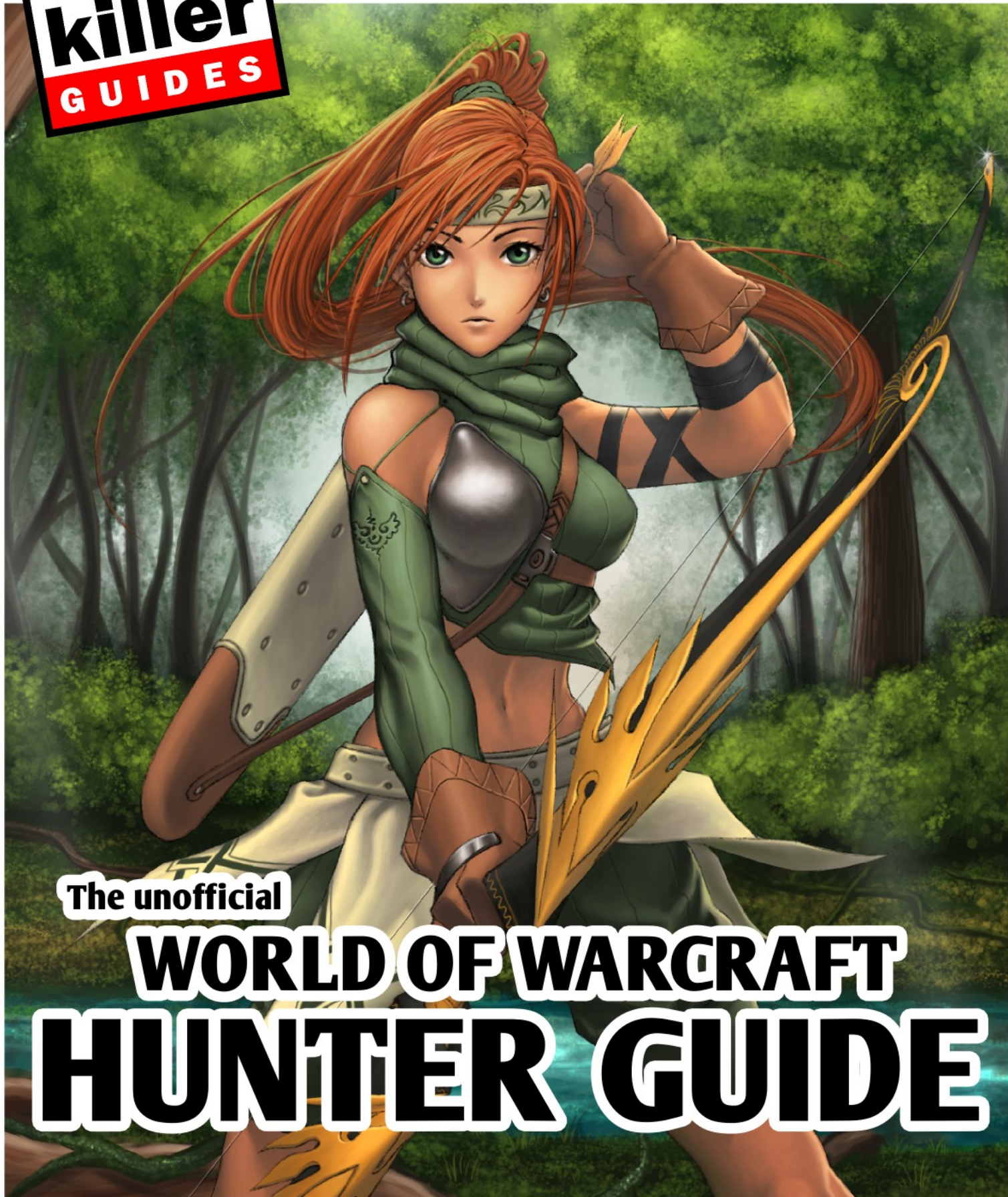


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INTRODUCTION

The hunter class is a master of ranged damage. By living in the wilderness they have become experts at survival and learned how to tame wild animals into being their minion. In Warcraft hunters are best suited at the back of a group, using their gun or bow to fill the enemy with holes. In large groups a hunters abilities become less noticeable. But in small groups and PVP hunters can tear through and debilitate everything in their path. Hunters are also one of the best soloing classes. With their pet to back them up hunters can take on elite monsters and challenges too powerful for other classes.

CHARACTER CREATION

Server Types.



hen creating your hunter there are several things you must decide on. The first is what type of server you want to play on. The first type is a normal or PVE server which focuses on player versus enemy battles and dungeon raids. On this type of server your main source of progression will be from raids and dungeons. PVE servers are also the best for players that like to engage in solo content because you won't have to worry about being attacked by the opposing faction.

On a PVP server players focus on fighting with each other. It is somewhat harder to level up on this type of server since you are facing two types of enemies and you will often be "ganked" by the opposing side. This is more brutal and requires more coordination with other players so you won't be overwhelmed. To be a successful PVP hunter you need to be able to react quickly. Hunters don't have as many defenses as other classes so you will have to remain constantly on offense.

Finally there is the Roleplay server. RP servers have either PVE or PVP mechanics, but while playing you must put yourself in your characters role. Hunters have lots of options for RP from the dark loner to the cheerful nature lover.

It is important to choose your server carefully because you can't move to a different type of server once your character has been created.

Race

The race of of your character is primarily determined by aesthetics and not stats. At the highest levels the differences between the races is primarily determined by racial abilities. Some racial abilities are more useful to a hunter than others, but even then it is hardly game breaking.

Dwarf

Stoneform

Grants immunity to Bleed, Poison, and Disease effects while active. Also increases armor by 10% Lasts for 8 seconds with a three minute cooldown.

This is great for removing debuffs, especially disease which lasts a long time.

Gun Specialization

Increases your gun skill by +5.

This will give you a higher chance to hit and critically hit with guns. But it is barely noticeable and requires you to use a gun. Nice, but not game breaking.

Frost Resistance

Gives you +10 to frost resistance.

By itself this is not enough to save you, but each of the races gets a resist bonus and frost is better then nothing. Especially since there are fewer pieces of gear with frost resist compared to other resists like fire and nature.

Find Treasure

This is pretty nice, especially when farming instances and dungeons. But if you take up a gathering skill like mining or have a hunter tracking ability active you won't be able to use it since you'll want to track minerals or mobs.

Overall a dwarf hunter benefits from all of their racial traits. They are the most well rounded of the alliance races and probably come in as the second best for an alliance hunter.

Night Elf

Shadow Meld

Activate while immobile and out of combat to enter stealth mode. Moving, combat or taking damage ends the effect.

This is the best racial a night elf gets. You can eat and drink while shadowmelded so you are protected from enemy attacks, especially on a PVP server. But your pet doesn't receive the effect and if they are attacked by a mob or another player they will come after you.

Quickness

Increases your dodge chance by 1%.

Ideally a hunter should not be in melee range so dodge is not very useful.

Wisp Spirit

Increases movement speed by 50% while dead.

Even the best player ends up face down now and then. And this gets you back playing a lot quicker.

Nature Resistance

Increases nature resistance by 10.

Another racial resistance primarily for lore reasons. NR doesn't play a huge role at this point in the game, but it does help avoid poison effects.

Over all I would say Night Elves are the worst race to play as an alliance hunter. You can still be a perfectly capable hunter, but you won't have any racial abilities to fall back on.

Draenei

Gift of the Naaru

Heals your target over 15 seconds. 1.5 second cast, 3 min cooldown.

A hunter with a heal is a force to be reckoned with. This is great for cutting your down time while leveling and playing, taming a pet, or while fighting a particularly tough monster. It drops off considerably post 60. But still an awesome talent.

Heroic Presence

Increases chance to hit by 1% for you and all party members within thirty yards.

This is probably the best racial ability a Draenei has. Hit is very important to a hunter and it is especially good when grouping with other melee characters like rogue and warriors.

Gemcutting

Automatic + 5 skill to Gemcutting.

