None
Brillback Centaurox	19	20	Humanoid	Normal	None
Brillback Hunter	18	19	Humanoid	Normal	None
Brillback Thaumaturge	17	18	Humanoid	Normal	None
Brillback Water Seeker	16	17	Humanoid	Normal	None
Briskeguy	17	17	Humanoid	Rare Spawn	None
Burning Blade Acolyte	11	12	Humanoid	Normal	Fear
Burning Blade Bruiser	10	11	Humanoid	Normal	Fear
Cannoneer Smythe	19	19	Humanoid	Normal	None
Cannoneer Whisman	19	19	Humanoid	Normal	None
Captain Fairmount	20	20	Humanoid	Normal	None
Captain Georgy Hommerloe	27	27	Humanoid	Rare Spawn Elite	None
Dig Rat	1	1	Critter	Normal	None
Digger Flameforge	24	24	Humanoid	Rare Spawn	None
Dishu	13	13	Beast	Rare Spawn	None
Echeyakee	16	16	Beast	Normal	None
Elder Mystic Razamane	15	15	Humanoid	Rare Spawn Elite	None
Engineer Whiteley	19	19	Humanoid	Rare Spawn	None
Fleeting Plainstrider	12	13	Beast	Normal	None
Ferocious Grills	19	19	Humanoid	Rare Spawn	None
Ferocious Silzix	25	25	Humanoid	Normal	None
General Tebaurid	30	30	Humanoid	Normal	None
Geopriest Gukki'rok	19	19	Humanoid	Rare Spawn	None
Gesharhan	20	20	Beast	Rare Spawn Elite	None
Grand Foreman Puzik Galyix	26	26	Humanoid	Elite	None
Greater Plainstrider	11	12	Beast	Normal	None
Greater Thunderhawk	23	24	Beast	Normal	None
Hagg's Teardrop	26	26	Humanoid	Rare Spawn Elite	Special
Hackling Hyena	15	16	Beast	Normal	None
Hackling Snorter	18	19	Beast	Normal	None
Hagg's Stonehacker	24	24	Humanoid	Rare Spawn	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Mission of Seth	8	10	Humanoid	Normal	None
Nightbraber	5	6	Beast	Normal	None
Nightbraber Stalker	7	8	Beast	Normal	None
Oakencoil	9	9	Elemental	Elite	None
Rageclaw	10	10	Humanoid	Normal	None
Rodent Sprite	5	6	Demon	Normal	None
Seth's Ancient	13	13	Humanoid	Normal	None
Spirit of Sethrah	12	12	Beast	Normal	None
Strigol Hunter	8	9	Beast	Normal	None
Strigol Owl	5	6	Beast	Normal	None
Strigol Screecher	7	8	Beast	Normal	None
Thistle Boar	2	3	Beast	Normal	None
Timberling	5	6	Elemental	Normal	None
Timberling Bark Ripper	7	8	Elemental	Normal	None
Timberling Mini Beast	9	10	Elemental	Normal	None
Timberling Trampler	8	9	Elemental	Normal	None
Ursal the Mauler	12	12	Humanoid	Normal	None
Varlus Vilehead	10	10	Demon	Normal	None
Webwood Lurker	5	6	Beast	Normal	None
Webwood Silkspinner	8	9	Beast	Normal	None
Webwood Spider	3	4	Beast	Normal	None
Webwood Venomfang	7	8	Beast	Normal	None
Young Nightbraber	1	2	Beast	Normal	None
Young Thistle Boar	1	2	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Herald Bloodmark	19	19	Humanoid	Normal	None
Humor the Fideleford	23	23	Beast	Rare Spawn Elite	None
Isha Awak	27	27	Beast	Normal	None
Ishamuhala	19	19	Beast	Normal	None
Kolkar Bloodcharger	14	15	Humanoid	Normal	None
Kolkar Invader	16	17	Humanoid	Normal	None
Kolkar Marauder	15	16	Humanoid	Normal	None
Kolkar Pack Runner	14	15	Humanoid	Normal	None
Kolkar Packhound	13	13	Beast	Normal	None
Kolkar Stalker	13	14	Humanoid	Normal	None
Kolkar Stormer	15	16	Humanoid	Normal	None
Kolkar Wrangler	12	13	Humanoid	Normal	None
Kreeping Starwhisker	15	15	Humanoid	Normal	None
Kiz	21	21	Humanoid	Normal	None
Lakota'mmi	22	22	Beast	Normal	None
Lok Orchea	25	25	Humanoid	Normal	None
Lord Cylk Blackfang	23	23	Humanoid	Normal	None
Lost Barren Kodo	14	15	Beast	Normal	None
Mogin Barleybrew	25	25	Humanoid	Rare Spawn	None
Muck Franny	14	15	Beast	Normal	None
Mutated Venture Co. Drone	25	25	Undead	Normal	None
Nak	23	23	Humanoid	Normal	None
Onis Snaggle	15	16	Beast	Normal	None
Ornery Plainstrider	16	17	Beast	Normal	None
Overseer Glibby	16	16	Humanoid	Normal	None
Oratanka	24	24	Beast	Normal	None
Prospector Khazgorn	26	26	Humanoid	Normal	None
Rathorian	15	15	Demon	Rare Spawn	None
Razormane Servitor	23	24	Humanoid	Elite	None
Razormane Defender	12	13	Humanoid	Normal	None
Razormane Geomancer	12	13	Humanoid	Normal	None
Razormane Mystic	11	12	Humanoid	Normal	None
Razormane Mystic	13	14	Humanoid	Normal	None
Razormane Puffblower	20	21	Humanoid	Normal	None
Razormane Sae	23	24	Humanoid	Normal	None
Razormane Stalker	22	23	Humanoid	Normal	None
Razormane Warfrenzy	24	25	Humanoid	Normal	None
Razormane Water Seeker	10	11	Humanoid	Normal	None
Rocklance	17	17	Humanoid	Rare Spawn Elite	None
Sevanash Highmane	12	13	Beast	Normal	None
Sevanash Huntress	11	12	Beast	Normal	None
Sevanash Matrician	17	18	Beast	Normal	None
Sevanash Patriarch	15	16	Beast	Normal	None
Sevanash Provoker	14	15	Beast	Normal	None