This is like the other crafting racial. They aren't terribly useful and have no specific benefits to a particular class.

Shadow Resistance

Increases shadow resistance by 10

As it stands now shadow resistance is only useful in a few select fights in dungeons and very high end instances. It's a nice bonus but don't worry too much about it.

Given the other lackluster racials of dwarfs and Night Elves this probably makes Draenei the best race to play as a hunter if you want to be a member of the Alliance. Heroic Presence alone makes them one of the best race in the game.

Orc

Blood Fury

Increases attack power for 15 seconds and decreases healing done to you by 50% for 25 seconds. Two minute cooldown.

Attack power is one of the main stats for a hunter and if you are careful about not needing healing you can use this every two minutes to pump up your DPS.

Hardiness

Increase resistance to stun effects by 15%. This really excels in PVP, especially against rogues. It shouldn't be very necessarily in PVE though since ideally you won't be hit and stunned that often.

Command

Increases pet melee damage by 5%.

A small bonus, but still very useful to a hunter, especially a Beast Master specced one.

Axe Specialization

Increases Axe skill by 5.

This is not very useful since you aren't supposed to melee. It is a little help before you get your pet, but after level ten it is irrelevant.

Overall Orcs make very good hunters and maybe the very best for horde. Except for Axe Specialization all of their abilities are excellent, especially if you want to be Beast Master spec or engage in PVP.

Troll

Berserking

Increases attack and casting speed for 10 seconds. Speed is increased as your health decreases to a max of 30%. Three minute cooldown.

An extra bit of attack speed is nice, but you will rarely be able to use the full potential of this ability. The speed difference only increases when you take damage. In which case you will probably be meleeing and not doing ranged damage. It also takes 7% of your base mana, so you don't want to spam it every three minutes.

Regeneration

Increases normal health regeneration by 10% and allows 10% of regeneration to continue while in combat.

This sounds great, but it is hardly noticeable. Especially when in combat.

Beast Slaying

5% damage bonus against beasts.

Hunters specialize in fighting other beasts, so this is a nice bonus. But still rather small.

Throwing Specialization

Increases thrown weapon skill by 5.

This is really useless since you will always have a bow or gun in your ranged slot.

Bow Specialization

+5 skill with Bows.

Like the dwarfs gun specialization this will ever so slightly increase your chance of hitting and critically hitting with bow attacks. Not a very significant increase, but better than nothing.

Trolls make fine hunters, but you will not get very much use from your racials. Considering the other races they probably in third place for Horde.

Tauren

War Stomp

Stuns opponents for two seconds. Two minute cooldown.

This is an excellent ability for a hunter. Hunters don't melee very well., So if your enemy ever makes it into melee range you can use this to stun them and run away. It will often give you enough time to set down a new trap or let your pet gain more aggro. And it is wonderful in PVP for interrupting spell casting.

Endurance

Increases your max health by 5%.

This will give you more HP than any other hunter race. Nice if you like to min/max things and intend to be the ultimate survivalist.

Cultivation

+15 skill to Herbalism.

If you intend to be an herbalist this will give you a head start. But it doesn't help or hinder a hunter in any way.

Nature Resistance

Increases Nature Resistance by 10.

Like the Night Elf racial this will give you a very tiny defense against poisons. But isn't very necessary until high end raids.

Overall the Tauren race makes excellent hunters. Warstomp is their only real asset, but it is an excellent escape spell. If you were to rate them Tauren are either the second or third best race for a horde hunter.

Blood Elf

Mana Tap

When activated reduces the targets mana by 50 (scales with level) and charges you with arcane energy for ten minutes. Instant Cast, thirty second cooldown.

Hunters already have stings that drain a targets mana so this is not useful in that regard. The primary purpose of this is to stack charges for Arcane Torrent.

Arcane Torrent

An AoE that silences all enemies within 8 yards for 2 seconds. You will also gain 5 mana+level for each charge of Mana Tap affecting you.

Depending on how you play mana efficiency can be very important. This will give you a little bit back, but it will rarely be enough for even one good ability. The primary purpose of this is to silence your enemies. This is great when fighting caster type mobs and PVPing. The downside is that you have to be in melee range in order to use it.

Arcane Affinity

Automatic + 10 skill to Enchanting.

Another simple crafting bonus that really won't affect you as a hunter. Nice, but not great.

Magic Resistance

Increases all resistances by 5.

The biggest problem with resistance racials was that they only worked in certain encounters. This racial covers all encounters, but gives a lot less help.

Over all the blood elf abilities are most useful in PVP where the silence from Arcane Torrent can interrupt spell casters. Their other abilities are fairly balanced as well but nothing that especially helps a hunter. I would tie them with trolls for third place.

STATS AND FORMULAS.

Before you go out and shoot your first monster you'll need a basic understanding of what your various stats are and how they will affect you. Leveling up only raises your stats a little bit so you'll need to increase them with equipment. It would be nice if you can raise them all evenly, but equipment doesn't do that and individual pieces have two or three stats at best. So it is best to try to pick the stats that fit your play style (Survival, DPS ect) and load up on those. Stats can be broken into three groups. Stats, Attributes and Modifiers.

But before you learn about stats you need to learn about the battle engine in Warcraft. It is broken into two intermixed groups, percentage and damage. The percentage system is always consulted first because it determine chance to hit, dodge, parry and crit chance. Once those factors have been established the damage system takes over and determines how much damage is dealt. Think of it like a real life fighter. First they swing and may make contact or miss. If they make contact then the amount of strength they have determines how badly their opponent is injured.

Since computers have limited intelligence the only way they can adequately replicate "skill" and still have a semblance of randomness is with percents. For this example let's look at your chance to hit a target. Against an enemy with an equal level you have a 95% chance to hit. When you swing your weapon the game picks a number between one and one hundred by rolling a one hundred sided dice and if it is less then ninety five you will connect. According to the law of percents this means that if you swing your weapon one hundred times ninety five of them will hit and five will miss. Now let's look at your chance to get a critical strike with a critical strike percentage of 25%. If you have won a chance to actually hit, the computer rolls another one hundred sided dice and this time if the number is twenty five or less you will land a critical strike. This means that out of every one hundred attacks that land twenty five will be critical strikes.

After the percentage system has run its course its time to determine how much damage is dealt. This system has two stages, attacker damage dealt and enemy damage mitigated. Damage dealt can also be divided into two steps, white damage and green damage. White damage is your base damage from your weapon or base damage from your spells. It gets this name because the base

damage of weapons and spells is printed in white text. Weapons and spells have a minimum and maximum amount of damage they will do on an attack. Every swing or cast will pick a number between the two and that will be your base damage. The choice is completely random and can't be influenced in any way, and in order to make it more understandable their average is displayed as damage per second or DPS. Green damage gets its name from the fact that all modifier stats have green text. This is your final damage because it takes your white damage and adds on the effect of stats like strength or attack power. In general it is what you will focus on the most when determining your damage output. Once you have unleashed your damage you are effectively done and now the focus shifts to your opponent. First the game determines whether or not the enemy will dodge or resist the damage. If they do then your attack has been neutralized and the process starts over again. If it connects with the enemy it then takes your green damage and subtracts some based on the enemy's damage mitigation. This is determined primarily by the amount of armor they have, it is not a set amount but a percentage with a more detailed explanation in the armor section.

Now that you understand the battle system it's time to learn about stats, attributes and modifiers. The five basic stats are simple because their main function is to increase your attributes or modifiers. Strength, Agility, Stamina, Intelligence and Spirit each have a specific role and if you load up on one more then the other it will influence what type of Hunter you will be. Since the primary purpose of stats is to increase the effectiveness of your attributes their explanations are rather straightforward.

Attributes are things like Defense, Armor and Attack Power. They are all Dependant on your stats and are a bridge between stats and the battle engine. Each of these are increased by your stats but they can also be increased directly by items as well.

Modifiers deal directly with the percentage system and determine your chance of hitting, dodging and landing a critical strike. Most of their values come directly from your stats, but there are also pieces of equipment ingame that will increase them as well. In the 2.0.1 patch this was changed from a straight percentage system to a rating system where a certain number of rating would equal an extra one percent. As you increase in level your rating requirement will rise as well so you don't hang onto items below your level.

Stats

Strength

The primary purpose of strength is to increase your melee damage. Each point will increase your attack power by one, which is then used to increase your green damage. Unlike other stats strength and attack power do not scale with level so items with large amounts will last longer than pieces with stats like agility or intellect. Strength is not important to a hunter because it only affects melee damage, not ranged damage. You should load up on other stats like Agility instead.

Agility

Agility is one of the most important stats you can get. It has four purposes which all directly impact the percentage system. The primary purpose of Agility is to increase your ranged attack power. Every point of agility equals one extra point of ranged attack power.

The second use for agility is that it increases your chance of getting a critical strike. The amount is dependant on level but at level seventy you need 40 agility to get an extra 1% critical strike chance. Other classes need a lot less, but hunters have access to items with more agi than other classes.

The third use for agility is that it will increase your chance to dodge an attack. Just like a critical strike, at level seventy you will need 25 agility to get an extra 1% dodge chance. Dodge is not something you will need to stress as a hunter because ideally they shouldn't be taking melee damage often. And if you really need extra dodge you can increase it with an aspect.

The final use for agility is that it increases your armor. Every point of agility will give you two extra armor. Since the highest we can go is mail this is a welcome addition, but won't amount to a very significant amount.

Stamina

Stamina is a very simple stat. For each point of stamina you have you will gain an extra ten HP. It may not seem like much but with thirteen equipment slots it will add up significantly. Mail armor will usually have less stamina than plate because DPS classes need more pure DPS stats. This is extra true when getting armor with stamina alone. "of stamina" armor will only have a few points more than "of the monkey" and you will get some extra stats in the process. If you are survivalist hunter or want to engage in PVP you will want lots of Stamina, but for regular play you will only need a moderate amount.

Intellect

Intellect is mainly used by spellcasters, but hunters can use it as well. Its first and primary purpose is to increase your mana pool. Every point of intellect will give you 15 extra mana (sometimes called MP) and much like stamina it will increase dramatically if you spread it out over your equipment slots. Hunters use mana for most of their shots and stings and in long fights it's a good idea to have a large mana pool. It's second purpose is to increase your chance to get a critical strike with spells. Hunters don't have any spells though so this part is useless. Finally, the higher your intellect the quicker your skill with weapons will rise. This is less useful then you think and the intellect you have on you is more then enough for this.

Spirit

Spirit is a complicated stat. Its only purpose is to increase your health and mana regeneration, but it will not do it regularly. Every two seconds or "tick" you will gain a portion of your health or mana back depending on how much spirit you have. Health is 1/4 of your total spirit every two seconds. And mana is 1/5 your total mana with an extra fifteen tacked on. The tricky part is that whenever you use an ability that uses mana your mana regeneration is paused for five seconds. This is sometimes known as

the five second rule and is a huge problem for mana users. A way of getting around this is to use mana per five gear. This returns a set amount of mana every five seconds regardless of combat or casting. But you won't see much of this gear till the higher levels.

Attributes

Armor

The primary purpose of armor is to reduce the damage you take from physical attacks by a percentage. The formula for how much is reduced is $(\text{your armor} / (\text{your armor} + ((85 * \text{level}) + 400)))$. The formula is rather complicated but at level one, one hundred armor will reduce the damage you take by twenty percent. At level seventy, one hundred armor will reduce the damage you take by 1.79 percent. Armor is a secondary attribute for a hunter so don't worry to much about it. Look for other stats like crit chance and attack power.

Defense

Defense is another stat used to reduce melee damage. One point will increase your chance to dodge, parry or block an attack with a shield by .04%. So you will need twenty five points in defense to get a 1% increase to your dodge, parry and block chance. Twenty five points will also reduce your enemies chance to hit, critically strike or deal a crushing blow. (beast version of critical strike.) You can probably see that while armor reduces the amount of damage you take, defense tries to prevent you from taking damage at all. The problem is that the amount of defense you will need in order to have a noticeable effect is very large and it means you will have to give up on other stats. Defense is primarily a stat for hardcore tanks anyway so don't even bother looking for it.

Attack power

Attack power is your most important stat when determining your melee damage. You may remember from above that your damage is first determined by your white damage, the maximum and minimum amount of damage your weapon will deal. Since it is so random the game provides you with an average of how much damage you will deal called Damage Per Second or DPS. The purpose of attack power is to increase your white DPS by 1.0 point for every 14 points of AP.

However, much like spell damage the slower your weapon the larger the bonus you will receive from your AP. This is because slower weapons cause larger bursts of damage then faster ones, and the damage from AP will spread out more. The exact attack speed/AP ratio is only known by blizzard, but every full second seems to add about one forth more DPS. For a hunter your attack power is determined by this formula: $AP = Level * 2 + Str + Agi - 20$. And your ranged attack power which is more important is determined by this formula: $RAP = Level * 2 + Agi - 10$.

+Magic damage.

Magic damage is only needed by casting classes. Each point increases your damage with spells, but since hunters don't have any "spells" it is useless to them.

Magical resistances.

Magic resistance doesn't come into effect until level sixty and then it is only necessary if you plan on doing forty man raids. The main point of resistance is to reduce damage by elemental and magic attacks much like your armor and defense skill reduces physical damage. But instead of reducing by a set percentage, resistance gives you a chance to reduce a set percentage. Most players get their first taste of resistance when they go to the Molten Core so we will use

that for an example. While in the core a Firelord hits you with a flame blast for one hundred damage (In reality they hit for much MUCH harder but this is just to simplify things.) With zero fire resistance you will always take one hundred points of damage. But with a higher rating you will have a chance of reducing either 25%, 50%, 75%, or 100% of the damage you will take. Now let say that the fire lord hits you with his fire blast but you have 50 fire resist (A very small amount). This means that instead of a 100% chance of taking damage, you only have a 54% chance. Since this formula contains so many layers here is a table showing what you can expect for different levels of resistances.

Chance to Resist.	50 Res	100 Res	150 Res	200 Res	250 Res
Chance to Take Full Damage	54%	20%	7%	1%	1%
Chance to Resist 25% Damage	33%	49%	26%	14%	3%
Chance to Resist 50% Damage	11%	24%	48%	40%	16%
Chance to Resist 75% Damage	2%	6%	18%	34%	55%
Chance to Resist 100% Damage	0%	1%	1%	11%	25%

Modifiers.

% chance to Hit with melee.

Every time you fight a mob you have a percentage to miss it depending on the difference between your level and the monsters level. So this stat will lower your chance to miss. For example, when fighting a mob equal to your level you have a 95% chance to hit the target. Adding an extra 1% to +hit will increase your hit rate to 96% and lower your miss rate to 4%. +Hit is very important to a hunter because your primary focus is ranged damage. There is such a thing as overkill though. A hit rate of 101% is the same as a hit rate of 100% So unless you are planning on doing a lot of raiding you won't need more than 5%. If you are going to raid you should aim for 8%. This is because most raid mobs are one or two levels above you and your natural hit rate is two or three percent lower. You will need 16 hit rating for an extra one percent hit.

% chance to hit with spells.

This works almost exactly like the chance to hit with melee. Each percentage will reduce your chance to miss with spells. But hunters don't have any spells so this is a pretty useless stat.

+Dodge

This increases your chance to dodge a melee attack by a percentage. Tanks and frontline melee are the primary users of dodge though and you won't need to load up on it. The exception is if you intend to be a Survival specced melee hunter. In that case some dodge might be useful, but it will be hard to find. You need 19 dodge rating for one extra percent at seventy.

+Parry

This works like Dodge except that it lets you parry an attack with your weapon. Just like Dodge it is only worthwhile for front line fighters, but it is less useful since it requires that you have your weapon drawn and some attacks can't be deflected. However, if you are going to be a Survival specced melee hunter this is more useful than Dodge because of Counterattack. You need 31 parry rating for one extra percent at level seventy.