AUT-HIN

DUR-HIN

LOC-SIR

SWA-WIN

THE BARRENS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Sereno Woodfeather	20	20	Humanoid	Normal	None
Shifled Creeper	20	21	Unknown	Normal	None
Shifled Grub	30	30	Beast	Normal	None
Shifled Harvester	24	24	Unknown	Rare Spawn	None
Shifled Swarmer	21	22	Unknown	Normal	None
Sister Ratkiller	19	19	Humanoid	Rare Spawn Elite	None
Shemesh Makura	18	19	Humanoid	Normal	None
Sludge Beast	19	19	Unknown	Rare Spawn	None
Sneak the Hecker	17	17	Beast	Rare Spawn	None
Southsea Brigand	12	13	Humanoid	Normal	None
Southsea Cannoner	13	14	Humanoid	Normal	None
Southsea Catapult	14	15	Humanoid	Normal	None
Southsea Privateer	14	15	Humanoid	Normal	None
Stonemason	15	15	Humanoid	Rare Spawn	None
Storahide	22	23	Beast	Normal	None
Storahunt	18	19	Beast	Normal	None
Summoned Fullbiter	30	30	Demon	Normal	None
Surucule Lashit	11	13	Beast	Normal	None
Surucule Screecher	13	15	Beast	Normal	None
Surucule Scrybaler	16	18	Beast	Normal	None
Supervisory Luptulze	18	18	Humanoid	Normal	None
Surucule	21	21	Beast	Rare Spawn Elite	None
Swampy's Spiderhide	22	22	Humanoid	Rare Spawn Elite	None
Talk the Langer	19	19	Beast	Rare Spawn Elite	None
Tazun	13	13	Humanoid	Normal	None
Theramore Marine	15	16	Humanoid	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Theramore Preserver	16	17	Humanoid	Normal	None
Thunderhawk Cloudbrepper	20	22	Beast	Normal	None
Thunderhawk Hatching	18	20	Beast	Normal	None
Thunderhead	20	21	Beast	Normal	None
Thunderstop	24	24	Beast	Rare Spawn	None
Tinkler's Spiggle	16	16	Humanoid	Normal	None
Venture Co. Drudger	14	15	Humanoid	Normal	None
Venture Co. Enforcer	16	17	Humanoid	Normal	None
Venture Co. Lookout	24	26	Humanoid	Normal	None
Venture Co. Mercenary	15	16	Humanoid	Normal	None
Venture Co. Dracener	17	18	Humanoid	Normal	None
Venture Co. Patrol	24	25	Humanoid	Normal	None
Venture Co. Priest	13	14	Humanoid	Normal	None
Veng the Dervish	18	18	Humanoid	Normal	None
Wandering Barrens Giff	18	19	Beast	Normal	None
Warlord Krom'zar	20	20	Humanoid	Normal	None
Washie Pawns	25	25	Beast	Normal	None
Witchwing Ambusher	17	18	Humanoid	Normal	None
Witchwing Hairy	14	15	Humanoid	Normal	None
Witchwing Rager	15	16	Humanoid	Normal	None
Witchwing Slayer	16	17	Humanoid	Normal	None
Witchwing Windcaller	17	18	Humanoid	Normal	None
Zhera Charger	17	18	Beast	Normal	None
Zhera Courier	20	21	Beast	Normal	None
Zhera Runner	13	14	Beast	Normal	None