+Melee Crit

Whenever you swing or shoot your weapon you have a chance of landing a critical strike. In addition to your crit chance from agility you can also get crit chance from armor as well. In melee this is one of the best melee modifiers you can get and depending on your spec you will want to load up on as much of it as possible.

+Spell Crit

This works like Melee critical hits but with spells. Since hunters don't have any spells though it is useless.

FIGHTING AS A HUNTER

Hunter Basics

The hunter class is a pure ranged fighter, but there is more to it than just standing in one spot and using autoshot. A hunter needs to juggle shots and stings, manage his pet and watch his threat and mana all at once.

The core of ranged fighting is keeping as much distance as possible between yourself and your enemy. If they get too close to you they will be inside your ranged weapons dead zone and you won't be able to shoot them. So a successful hunter needs to be very mobile and can't stand in one spot firing like other ranged classes.

Aspects

Aspects are small buffs cast by the hunter. Most of them can only be used by the hunter, but some will affect your party as well. Each aspect is designed to be used with a specific play style. If you are doing lots of ranged damage you would want to use Aspect of the Hawk for the extra attack power. But if you were going up against a monster that does nature damage you would want to use Aspect

of the Wild to increase your parties nature resistance. You can only have one aspect up at a time and they last until you die or put another one up.

Shots

Shots are special attacks that deal damage and usually have a special effect as well. Each shot has a unique ability like dealing extra damage, dazing the enemy or manipulating threat. Though most are designed to deal damage. Because most shots have a cooldown you can't spam them, so instead you will need to rotate them in between your autoshoot.

Stings

Stings are the hunters primary way of debuffing an enemy. They fire like a regular autoshoot but when they land inflict a nasty poison on the enemy. Most deal some type of damage over time but there are other effects like putting the target to sleep or lowering their base stats. You can only have one sting per hunter on a target so you need to treat them like aspects and pick the best one for the situation.

Traps

Traps are a very unique ability for a hunter. When activated a trap will be laid at your feet and the first enemy that gets close will be hit. Generally they can either do large

amounts of damage, or help immobilize an enemy. Damage traps are primarily used when soloing or farming. Immobilizing traps are a lot more useful though because they can help keep a distance between you and your enemy. They are also one of the best ways of keeping enemies crowd controlled in groups and PVP. You can use a trap once every minute even if you are in combat and you don't need any tools or supplies to make one.

Tracking

When activated a tracking spells shows the locations of a specific type of mob on your mini map. If you have track beasts active you will see several red dots on your map for every beast type mob in the immediate area. Tracking spells are very situational but can be very helpful when working with a group or doing PVP. One problem with tracking spells is that you can only have one active at a time. This includes resource tracking like find minerals or herbs.

Ranged DPS

Shot Rotations

Being able to DPS effectively requires more then just sitting back and auto shooting, you need to use all of your shots and stings as well. But you can't just button mash and spam your abilities either. The key

to hunter DPS is to create what is known as a Shot Rotation. A shot rotation revolves around your Auto Shots and the window of time between each one. During this time you can use one of your other abilities like Arcane or Multi shot. But if you don't time your shots right you will go long and cancel out one of your auto shots, losing DPS.

The greatest difficulty for creating a shot rotation is dealing with cooldowns and global cooldowns. If you had a weapon with a 2.50 attack speed you would have two and a half seconds to use one of your special shots before auto shot was fired again. Most of your damage dealing shots are instant cast so even if they have a cast time two and a half seconds should be enough. But if they have a cooldown you won't be able to use it right away on your next auto shot window. If you were to use Arcane Shot on your first window you will have to wait six seconds to use it again. Which with a 2.50 speed bow would be in your third auto shot window. This leaves you with an empty window and a missed opportunity for extra DPS. During that empty window you could weave in a different shot like Steady Shot or Multi Shot for extra DPS.

Your other major problem is dealing with a global cooldown. When you use an ability your global cooldown activates and for 1.5 seconds you can't use any other abilities. If

you didn't have this you would be able to spam all of your instant cast shots almost at the same time and your burst damage would be huge. The global cooldown won't effect your auto shot, but it will effect when you can use another special shot. If your weapon is very fast your global cooldown might carry over into your next auto shot window and prevent you from getting in another shot.

Now that you understand the basics of a shot rotation its time to go over the specifics. The best shot to use in a rotation is Steady Shot (You won't be able to use this till level 62 though.) It has a very low cast time and is more mana efficient than some of your other shots. It is possible to have a rotation of nothing but Steady Shot and auto shot. But what is better is to use that as a base and throw in other shots as well. Arcane shot should be thrown in by your second or third window because it won't be reduced by armor like Steady Shot. Multi Shot should be thrown in after your second arcane shot to make sure the tank has built up enough aggro. After opening with a sting and aimed shot the sequence I usually use is auto, steady, auto, arcane, auto, steady, auto, steady, auto, arcane, auto, multi...Then start over from the beginning.

When using a shot rotation there are some important things to remember. First and foremost is that Aimed Shot should not be incorporated. Using it resets your auto shoot and its long cast time makes it hard to squeeze in. On that note, your weapons speed will determine what type of rotation you will be able to pull off. Faster weapons give you a smaller window to work with and your cooldowns will often prevent you from getting in an extra shot. You also need to be careful with your mana when using a shot rotation. Hunter mana efficiency is poor compared to other classes and Arcane Shot and Multi Shot suck up a lot of MP. The easiest solution to this is to gage your DPS off of what you are fighting. If it is a regular mob or trash mob in a instance use a simple Steady Shot and auto shot rotation. If it is trash in a raid weave in an occasional arcane shot. If you are fighting a boss slowly DPS so you will regenerate some mana then go all out once the tank has secured threat.

Threat management

An important factor to watch out for when DPSing is how much threat you are generating. When fighting in a group, the target monster always goes after what it thinks is the biggest threat. The role of the tank is to keep himself at the top of the threat

list because he has the best survivability. But there is a limit on how much and how quickly a tank can build threat, so if you go all out DPS you'll quickly surpass him.

The first stage of threat management is keeping threat in check. When a tank first engages the enemy they need time to build a buffer of threat, so hold off DPS until they say it is ok. Usually this is after one or two sunders for warriors, a few seconds of bleed effects for a druid and four or five seconds of holy damage for a paladin. After they give the go ahead slowly start to DPS. This would include Auto shoot and stings but avoid your heavy damage dealing shots for a while. After the tank has established enough threat you can move on to your regular shot rotation.

The second stage of threat management is reducing your actual threat. The simplest way is to back off on your DPS. If you see you have landed several big critical strikes and have jumped up significantly on the threat meter step out of combat so you don't cause anymore damage. During this time you can chug a potion or bandage yourself, but be careful because healing can cause aggro as well. A problem with stopping combat though is that you are no longer DPSing. So I only really use this when questing with another player or when fighting trash mobs in a raid..

Other more effective ways of reducing threat depend on your spells. The first one, Disengage, immediately reduces your threat by a set amount. But since it can only be used in melee range you won't be able to use it regularly. Instead you should be ready to use it when you have pulled aggro and the mob starts to beat on you. In a small group environment you'll be able to take the hits before the tank can get aggro back. But in a raid you will usually be dead before you even have a chance to use it.

A more useful aggro wiping ability is Feign Death. Once you activate it you lose all of your aggro and exit combat. If you see you have topped the threat meter chart you can immediately use it and the mob won't come after you. This is especially true in boss fights. On long fights try and make sure to use it every time it is available. This way you can DPS without fear of pulling the enemy's attention.

Melee Fighting

Compared to their ranged abilities, a hunters melee strength is very weak. We have hardly any melee abilities besides Raptor Strike and our melee AP formula is lower than pure melee fighters. On top of that hunters should pick weapons that help their ranged damage stats and will usually be weaker than melee weapons.

A hunter shouldn't abandon melee completely though. But instead of damage dealing focus on hindering. Abilities like Wingclip, Counter Attack and immobilizing traps are very useful in PVP situations, but they can only be done in melee range. Other times the terrain won't allow you enough line of sight to shoot your enemies and you will need to kite them to a more suitable location. When your enemy gets close to you attack him and root him in place, then run away till it is safe enough to shoot.

Damage dealing melee shouldn't be completely forgotten though. Ammo is expensive, so if your enemy is very low on health or you are farming much weaker mobs charge in and start hitting. If your pet is still holding aggro this is even more reason. But in a group or raid stick to shooting.

Kiting

Kiting is a special technique where you run away from the enemy and wear them down. Kiting is very useful when soloing elite monsters and other players in PVP because while it takes a long time to accomplish, if done correctly you can take down almost any monster.

The basic strategy of kiting is to attack from maximum distance and shoot as much as possible. When the enemy gets in melee range use a snare ability before running away again. Keep repeating this until they eventually die. But of course it's more complicated than this though.

Your first shots are critical because this will be the only chance you have to use heavy damage abilities like Aimed Shot. Abilities with cast times are not as efficient in the long run as using autoshoot or instant cast shots. After you have opened up use Concussive Shot to give you some extra shooting time. Before the mob reaches you set your freezing trap and run away so it is between you and the mob. When the mob is frozen and you are out of range immediately turn around and shoot it again. If it has taken less than ten seconds for you to get out of range you might want to use a hard hitting attack again like Aimed Shot. A nice strategy is to set your trap before you pull and wait about twenty five seconds. This will let your traps cooldown expire and you can set another one when it gets near the second time. If you can't set anymore traps or they are resisted wait for the target to get in melee range and then hit them with Wingclip or if possible Counter Attack. This will slow them down and give you a chance to run away.

Strategies for kiting also depend on what you are trying to kite. PVE mobs will always follow you in a straight line and won't stop unless you get too far away from their spawn point. In general if you are kitting something you will want to try and go in a big circle, avoiding other mobs so you don't get adds. In PVP the target is another thinking person and kitting is more difficult. If they get too low on health they may run away and if you are too far you won't be able to catch up. When kitting another player you don't want to get too far ahead and will rely more on stuns and snares than distance.

Pets can be a hindrance while kiting unless you manage them correctly. They can break freezing traps and if you aren't careful they will pull aggro. Try to keep your pets Growl ability off and keep them on passive till you are out of the trap phase. Stings are another thing to watch out for while kiting. Serpent Sting is dangerous until you have passed the trap phase. Viper sting is safe though and should be up at all times if the target is a mana user.

Pulling

One of our most used roles in a group is to pull mobs back to the other party members. In fact hunters are arguably the best pullers in the game. The first reason they are best is they are able to abort a bad pull and reset the

encounter. If you accidentally pull two groups instead of one you can use Feign Death. Feign Death wipes all of your aggro and the mobs will run back to their original places. (Note, this doesn't work if you use Misdirection, but more on that in a bit.)

Hunters are also great pullers because they can crowd control (CC) right when the pull starts. By setting down a Freezing Trap the front runner of the mobs will be frozen in ice for twenty seconds, enough time for the group to burn through one or two of the other mobs.

A hunter puller is also great because they are able to manipulate threat onto the tank. At level seventy hunters get the ability Misdirection, which transfers all of the threat from your next three attacks to another party member. If you do a misdirection pull your tank will start off with a large amount of aggro and be able start DPSing sooner. A problem with Misdirection though is that most shots and stings will also use an Auto shoot charge and you will only be able to use two attacks to give threat. There is a way around this though below.

Now its time to learn how to actually pull. When pulling your first job is to cast Misdirection onto the Tank. You then need to hurry because you will only have thirty seconds to receive the effect. Lay down a freezing trap and use Aimed Shot on the first

target. You should use Aimed shot because you will have time to cancel Auto shoot before it eats up one of your charges. When the mobs get into range use Multishot. Even though it hits multiple targets it still only counts as one attack. When doing a Multipull, mobs that don't take damage and simply link have less aggro than mobs that do take damage. By using a Multishot you give the tank aggro over all of the mobs at once. You can then use your final attack on the tanks target. If the first target is almost dead though and you still have misdirection up use a shot on the tanks next target. At this point you can assist the tank and begin DPSing the enemies down.

PETS

The hunter is the definitive pet class in wow. Your pet will be able to aid you in nearly every aspect of the game and without it you're just a gimped warrior with a bow. Pets require a good bit of maintenance though. You'll constantly need to feed them to keep them happy and level them up just like yourself.

Using your Pet

Pet Tanking

The primary purpose of your pet is to act as a tank. The biggest problem a hunter has while soloing is keeping his foe outside his deadzone. But if you let your pet keep the mobs attention you can stand back and shoot it full of holes. Your primary way of keeping threat is your pets Growl ability, which acts like a warrior's Taunt or Voidwalker's Torment. It instantly generates a large spike of threat and puts them higher on the threat list than you. The amount of threat your pet's Growl generates can be directly increased with attack power. A final way of increasing your pet's threat is dumping your own. If you

use your Feign Death ability your threat will drop to zero, but your pet will stay the way it is. This lets you DPS like crazy once you get back up.

The basics techniques of pet tanking are pretty simple. First have your pet attack the target. (You can do this quickly by hitting Ctrl 1) The first person to attack a mob will get an extra bit of threat. After their first attack you should generally wait one second before attacking. This is to make sure their first Growl isn't resisted. After they have landed a growl start to DPS lightly. Don't use your major attacks all at once but spread them out. This way you won't spike over your pet in aggro. Also, always try to increase your pet's threat with damage dealing abilities like Bite or Claw. These don't create as much threat as Growl but over the course of a battle their threat will usually cancel out the threat from your own damage dealing attacks. If you are fighting a powerful monster or an elite you will also need to keep your pet healed. Use Mend Pet after your pet is at seventy five percent so they can regenerate health. Be careful not to use this too soon though since it can cause a little bit of healing aggro.

Pet DPSing.

Many people say that pet DPS isn't worthwhile. If you just let your pet auto attack that can be somewhat true. But if you work with your pet and use their abilities carefully your pet's DPS will increase and increase yours as well. Pet DPS is largely self sustaining. The secret is to build up your pet with talents and teach them new abilities so they can work on their own.

Pet damage takes two forms, white damage and yellow damage. White damage is from your pets regular auto attacks and is the base of your DPS. You can increase this by buffing your pet but it will stay very regular. (Pets also get a portion of your stats like AP or Sta so buffing yourself buffs them as well.) It may seem low compared to your damage, but over a long fight it can add up significantly. Yellow damage comes from abilities like Bite or Gore. These are special attacks that use up your pets Focus and often have a cooldown. Most of these abilities are also restricted by your pets species. Bite can be learned by almost all species, but only boars and ravagers can learn Gore. This means the pet you choose will determine how well they DPS.

The key to pet DPS is careful management of their abilities to increase their yellow damage. Regular white damage is important but since you can't really influence it you don't need to worry about it. One of the first

things you need to do to increase your pets DPS in a group or in PVP is turn off Growl. It wastes focus and can sometimes cause problems for the tank. DPS pets can only last for a little bit as a tank anyway so this isn't a real loss. Depending on your pets species you should have one action block dedicated to a generic direct damage ability like Claw or Bite. In the long run I prefer Bite even though it is more focus intensive. Your second action block should have your pets species specific ability like Warp, Charge or Lighting Breath. These are not always damage abilities, they may have an effect like knockback or interrupt which can greatly help in specific situations like PVP. Your third block should contain a buff or debuff ability. Dash, Dive and cower are good generic ones but you can also use an extra species specific one like Prowl or Furious Howl. You should always try to save your final slot for Growl. Even though you don't want your pet to do a lot of tanking it is great for if you need to run away when playing solo and have someone else take all the hits.