THOUSAND NEEDLES

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Achilles the Banished	31	31	Humanoid	Rare Spawn	None
Ainak Grimtalon	29	29	Humanoid	Normal	None
Boiling Elemental	27	28	Elemental	Special - Elemental Water	None
Cloud Serpent	25	26	Beast	Normal	None
Crag Stalker	25	26	Beast	Normal	None
Elder Cloud Serpent	27	29	Beast	Normal	None
Gelak Flame Guard	30	30	Humanoid	Normal	None
Gelak Marauder	26	27	Humanoid	Normal	None
Gelak Messenger	26	26	Humanoid	Normal	None
Gelak Pack Runner	25	26	Humanoid	Normal	None
Gelak Packhound	24	24	Beast	Normal	None
Gelak Scout	24	25	Humanoid	Normal	None
Gravelmound Digger	28	29	Humanoid	Normal	None
Gravelmound Forager	27	28	Humanoid	Normal	None
Gravelmound Knight	26	27	Humanoid	Normal	None
Gravelmound Warrior	25	26	Humanoid	Normal	None
Grenka Bloodcreech	31	31	Humanoid	Normal	None
Grimtalon Bandit	25	26	Humanoid	Normal	None
Grimtalon Grunt	25	27	Humanoid	Normal	None
Grimtalon Ravager	26	28	Humanoid	Normal	None
Heartstun	32	32	Beast	Rare Spawn Elite	None
Higharch Wyvern	26	29	Beast	Normal	None
Ironeye the Invincible	37	37	Beast	Rare Spawn Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Needles Crag	27	28	Beast	Normal	None
Peterhide Hyacin	26	27	Beast	Normal	None
Peterhide Sentinel	28	29	Beast	Normal	None
Rak All in the Powder	30	30	Elemental	Elite	Special - Elemental Earth
Salt Flats Scavenger	30	32	Beast	Normal	None
Salt Flats Vulture	32	34	Beast	Normal	None
Saltstone Basilisk	30	31	Beast	Normal	None
Saltstone Crystalball	32	33	Beast	Normal	None
Saltstone Gazer	34	35	Beast	Normal	None
Scorpid Ravager	31	32	Beast	Normal	None
Screeching Hairy	28	29	Humanoid	Normal	None
Screeching Rager	29	30	Humanoid	Normal	None
Shifled Howl Drone	33	34	Unknown	Normal	None
Shifled Invader	34	35	Unknown	Normal	None
Shifled Ravager	36	36	Unknown	Rare Spawn	None
Shifled Searcher	37	37	Unknown	Normal	None
Sparkleshell Snapper	34	35	Beast	Normal	None
Sparkleshell Tortoise	30	31	Beast	Normal	None
Steeknap	30	30	Beast	Normal	None
Thundering Boulderkin	28	29	Elemental	Special - Elemental Earth	None
Venomous Cloud Serpent	26	28	Beast	Normal	None
Vile Sling	35	35	Beast	Rare Spawn Elite	None

TIRISFAL GLADES

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Bayne	10	10	Demon	Rare Spawn	None
Blinding Horror	9	10	Undead	Normal	Charm, Fear and Sleep
Captain Durgal	13	13	Undead	Normal	Charm, Fear, Sleep and Bleed
Captain Meltrach	12	12	Humanoid	Normal	None
Captain Perrine	9	9	Humanoid	Normal	None
Captain Vachas	11	11	Humanoid	Normal	None
Cracked Skull Soldier	8	9	Undead	Normal	Charm, Fear, Sleep and Bleed
Cursed Darkhound	8	8	Demon	Normal	None
Daniel Ulfman	7	3	Undead	Normal	Charm, Fear and Sleep
Darkway Bonecaster	7	8	Undead	Normal	Charm, Fear, Sleep and Bleed
Decrepit Darkhound	5	6	Demon	Normal	None
Deeds	12	12	Humanoid	Rare Spawn	None
Devlin Agamand	9	9	Undead	Normal	Charm, Fear, Sleep and Bleed
Duskbat	1	2	Beast	Normal	None
Farmer Solidan	8	8	Humanoid	Rare Spawn	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Fallen's Shade	12	12	Undead	Rare Spawn	None
Greater Duskbat	6	7	Beast	Normal	None
Greater Agamand	10	10	Undead	Normal	Charm, Fear and Sleep
Guthra's Minion	7	8	Undead	Normal	Charm, Fear, Sleep and Bleed
Hungering Dead	7	8	Undead	Normal	Charm, Fear and Sleep
Karrel Greaves	2	3	Undead	Normal	Charm, Fear and Sleep
Lilith Neferys	12	12	Undead	Normal	Charm, Fear, Sleep and Bleed
Lost Soul	6	7	Undead	Rare Spawn	Charm, Fear and Sleep
Maggot Eye	10	10	Undead	Normal	Charm, Fear and Sleep
Morgy Duskbat	3	4	Beast	Normal	None
Morven Karbat	5	5	Humanoid	Normal	None
Mindless Zombie	1	1	Undead	Normal	Charm, Fear and Sleep
Muzal	10	10	Humanoid	Rare Spawn	None
Night Web Marlinch	5	5	Beast	Normal	None
Night Web Spider	3	4	Beast	Normal	None

TIRISFAL GLADES

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Alma Agamand	10	10	Undead	Normal	Charm, Fear and Sleep
Ragged Scavenger	2	3	Beast	Normal	None
Ratclaw Soldier	2	3	Undead	Normal	Charm, Fear, Sleep and Bleed
Ratclaw Soldier	6	7	Undead	Normal	Charm, Fear, Sleep and Bleed
Ratclaw Corpse	6	7	Undead	Normal	Charm, Fear and Sleep
Ravenous Darkhound	9	10	Demon	Normal	None
Reisen the Needle	11	11	Beast	Rare Spawn	None
Rat Hide Groll	6	7	Undead	Normal	Charm, Fear and Sleep
Rat Hide Graverobber	6	7	Undead	Normal	Charm, Fear and Sleep
Rat Hide Mangle	7	8	Undead	Normal	Charm, Fear and Sleep
Rotting Ancient	10	11	Undead	Normal	Charm, Fear and Sleep
Rotting Dead	5	6	Undead	Normal	Charm, Fear and Sleep
Samuel Pipp	2	3	Undead	Normal	Charm, Fear and Sleep
Scarlet Bodyguard	10	11	Humanoid	Normal	None
Scarlet Convert	3	3	Humanoid	Normal	None
Scarlet Friar	9	10	Humanoid	Normal	None
Scarlet Initiate	3	4	Humanoid	Normal	None
Scarlet Missionary	7	8	Humanoid	Normal	None
Scarlet Wraith	10	11	Humanoid	Normal	None
Scarlet Vanguard	10	11	Humanoid	Normal	None