The actual techniques to pet DPSing are rather simple. Your pet will be able to take care of itself most of the time by auto casting its generic damage dealing abilities. There are two situations where you need to physically manage your pets abilities. The first is if they have a special effect that you

want to save. Charge is best saved for interrupting a caster, and Prowl shouldn't be used until you are ready to attack because it slows your pet down. The second situation revolves around your Kill Command. You should try to activate it every time you get a critical strike.

Maintaining Your Pet

Pets require a lot of maintenance. You need to constantly keep them happy by feeding them, level them up and teach them new skills.

Happiness

Pets have feelings too, and the happier your pet is the better off both of you will be. The more content you keep your pet the more inclined it will be to work for you. Your pet has three different levels of happiness. Unhappy is the lowest state and the one every pet starts with right after you tame them. While unhappy they only cause 75% of their regular damage and lose loyalty. If you keep them unhappy too long they will eventually run away! Unhappy is marked with a red frowny face next to your pet's portrait. The second level of happiness is contented. This is a middle ground where your pet deals 100% damage and slowly gains loyalty. This is marked with a yellow

smiley face. The final level is happy, marked with a green smiley face. At this level your pet causes 125% damage and gains loyalty very quickly. You want to try and always keep your pet in this state.

Loyalty

The longer you keep your pet happy the more loyal it will become towards you. There are six levels of loyalty. Rebellious, Unruly, Submissive, Dependable, Faithful, and Man's Best Friend. The higher your pet's loyalty level the less food it will take to keep it happy. But more importantly every new loyalty level gives you points to help train your pet. Loyalty can decrease though if it loses too much happiness. If you don't feed your pet enough or you let it die too often it will have no reason to stick by you and eventually run away.

Feeding your Pet

To increase your pet's happiness you need to feed them something they like. You can see what your pet's diet is by opening up your character profile, clicking on your pet tab, and mousing over the green smiley icon. As your pet levels up his taste in food will also increase. If you feed them low level food they will only gain a little bit of happiness. But if you feed them food equal to their level they will gain a great deal of happiness. To

actually feed your pet first click your Feed Pet icon. Then click on the food you want to feed your pet. You also need to give them time to chew. If you spam your feed pet icon your pet won't have time to finish and won't gain any more happiness from the previous piece of food. It takes about ten seconds for a pet to finish eating.

Training

There are two ways to train your pet. The first way is to visit the pet trainer next to your own class trainer. He will teach you new abilities that buff your pet with extra armor, health and new abilities. Learning new skills from the pet trainer doesn't teach them to your pet though, they just stay in your spell book. This way if you get a new pet you don't have to hike back to the trainer.

The second way to learn pet skills is to learn them from other animals. Most of your active abilities like Claw or Screech can only be learned from wild pets that you tame. If you wanted to learn Claw for example you would have to tame a bear. After you have tamed the bear you need to use it in battle and make sure it uses Claw as often as possible. Eventually you will receive a message saying that you have learned Claw. You can now get rid of that pet if you don't want it and teach Claw to any other pet you want. There are two things to remember

about learning skills this way. First, only specific animals will know these skills. You can't just tame any bear and learn Claw. Even if you tame a hundred Brown Bears you will never find one with Claw. If you tame an Iceclaw bear though eventually you will find one with Claw. The second thing to remember is that you will have to tame tougher monsters for a higher rank of an ability. If you want Claw rank 2 you will need to tame a Thistle Bear in Darkshore. Thistle bears are slightly harder than an Iceclaw bear and are slightly higher level. I would recommend checking this website for a list of what animals have what abilities at what level.

<http://www.goodintentionsguild.info/hunters.html>

After you have learned new skills from the pet trainer or by taming a beast you can teach them to your pet. Take the pet you want to train out of your stable and open up your Beast Training ability under the general tab of your spell book. Inside is a list of all the pet abilities you know and a count of how many training points you have. Training points are used to buy new skills and abilities, so try to raise your pet's loyalty as high as possible. If you want to learn a skill like Natural Armor first click on the rank you

want to learn and click train. Your pet will lose some training points and instantly get a buff to their armor. You also need to consider the different ranks of abilities. Higher ranks cost more points and once you learn them you won't be able to learn any lower ranks. One final thing to remember is that not all pet species can learn every ability. Cats and bears can learn Claw, but boars and wolves can't. If your pet can't learn an ability it will say so in its description.

Pet Types

Not all pets are equal. If they were there would be no point in taming new ones. Each pet species has certain advantages and disadvantages in terms of stats or abilities which lead them to different styles of play. It is generally accepted that there are three different classes of pets. Tanking pets which stress high armor and health but low damage. DPS pets that have high damage but low armor or health. And balanced pets that are well rounded but rarely excel at anything. There are also certain pets out there known as caster pets which you should avoid, but there will be more on that later.

Tanking pets are primarily used while leveling and questing solo. Their primary function is to keep the enemy's attention and out of your ranged weapons dead zone. Since

they take such a beating your pet will need high health and armor. High health is slightly better than armor because armor does nothing for magic damage. The five best tanking pets are

- Bears
- Boars
- Scorpid
- Turtle
- Warpstalker (Non caster)

Other species like tallstriders, gorillas, crabs and crocolisks are also considered tanking pets but they will either have low armor and high health or the other way around. The only reason you would want one of these as a tanking pet is for special abilities like a gorillas Thunderstomp.

DPS pets are used when instancing or in PVP. The things to consider when choosing a DPS pet is first what abilities they can learn and second what DPS stats they will get. The abilities your pet gets will determine how much damage they will be able to put out and how long they will be able to do it. If you have moves that use up a lot of your pets focus fast you will do lot of damage fast, but then slack off while they try to regen. These types of pets are best used in PVP. If you have moves that are more focus efficient you will do more sustained DPS and are best in a PVE situation. The five best DPS pets are

- Cats

Raptor
Ravager
Owl
Wind Serpent

Balanced pets are built around being ok at everything, but great at nothing. If you foresee yourself having to spend a long time away from the stable master you might want to bring along a balanced pet because you don't know what you will face. The five best balanced pets are

Wolves
Dragonhawks
Serpents
Buzzards
Hyena.

Caster Pets

If you are going to be serious about getting the best pet you can you need to know which ones to avoid. Specifically you will want to avoid caster pets because of their inferior stat growth. Instead of strength or stamina these pets will have high spirit and intellect. Pets really don't need these stats so they essentially get a handicap when going into battle.

Caster pets can be identified in two ways. If they have a mana bar before you tame them or they have anything to do with magical abilities they will probably have

casters stats. This is not always true though. The Feral Dragonhawks outside of Silvermoon have caster stats. But the Eclipson Dragonhawks in Shadowmoon Vally don't. The best way to check is compare you pets base armor value against the base armor value of an other equal level pet of a different species. You can do this under your pets UI window.

HUNTER PVP

One On One PVP

Hunters can be real monsters in PVP if played correctly. In order to succeed though, you must follow three rules. One, keeping out of range of your opponent is the key to your survival and success. A hunters deadzone will quickly live up to its name if you don't move enough. Two, a hunter must choose their targets carefully. When fighting in group PVP you are better off going after targets that you will have the easiest time killing. This is mostly casters and classes with low armor. Three, remember your role. A hunter can play offensively or defensively. When fighting offensively your primary concern is working with your group do deal as much damage as possible. When fighting defensively your primary concern is survival and hindering the enemy.

Fighting in PVP is similar to fighting in PVE, the major difference is that the enemy doesn't have a concept of aggro and will act more independently. Since you have no real way of healing yourself and your defensive options are somewhat limited your best bet is to damage your enemy down as quickly as possible. The best way to do this is with large

bursts of damage instead of slow and steady. A simple shot pattern that most hunters use in PVP is to charge up a steady shot (or aimed shot if the target is immobile) then before it launches start spamming your Arcane Shot ability. This will cause an arcane shot to follow almost instantly and right after that you should get a regular auto shot. At this point you need to wait for your shots cooldowns to end so turn around and start running away, kiting your enemy, until you can repeat the process. Another important tip for fighting other players is to use Feign Death. By doing so you will cause your opponent and their pet to lose their target on you. They can get it back quickly, but it can often be enough of a distraction to give you an edge. An even better trick with melee classes is to use a snake trap before feigning, so they have to shift through all of the snakes.

Below is a list of common tactics for dealing with specific classes. Each class is very different and requires different strategies to deal with their various abilities. Factors like their talent specs and quality of gear will also play an important part so try to observe these early.

Druid

Druid fights can be some of the longest in the game. Their heals can be very potent and negate your damage. And what's worse most are heals over time, so they can keep fighting while healing themselves. They are also able to shift their form into either the equivalent of a rogue or warrior, so your tactics against them will have to change as well. As an added bonus though, you can use your Scare Beast ability when they are in their feral forms.

When fighting their primary technique is to stay in one of their feral forms to wear you down, then shift back to caster form and heal. Meanwhile, your ability to keep yourself and your pet alive will be limited. They will try to make you use up your mana by cleansing away your stings and healing away your damage. They have the ability to take your pet out of the fight by forcing it to hibernate, and can root you in place with their entangling roots spell. Kiting a druid is hard because by shifting into one of their other forms, they will remove all crowd control effects like wingclip. So you won't be able to use your hit and run away technique.

The trick to fighting a druid depends largely on the form they are in. If they are in caster or cat form they are somewhat easier to take down because of their lower armor.

Focus on keeping them out of range with traps and concussive shot and burst them down when possible. You can also CC them in cat form by using your Scare Beast ability. This can give you a chance to prepare a hard hitting attack. When they try to shift into caster form and heal away the damage use one of your interrupts like silencing shot, scatter shot, or intimidation to stop them. Once you have stopped them, if possible rush back in and use a trap again so you can fall back and prepare another round of burst damage.

A hunter in bear form is a different fight entirely. You can use some of the same strategy you used when fighting a cat and caster druid. But it will take a lot longer. Thanks to their high armor your ranged damage is severely cut, but if you can stay far enough away they won't have any rage to deal damage to you. The key is to crowd control them as much as possible with traps and your scare beast spell. Then while they are incapacitated, use your heaviest hitting attacks. Watch out when trapping them though. If they use their charge attack they will run right over your trap. So make sure it is always right next to you. It is also very important to prevent them from healing. Even more important than fighting cat and caster druids.

Hunter

The nice thing about hunter vs hunter fights is that the hunter always wins. These fights are interesting because both players will want to stay out of range of each other. Sometimes these fights end up with both players standing in one place and seeing who can outlast the other. Usually, it comes down to the player with the better gear and better skills.

The basics of this fight come down to two things. Shooting as hard and fast as possible. These are real burst fights where you shouldn't worry about mana or cooldowns. Start by dotting them up with a serpent sting and activate Rapid Fire. Follow up by weaving a quick arcane shot, auto shot, multi shot combo. They should be low on health at this point and you have some options. You can wait for your shots cooldowns to end and keep shooting him. Or you can interrupt him with Scattershot or Intimidation and freeze him in a trap. This will give you time to prepare another shot rotation starting off with Aimed Shot. If you are on the receiving end of this technique however you can break out of it by using feign death.

There are two ways of dealing with the other hunters pet. You can have both of your pets fight each other until one of them wins. Or you can try to keep it out of the fight

entirely with scare beast and traps. This way you can have your own pet fight your opponent. The first option is usually preferred by those with a beast master spec since your pet can survive longer. The second option is also useful for beast master hunters since they can

Mage

Mages can be a pretty easy fight as long as you stay at range. While they have very high DPS, you can cut it if you stay as far away as possible. The closer you get the more instant cast spells like Fire Blast or Cone of Cold they will be able to use. If you stay far enough away they will be forced to stand still and use nukes with a casting time. This can also be countered to a degree by your pet. If they have a fast enough attack speed they will be able to interrupt and push back the mages casting.

When fighting a mage they will often start by polymorphing either you or your pet. If they polymorph your pet ignore it and focus on the mage. If you have the Improve Mend Pet ability use that and if you are lucky it will break the polymorph. If they polymorph you turn all your attention to your pet. Spam their damage dealing abilities and if possible use things like Bestial Wrath to increase their

damage. Odds are you won't break free of the polymorph before your pet dies so you need to have them deal as much damage as possible.

Another major mage defense is Blink. They can either Blink away from you and keep you out of range. Or they can blink into your deadzone. There is nothing you can really do about the former situation. But when they blink close to you use your Scatter Shot or other interrupt ability to get back in range. It is especially useful to wait until they start casting a spell. Or, you can use your Feign Death ability to stop them.

If you can get around their defenses, mage's are very quick to fall. With very little damage mitigation a couple of hard hitting crits can finish them off. Aimed Shot is especially useful in this situation since the casting time is negated by the mage's own casting.

Paladin

Paladins are a real pain to fight. It's almost impossible to die to one, but they are almost impossible to kill. Thanks to their high armor and heals they can stay up and running a lot longer than you can. The key to these fights is to save as much mana as possible and

make them run out first. One thing you have going for you is that paladins have virtually no ranged abilities. So kiting them is much simpler, but a very long process.

You will use your standard kiting methods when facing a paladin. But before you focus on damage dealing you must wear away their mana. The first thing that comes to mind is to use Viper Sting, but a paladin can cleanse that away. You need to watch your mana too, so instead of using your highest rank sting, use rank one. If you are lucky they will waste mana cleansing it away. If they catch on they may start to ignore it. In which case you can use a max rank before they catch on. Your other method of draining their mana is to force them to waste it on healing. Since they have no ranged attacks kite them with freezing trap and use auto shot to do damage. If they are far enough away you can use steady shot or aimed shot for an extra bump. If you do this long enough they will waste most of their mana on healing. If they use their bubble you will know you are close to taking them down.

After they have used their bubble try to burst them down as quickly as possible. During this minute they won't be able to use their shield again and it is your best chance to take them out. At this point you should also send in your pet to interrupt their spell

casting. If you see them trying to get off a heal rush in and use an interrupt spell like Scatter Shot, Silencing shot or Intimidation to stop them.

Priest

Priests can pose a very big challenge to a hunter. They have some of the survivability of a paladin minus the damage mitigation, but more DPS to back it up. The tactics for taking down a priest depends largely on their spec. Basically, if they are holy or shadow. A holy priest has moderate DPS, but can last a surprisingly long time for a caster thanks to their heals. A shadow priest can deal lots of damage, regenerate mana and has some nice damage mitigation. Thanks to their fear and shield abilities both specs will have plenty of opportunity to heal themselves back up, so sustained damage is not worth while. Draining their mana can also be a tough challenge. While it is possible with a holy priest, you will rarely last long enough against a shadow priest to make a dent in their mana.

Regardless of spec, your best option is to stay as far away from them as possible. Almost all priest damage spells are either channeled or require casting. So if you can keep ahead of them they won't be able to use their most powerful attacks.

Your best option is to try and burst them down as quickly as possible, with a little bit of kitting mixed in. First, send your pet in and have it go berserk. Use some of your powerful shots to bring them down and wait. If they feel desperate they may try to shield themselves or use their fear on your pet. If you have kept out of range though you should be ok. Like fighting a paladin, wait for them to use their shield and then take them out. Without their defenses you should be able to burst them down quickly.

Rogue

Rogues are another challenging fight, but far from impossible. They are a front lines melee fighter so if you can keep them far enough away you can win. Unfortunately, rogues are almost as agile as you are and can get into your dead zone quickly with abilities like sprint and deadly throw. The trick is to know where they are at all times.

Fighting a rogue depends on if you attack first or if they do. If you know a rogue is coming immediately use Flare to break them out of stealth. Then use a trap to keep them in place when they attack. If they activate the trap run away and start kiting like normal. If

they don't break the trap, charge them with a wing clip and keep running. When wingclip is about to expire turn around and hit them with concussive shot then start to kite them.