OLIN' GORO CRATER

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
A-He 01	48	48	Mechanical	Normal	None
Blizzarunner	56	56	Elemental	Elite	Special - Elemental Fire
Bloodpetal Flyer	51	52	Unknown	Normal	None
Bloodpetal Leech	48	49	Unknown	Normal	None
Bloodpetal Pest	40	40	Unknown	Normal	None
Bloodpetal Trapper	52	53	Unknown	Normal	None
Cutthroater Laves	54	54	Beast	Rare Spawn	None
Devilour	53	54	Beast	Elite	None
Diemetradon	51	52	Beast	Normal	None
Elder Diemetradon	54	55	Beast	Normal	None
Fledgling Pterodax	48	50	Beast	Normal	None
Frenzied Pterodax	52	54	Beast	Normal	None
Glutinous Ooze	52	54	Unknown	Normal	None
Gorishi Hive Guard	54	54	Unknown	Normal	None
Gorishi Hive Queen	56	56	Unknown	Normal	None
Gorishi Reaver	51	53	Unknown	Normal	None
Gorishi Wisp	51	52	Unknown	Normal	None
Griff	57	57	Beast	Rare Spawn Elite	None
King Mosh	60	60	Beast	Rare Spawn Elite	Special

WESTERN PLAGUELANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Acid the Summoner	61	61	Undead	Elite	Special
Blighted Zombie	52	52	Undead	Normal	Charm, Fear and Sleep
Blood Wraith	55	56	Undead	Normal	Charm, Fear and Sleep
Carion Lurker	52	53	Beast	Normal	None
Carion Vulture	50	52	Beast	Normal	None
Cauldron Lord Bileman	53	53	Undead	Normal	Charm, Fear and Sleep
Cauldron Lord Maltrivius	55	55	Undead	Normal	None
Cauldron Lord Razzah	56	56	Undead	Normal	None
Cauldron Lord Southerath	58	58	Undead	Normal	Charm, Fear and Sleep
Devouring Ooze	55	56	Unknown	Normal	None
Dreadwhinger	58	58	Undead	Rare Spawn	Charm, Fear and Sleep
Farmer Delson	56	56	Undead	Normal	Charm, Fear and Sleep
Fetid Zombie	54	56	Undead	Normal	Charm, Fear and Sleep
Flesh Golem	56	57	Undead	Elite	Charm, Fear and Sleep
Foreman Jarris	62	62	Humanoid	Rare Spawn Elite	None
Foreman Mercid	58	58	Humanoid	Rare Spawn	None
Foulmane	52	52	Undead	Rare Spawn	Charm, Fear and Sleep
Freezing Ghoul	55	56	Undead	Normal	Charm, Fear and Sleep
Great Inquisitor Illiken	64	64	Humanoid	Elite	None
Hunting Vision	57	58	Undead	Normal	Charm, Fear, Sleep and Bleed
High Priest Thal'danis	65	65	Humanoid	Elite	None
High Protector Lark	61	61	Humanoid	Elite	None
High Protector Toran	59	59	Humanoid	Normal	None
Highlord Naxen Fardring	65	65	Humanoid	Elite	None
Hungering Wraith	56	58	Undead	Normal	Charm, Fear and Sleep

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Scarlet Warrior	6	7	Humanoid	Normal	None
Scarlet Zealot	8	9	Humanoid	Normal	None
Shambling Horror	8	9	Undead	Normal	Charm, Fear and Sleep
Skrivvack	13	13	Beast	Rare Spawn	None
Stephen Rhazac	2	3	Undead	Normal	Charm, Fear, Sleep and Bleed
Thauman Agamand	10	10	Undead	Normal	Charm, Fear and Sleep
Torrid Farmer	6	7	Humanoid	Normal	None
Torrid Farmer	5	6	Humanoid	Normal	None
Tormented Spirit	8	9	Undead	Rare Spawn	Charm, Fear and Sleep
Ulag the Cleaver	11	11	Undead	Normal	None
Vampiric Darkbat	8	9	Beast	Normal	None
Vicious Night Web Spider	9	10	Beast	Normal	None
Vile Fin Minor Gracle	8	9	Humanoid	Normal	None
Vile Fin Muckdweller	9	10	Humanoid	Normal	None
Vile Fin Puddlejumper	7	8	Humanoid	Normal	None
Wailing Ancestor	9	10	Undead	Normal	Charm, Fear and Sleep
Wandering Spirit	10	11	Undead	Normal	Charm, Fear and Sleep
Wretched Zombie	1	2	Undead	Normal	Charm, Fear and Sleep
Young Night Web Spider	2	3	Beast	Normal	None
Young Scavenger	1	1	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Lar Karai	56	56	Beast	Normal	None
Lar Karai Mate	49	50	Beast	Normal	None
Muculent Ooze	48	50	Unknown	Normal	Disrupt
Primal Ooze	50	52	Unknown	Normal	None
Pterodax	50	52	Beast	Normal	None
Revenant	48	49	Beast	Normal	None
Revenant Hunter	49	50	Beast	Normal	None
Revenant Matriarch	50	50	Beast	Rare Spawn	None
Revenant Runner	49	50	Beast	Normal	None
Scorching Elemental	53	54	Elemental	Normal	Special - Elemental Fire
Shogodon	52	53	Beast	Elite	None
Stone Guardian	60	61	Elemental	Elite	Special - Golem
Ter Creeper	51	52	Elemental	Normal	None
Tor Lurker	52	54	Elemental	Normal	None
U'che	55	55	Beast	Normal	None
Uth'loc	52	53	Beast	Rare Spawn	None
Un'Goro Gargula	50	51	Beast	Normal	None
Venomhide Revenant	50	51	Beast	Normal	Poison
Young Diemetradon	49	50	Beast	Normal	None

WESTERN PLAGUELANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Scarlet Spellbinder	57	58	Humanoid	Normal	None
Scarlet Worker	55	57	Humanoid	Normal	None
Seavage Summoning Crystal	60	60	Unknown	Normal	None
Silver Hand Disciple	57	58	Undead	Elite	None
Skeletal Acolyte	55	56	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Executioner	54	55	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Flinger	50	51	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Sorcerer	51	52	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Terror	52	54	Undead	Normal	Charm, Fear, Sleep and Bleed
Skeletal Warrior	56	57	Undead	Elite	Charm, Fear, Sleep and Bleed

WESTFALL

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Benny Bianca	15	15	Humanoid	Normal	None
Brack	19	19	Humanoid	Rare Spawn	None
Coyote	10	11	Beast	Normal	None
Coyote Packleader	11	12	Beast	Normal	None
Defias Drone	22	22	Undead	Normal	None
Defias Footpad	10	11	Humanoid	Normal	None
Defias Highwayman	17	18	Humanoid	Normal	None
Defias Knucklebuster	16	17	Humanoid	Normal	None
Defias Looter	13	14	Humanoid	Normal	None
Defias Pariah	15	16	Humanoid	Normal	None
Defias Pilgrimage	14	15	Humanoid	Normal	None
Defias Rider	17	18	Humanoid	Normal	None
Defias Smuggler	11	12	Humanoid	Normal	None
Defias Tower Patroler	24	24	Humanoid	Normal	None
Defias Tower Sentry	24	25	Humanoid	Normal	None
Defias Trapper	12	13	Humanoid	Normal	None
Dust Devil	18	19	Elemental	Normal	Special - Elemental Air
Flashgrip	13	14	Beast	Normal	None
For Responder 4000	20	20	Mechanical	Rare Spawn	Special - Mechanical
Ghoul	14	15	Undead	Normal	Charm, Fear and Sleep
Gorotok	14	15	Beast	Normal	None
Greathorn Flashgrip	16	17	Beast	Normal	None
Harvest Golem	11	12	Mechanical	Normal	Special - Mechanical
Harvest Reeper	17	18	Mechanical	Normal	Special - Mechanical
Harvest Watcher	14	15	Mechanical	Normal	Special - Mechanical
Klaven Maruwa	26	26	Humanoid	Elite	None
Kabold Digger	12	13	Humanoid	Normal	None
Lapritus	19	19	Undead	Rare Spawn	Charm, Fear and Sleep
Maldormed Defias Drone	24	24	Humanoid	Normal	None
Master Digger	15	15	Humanoid	Rare Spawn	None

WETLANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Belgarn the Fool	34	34	Humanoid	Elite	Shadow Magic
Black Ooze	23	24	Unknown	Normal	None
Black Stone	20	21	Unknown	Normal	None
Blungil Forager	22	23	Humanoid	Normal	None
Blungil Muckweller	23	24	Humanoid	Normal	None
Blungil Marlock	20	21	Humanoid	Normal	None
Blungil Oracle	25	26	Humanoid	Normal	None
Blungil Puddlejumper	21	22	Humanoid	Normal	None
Blungil Rider	28	29	Humanoid	Normal	None
Blungil Warrior	24	25	Humanoid	Normal	None
Captain Holydred	30	30	Undead	Normal	Charm, Fear and Sleep
Cave Stalker	21	22	Beast	Normal	None
Clashan Nek'ash	32	32	Humanoid	Normal	Fire Magic
Croser Villard	22	22	Humanoid	Normal	None
Crimson Ooze	24	25	Unknown	Normal	None
Crimson Whelp	25	26	Dragon	Normal	None
Crazed Marlin	27	28	Undead	Normal	Charm, Fear, Sleep and Bleed
Crazed Sailer	26	27	Undead	Normal	Charm, Fear and Sleep
Dark Iron Demolitionist	30	31	Humanoid	Elite	None
Dark Iron Dwarf	27	28	Humanoid	Elite	None
Dark Iron Rifleman	27	28	Humanoid	Elite	None
Dark Iron Saboteur	28	29	Humanoid	Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Sleevering Ghoul	50	52	Undead	Normal	Charm, Fear and Sleep
Soulless Ghoul	54	55	Undead	Normal	Charm, Fear and Sleep
Spectral Attendant	60	60	Undead	Normal	Charm, Fear, Sleep and Bleed
Spectral Corpse	57	58	Undead	Normal	None
Spectral Defender	57	58	Undead	Normal	None
The Husk	42	62	Elemental	Rare Spawn	None
Venom Mist Lurker	50	51	Beast	Normal	None
Vile Slime	54	55	Unknown	Normal	None
Walking Death	56	57	Undead	Normal	Charm, Fear, Sleep and Bleed
Wandering Skeleton	55	55	Undead	Normal	Charm, Fear and Sleep

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Marlock Constructer	12	13	Humanoid	Normal	None
Marlock Hunter	16	17	Humanoid	Normal	None
Marlock Minor Oracle	13	14	Humanoid	Normal	None
Marlock Nether	14	15	Humanoid	Normal	None
Marlock Oracle	17	18	Humanoid	Normal	None
Marlock Raider	11	12	Humanoid	Normal	None
Marlock Tidalhunter	18	19	Humanoid	Normal	None
Marlock Warrior	15	16	Humanoid	Normal	None
Old Mark Eye	20	20	Humanoid	Normal	None
Riverpaw Bandit	16	17	Humanoid	Normal	None
Riverpaw Brute	15	16	Humanoid	Normal	None
Riverpaw Goliath	11	12	Humanoid	Normal	None
Riverpaw Herbalist	14	15	Humanoid	Normal	None
Riverpaw Miner	14	15	Humanoid	Normal	None
Riverpaw Mongoose	13	14	Humanoid	Normal	None
Riverpaw Mystic	18	19	Humanoid	Normal	None
Riverpaw Overseer	19	20	Humanoid	Normal	None
Riverpaw Scout	12	13	Humanoid	Normal	None
Riverpaw Shaman	12	13	Humanoid	Normal	None
Riverpaw Tackmaster	17	18	Humanoid	Normal	None
Rusty Harvest Golem	9	10	Mechanical	Normal	Special - Mechanical
Sand Crawler	13	14	Beast	Normal	None
Sea Crawler	15	16	Beast	Normal	None
Sergeant Bredichow	18	18	Humanoid	Rare Spawn	None
Shore Crawler	17	18	Beast	Normal	None
Shark	15	15	Humanoid	Rare Spawn	None
Venture Co. Drone	22	22	Undead	Normal	None
Vulture	26	26	Beast	Rare Spawn	None
Young Flashgrip	10	11	Beast	Normal	None
Young Gorotok	12	13	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Dark Iron Tunneler	29	30	Humanoid	Elite	None
Dragonnew Battlemaster	30	30	Humanoid	Normal	None
Dragonnew Bonewarder	27	28	Humanoid	Normal	None
Dragonnew Centurion	28	29	Humanoid	Normal	None
Dragonnew Grant	20	21	Humanoid	Normal	None
Dragonnew Scout	26	27	Humanoid	Normal	None
Dragonnew Soldier	19	20	Humanoid	Normal	None
Dragonnew Shadowwarrior	28	29	Humanoid	Normal	None
Dragonnew Swampwarrior	27	28	Humanoid	Normal	None
Elder Reeper	29	29	Beast	Normal	None
Fen Crazor	24	25	Elemental	Normal	None
Fen Dweller	20	21	Elemental	Normal	None
Fen Lord	25	26	Elemental	Normal	None
First Mate Snailly	29	29	Undead	Normal	Charm, Fear and Sleep
Flameblade Drake	30	30	Dragon	Elite	None
Flamebreathing Whelp	26	27	Dragon	Normal	None
Gargoy Chardall	29	29	Humanoid	Rare Spawn	Fire Magic
Giant Wetlands Crocodile	25	26	Beast	Normal	None
Gobbler	22	22	Humanoid	Normal	None
Hargin Murderer	20	20	Humanoid	Normal	None
Highland Lizard	24	25	Beast	Normal	None
Highland Raptor	23	24	Beast	Normal	None

WETLANDS

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Highland Razornew	27	28	Beast	Normal	None
Highland Scythelaw	25	26	Beast	Normal	None
Leach Stalker	21	22	Beast	Normal	None
Leach Widow	24	24	Beast	Rare Spawn	None
Last Whelp	24	25	Dragon	Normal	Shadow Magic
Ma'ruk Wyrmscale	23	23	Humanoid	Rare Spawn	None
Monstrous Ooze	25	26	Unknown	Normal	None
Morshale Alpha	27	27	Humanoid	Normal	None
Morshale Beta	24	25	Humanoid	Normal	None
Morshale Fenrunner	22	23	Humanoid	Normal	None
Morshale Gird	20	21	Humanoid	Normal	None
Morshale Mithweaver	22	23	Humanoid	Normal	None
Morshale Mongrel	21	22	Humanoid	Normal	None
Morshale Mystic	25	26	Humanoid	Normal	None
Morshale Trapper	23	24	Humanoid	Normal	None
Morshale Raptor	22	23	Beast	Normal	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Morshale Razornew	26	27	Beast	Normal	None
Morshale Screecher	24	25	Beast	Normal	None
Morshale Scythelaw	25	26	Beast	Normal	None
Murphy West	20	20	Humanoid	Normal	None
Razormaw Matriarch	31	31	Beast	Rare Spawn	None
Red Dragoon	47	48	Dragon	Normal	Fire Magic
Red Scalebane	49	50	Dragon	Normal	None
Red Whelp	23	24	Dragon	Normal	None
Serhaath	29	29	Beast	Normal	None
Scalebane Lieutenant	51	52	Dragon	Normal	None
Scalebane Royal Guard	53	54	Dragon	Normal	None
Thomas Bookier	20	20	Humanoid	Normal	None
Timothy Clark	20	20	Humanoid	Normal	None
Wetlands Crazolik	23	24	Beast	Normal	None
Wyrmine Firebrand	52	53	Dragon	Normal	None
Young Wetlands Crazolik	21	22	Beast	Normal	None

WINTERSPRING

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Anguished Highborne	55	56	Undead	Normal	Charm, Fear, Sleep and Bleed
Azurion	59	59	Dragon	Rare Spawn Elite	Special - Blue Dragon
Brunston	58	58	Beast	Elite	None
Chilweid Chimera	55	57	Beast	Normal	None
Chilweid Ravager	57	59	Beast	Normal	None
Cobalt Brooding	55	56	Dragon	Normal	None
Cobalt Mageweaver	57	58	Dragon	Elite	None
Cobalt Whelp	54	55	Dragon	Normal	None
Crazed Owlbeast	54	57	Humanoid	Normal	None
Elder Shardhoof	57	58	Beast	Normal	None
Hedging Chilweid	53	55	Beast	Normal	None
Frostmael Giant	59	60	Giant	Elite	Frost
Frostmael	56	57	Beast	Normal	None
Frostmael Cub	55	56	Beast	Normal	None
Frostmael Mistress	58	59	Beast	Normal	None
Frostmael Stalker	59	60	Beast	Normal	None
General Colbott	56	57	Dragon	Rare Spawn Elite	None
Grizzle Snowgaw	59	59	Humanoid	Rare Spawn	None
Hedrine Slayer	59	60	Demon	Elite	None
High Chief Winterfall	59	59	Humanoid	Elite	None
Ice Thistle Matriarch	56	57	Humanoid	Normal	None
Ice Thistle Yoti	55	56	Humanoid	Normal	None
Kashoch the Reaver	60	60	Giant	Rare Spawn Elite	Frost
Lady Hedrine	61	61	Demon	Rare Spawn Elite	None

NAME	MIN	MAX	TYPE	CLASSIFICATION	IMMUNITIES
Manarow	58	58	Dragon	Elite	Special - Blue Dragon
Mazze the Howler	55	55	Humanoid	Rare Spawn	None
Mazze the Owlbeast	57	58	Humanoid	Normal	None
Rabid Shardhoof	59	60	Beast	Normal	None
Ragging Owlbeast	53	55	Humanoid	Normal	None
Ragging Owlbeast	54	56	Humanoid	Normal	None
Rak'shri	57	57	Beast	Rare Spawn	None
Rogue Ice Thistle	53	55	Humanoid	Normal	None
Scyer	59	59	Dragon	Elite	Special - Blue Dragon
Shardhoof Bear	53	54	Beast	Normal	None
Shardhoof Mauler	55	56	Beast	Normal	None
Sky-Raton	60	60	Beast	Elite	None
Sun-Raton	60	60	Beast	Elite	None
Spellmaw	56	56	Dragon	Elite	Special - Blue Dragon
Suffering Highborne	54	55	Undead	Normal	Charm, Fear, Sleep and Bleed
Ursus	56	56	Beast	Elite	None
Winterfall Den Watcher	55	56	Humanoid	Normal	None
Winterfall Pathfinder	53	54	Humanoid	Normal	None
Winterfall Runner	57	57	Humanoid	Normal	None
Winterfall Shaman	56	57	Humanoid	Normal	None
Winterfall Totemic	54	55	Humanoid	Normal	None
Winterfall Ursa	57	58	Humanoid	Normal	None
Wintergrip Owl	54	56	Beast	Normal	None
Wintergrip Screecher	57	59	Beast	Normal	None

PET SHOP

"How much is that Zergling in the window?" Non-combatative pets are available to everyone in Azeroth. After specific level milestones, pets can be purchased and brought out by any character. Pets appear near your character and follow you around while you explore, talk to friends, etc. These little creatures are safe from harm, because they don't enter combat. Especially rare, high-level pets can add some passive bonuses to your character and are the envy of all!

PLAYFUL COMPANIONS

PET NAME	COST	LEVEL	RARITY
Ancano Chicken	1	35	Common
PURCHASE/DROP LOCATION			
Purchased (Mapan Tirth) Thousand Needles Raceway			



PET NAME	COST	LEVEL	RARITY
Black Kingsnake	50	30	Common
PURCHASE/DROP LOCATION			
Purchased (Xan'Ysh) Orgimmar			



PET NAME	COST	LEVEL	RARITY
Bombay	40	20	Common
PURCHASE/DROP LOCATION			
Purchased (Danni Anthonia) Elysian Forest			



PET NAME	COST	LEVEL	RARITY
Brown Snake	50	30	Common
PURCHASE/DROP LOCATION			
Purchased (Xan'Ysh) Orgimmar			



PET NAME	COST	LEVEL	RARITY
Cockatoo	40	20	Common
PURCHASE/DROP LOCATION			
Purchased (Nark's) Booty Bay			



PET NAME	COST	LEVEL	RARITY
Cockroach	50	30	Common
PURCHASE/DROP LOCATION			
Purchased (Jeremiah Purson) Undercity			



PET NAME	COST	LEVEL	RARITY
Cambik Rex	40	20	Common
PURCHASE/DROP LOCATION			
Purchased (Danni Anthonia) Elysian Forest			



PET NAME	COST	LEVEL	RARITY
Crimson Snake	50	30	Common
PURCHASE/DROP LOCATION			
Purchased (Xan'Ysh) Orgimmar			



PET NAME	COST	LEVEL	RARITY
Great Horned Owl	50	30	Common
PURCHASE/DROP LOCATION			
Purchased (Shylena) Darnassus			



PET NAME	COST	LEVEL	RARITY
Green Wing Mowse	40	20	Uncommon
PURCHASE/DROP LOCATION			
Dropped (Delian Pirate) Deadmire Elite			



PET NAME	COST	LEVEL	RARITY
Hawk Owl	50	30	Common
PURCHASE/DROP LOCATION			
Purchased (Shylena) Darnassus			



PET NAME	COST	LEVEL	RARITY
Hyacinth Mowse	40	20	Rare
PURCHASE/DROP LOCATION			
Dropped (Bloodail Opponents) Stranglethorn Vale			



PET NAME	COST	LEVEL	RARITY
Maine Coon	60	20	Rare
PURCHASE/DROP LOCATION			
Dropped (Delarian Opponents) Alterac Mountains			



PET NAME	COST	LEVEL	RARITY
Mechanical Chicken	40	40	Common
PURCHASE/DROP LOCATION			
Quest (An OX of Your Own) Booty Bay			



PET NAME	COST	LEVEL	RARITY
Mechanical Squirrel	4	15	Common
PURCHASE/DROP LOCATION			
Engineering Product			





PETS FOR SALE

WORLD OF WARCRAFT™

OFFICIAL STRATEGY GUIDE



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THE "CORE"

Christopher Burton, Edwin Kern, Kathleen Pleet, & Misael "Chito" Villegas

Undead Lords: Bulhwyk, Donar, Exyle, Mirtai, Naertho, Orcsoul, Rayven, Sinscar, Tivoli, & Zophar

TESTERS

Smalitz, Moktor, Dave "Kernal" Kern, Johannes "Hadjinim" Grahmann, ElyDirk, & Vinadir. Everyone from Blade of the Immortals, especially Draeke & Mazzarin.

Undead Lords: Barbar, Brega, Cybsled, Dementia, Gau, Ghoul, Grayemerk, Indalamar, Indaree, Kamillia, Lobo, Madness, Malotesta, Mierin, Mortgar, Ralh, Savante, Scy, Stavros, Terror, Tourach, Vicious Rumor, Xagar, Xymox & Zavein

XIAN'S ACKNOWLEDGEMENTS

I began a little tradition a while back in my first MMORPG strategy guide and it's time to pick that torch back up. I had my first acknowledgements section in that guide and I'm including another here, in a guide that has been my life for months. I'm very pleased to say that it was not wasted time.

As a fan of games myself, Blizzard's products, and the company itself, always held a special, undeniable allure. When I was assigned this project, I couldn't and still can't put my excitement into words. Amazingly, that excitement only grew with the development of this guide and the game it supports. It's incredible.

As an editor, it's extremely rare for me to let my voice be heard except vicariously through the writings of authors. However, so many people helped out on this guide and this project received so much attention and support, that it would be foolish not to take a second to acknowledge them.

Players of the beta may recognize the guild tags, "Scholars of Ydarb," "Horde of Ydarb," and/or "Vigilant Ydarb." Yes, that's us. Editors, designers, and managers were playing *World of Warcraft* until the wee hours of the morning and rushing into work only to discuss their first experience in an instance dungeon, or their first PvP kill. That, my friends, is one factor that makes this guide great. BradyGames fosters enthusiasm and passion for the games (not to mention knowledge) for which we publish guides.

Without exception, everyone from Blizzard who was associated with this project was amazing. It's inspiring to realize that they're willing to transfer the drive that pushes them to make games like *World of Warcraft* into a licensed product. They work at Blizzard and they care about this guide—that's exciting!

Testers from other guilds agreed to forego their own guild tags and join Ydarb to assist on the project. They're the hardcore element that the guide couldn't do without. I've met quite a few, but regret to say that there are still many I have yet to meet. I hope to remedy that situation on a battleground in Azeroth; regardless of whether they're friend or foe, it's sure to be a day worth remembering.

Before I forget, there's a "little" thing called Penny Arcade and I wanted to thank the guys for the comics they provided and, more importantly, for jumping in on a project that they, too, were excited about. Your fans are going to love the comics; I should know since I'm one of them.

Finally, imagine two, sparkling diamonds. Then, imagine pounding them until you actually get a drop of moisture, something that couldn't even be detected, from them—and then started pounding again. Now imagine you're the diamond. Thanks to Michael and Danielle for their incredible work on this guide; I'll stop pounding now.

MICHAEL "KEMP" LUMMIS' ACKNOWLEDGEMENTS

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DANIELLE "SACHANT" VANDERLIP'S ACKNOWLEDGEMENTS

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About my co-author Michael Lummis, what can I say but I've been fortunate to work with one of the best. He was always there to talk to and give his support and inspiration. He is a true professional and a talented author to work with. His tireless work and effort can be seen throughout the guide and his talent shines.

Once again, I have found myself fortunate to work with my editor Christian Summer. He is a demanding and always fair taskmaster and it is always a privilege to work with him. His dedication and support on these projects is inviolate. He keeps us focused and driven and never lets us do less than our best. I would like to thank my guild, the Undead Lords, and various friends (even the ones that play Paladins) within the *World of Warcraft* for their constant help and support in working on this book. They provided both in game and out of game support.

This has been an amazing book to work on and the staff at Brady has once again made us look good. I would be remiss if I didn't make note of the amazing support they have given us as well as their willingness to listen to our ideas and suggestions on making this guide the best that it could be. The layout and design team, as always, have done a beautiful job and each time I look at what they have created, I am thankful to be a part of such a talented team. I couldn't have been more fortunate to work on such a great project!

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UPDATES

MMORPGs change, and it's inevitable that the accuracy of the information within this guide will change as well. At BradyGames, we realize this is a constant occurrence with this type of game, and we've incorporated our online updates to help solve this issue. In addition, we've purposely withheld certain information so as not to ruin any of the huge surprises that Blizzard has planned for the game. However, as time passes, this too will be placed on our site. This guide is accurate as of the initial launch of Open Beta.

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