If they get the drop on you your first priority is to survive. When a rogue attacks you from behind you will be stunlocked for the next several seconds. During this time they will be able to cause lots of damage and there is a very good chance you will die. During this time have your pet attack the rogue and use intimidation if possible to stun them back. If you manage to survive, hit them with a scatter shot or Wingclip and run for the hills. If you can, drink a potion to restore health and turn to fire. Use concussive shot to slow them and use the next section to kite them.

Kiting a rogue is hard because they will rarely fall for traps. In addition they have Sprint, which lets them get closer to you quicker. And on top of all that, their poisons can slow you down as well. Our best options in this situation is to use scatter shot and concussive shot as much as possible. You will also always want to have a serpent sting up at all times. This prevents them from going back into stealth. If you keep this up you should eventually wear them down.

Shaman

Shaman are extremely nasty thanks to their wide array of abilities. They can melee like a warrior or rogue, nuke like a mage or outlast you with healing like a paladin. They specialize in quick attacks like instant shot spells and totems. They also make kiting a nightmare thanks to a little spell called Frostshock. Shamans have a good deal of damage mitigation thanks to mail armor and special spells. So the fight is similar to fighting a paladin, but a little less survivability.

Start off by laying a frost trap at your feet and blast them while waiting for them to come into range. When they are frozen run the other way and use an aimed shot combo attack. Then use concussive shot to slow them down and repeat. When they get close again you might want to charge them with a Wingclip and try to outrun them again. Avoid this though if they are an elemental shaman. The closer you get the more damage they will be able to inflict. Instead, treat them like a mage. At some point they will stop and try to heal. So if you see green leaves around their hands try to use an interrupt spell. If you succeed do everything you can to bring them down at this point.

A key to taking down a shaman is to make them run out of mana. Like a paladin they can cleanse away your viper sting, so use rank one to fool them into wasting MP. Another trick is to always keep them moving. This way they will have to keep summoning new totems which also cost a good deal of mana. You can also have your pet auto attack them by putting him on aggressive.

Warlock

Warlocks are a tough class to take down, but fortunately hunters have some advantages against them. Warlocks usually rely on loading their opponent up with damage over time spells and then fearing them so they can't do anything. But if you are beast master specced you will be immune to their fear. Warlocks also rely on channeled spells to restore health, which can be pushed back by your pet. Fighting a warlock is similar to fighting a mage since the closer they get the more damage they can do. Unlike a mage however, they can cast many of their spells while moving, restore life with some of them, and usually have higher stamina. They are built around trying to outlast their opponent while their dots do the work, so the longer you take to finish them off, the smaller your chances of survival become.

The only kiting you will need to do while fighting a warlock is keeping them out of your deadzone. Running away and waiting for them to catch up will give their dots time to bring you down. Instead try to burst them down and keep them hindered as much as possible. The more you can keep them out of the game with scatter shot and other interrupts the fewer chances they can fear you. them when they are casting a nuke

How you fight a warlock depends on what pet they have out. If it is an imp have your pet attack it. It's weak in terms of defense and can be soloed down. If they have a voidwalker out you have the option of ignoring it. It does pathetic damage, though its Suffering ability can lower your chance to hit by ten percent. voidwalkers have a good amount of armor and stamina, so wasting time with it is, in my opinion, not a good idea. Focus on the warlock itself. If they don't appear to have a pet out they probably have a succubus. You definitely need to focus fire it down since its seduce spell gives the warlock time to fully dot you up. If you want, you can also attempt to trap it for the duration of the fight. A felhunter should also be taken out, but be careful while killing it since each hit will lower your attack power. It is primarily an anti caster pet so if you feel daring you can ignore it. A felguard is almost on par with the succubus. It has good

damage, a nasty cleave, and worst of all an intercept spell. Intercept is bad because it can be used to stun you out of an aimed shot or keep you from running away. Since the felgaurd is tougher to take down than a succubus you should probably use an ice trap to keep it controlled. While you can sometimes ignore pets other times it is vital that you take them down quickly. If the warlock is specced deep demonology then they will have Soullink, which transfers thirty percent of their damage to their pet. If you see their pet taking damage and you aren't hitting it, it is likely that the lock is soul linked. In this case take down the pet as fast as possible, or keep it trapped and lead the lock far enough away that it despawns.

Warrior

Warriors can be one of our toughest foes to beat. Your attacks against them are severely weakened by their plate armor and they typically have high stamina. If they work in tandem with a healer it is almost impossible to take them down. Warriors are another face to face melee fighter. Like a rogue, if you can keep them out of range they won't be able to hurt you. An added benefit is that they are Dependant on rage for their abilities. And if they can't damage you they

will have very little. Unfortunately, a well geared warrior can dish out some of the largest burst damage in the game so stay out of melee range as much as possible.

Fighting a warrior is like fighting another melee class, but longer and more dangerous. For one thing they can quickly get into your dead zone with charge and intercept. Charge can only be used at the beginning of a battle and Intercept cost rage and can be used every thirty seconds. Using these abilities also lets them run over traps so if you set one make sure it is right at your feet. They also have the ability hamstring, which is a slightly weaker version of your wing clip. They will typically use it at the beginning of a fight which makes kiting that much harder. Wingclip them back, have your pet start attacking and try to run out of range of their weapon. I found it useful to run straight through them instead of turning around, since they can't swing from behind. At this point your primary objective is to last until your trap is ready. Use concussive shot when ever possible and whittle away at their HP. I also like to use scorpion sting instead of serpent because the DoT portion won't break traps. When your trap is ready again drop it, turn around, and start blasting them. Repeat this process until they are finally dead.

Group PVP

Group PVP is very different from running into a member of the opposite faction while leveling. In group PVP winners are almost always determined by how well your group works as a team. Like in an instance you will have a role to fill depending on what you do best.

Your Primary Role.

When doing battlegrounds, arenas or world PVP objectives hunters can play well at both offense and defense. Their DPS makes them great offensive fighters and assault troops, and their trap and interrupts make them excellent guards for protecting flags, bases and resource nodes. The strategy for both cases is the same though. Keep yourself as far away from the enemy as possible while still being able to shoot. If they can't get near you they can't hurt you. You can kite them if you are alone, or you can stay back and blast them if they are busy fighting other players. Using the terrain for sniping is also a very useful tactic for a hunter. If the enemy is forced to go through a bottleneck like the

tunnels in Warsong Gulch or the bridge in Alterac Valley they will have no place to go except forward, straight into your shots. Also look for places that offer cover so the enemy doesn't know where you are. Towers, trees, tops of hills, the corners of buildings and even under water will keep you concealed for a while and make the enemy waste precious time trying to find you. As a final note, always make sure to have Track Humanoids on when doing a battleground. This will let you know when enemies are coming even when you can't see them and help the defense know what they are up against.

Battlegrounds

Warsong Gulch

This is the first and most popular battleground out there. It is basic game of capture the flag where the first team to infiltrate the enemy base three times and take their banner back to their base wins. Warsong Gulch is divided into three different battle zones. Your base, which must be defended at all times. The front lines in the middle of the battleground where most of the fighting will take place. And the enemy base

where you will hack and slash through the defense to reach their flag. Each of these zones will require you to take a different role.

Hunters can make very good base defenders. Night elf hunters are especially good because of shadowmeld. If you are on defense keep back in your factions flag room. Always keep flare up to reveal stealthed players. Every thirty seconds lay down a trap in preparation for an attack. I like to keep an ice trap right in front of the flag to stop a flag carrier from picking it up. But since he will usually have backup this is primarily a tactic for when things go bad. (If you like this tactic as well but want to save your trap you can park your pet on the flag and set it on aggressive.) A freezing trap is usually more effective, especially if you can trap the group inside one of the tunnels and you have Entrapment. This will give the other defenders time to beat down some of the attackers. Fighting inside the base is rather hard because of the limited space. It is very easy to get backed into a corner while trying to keep enemies out of your dead zone. When I play defense I try to fight them as much as possible in the tunnel then feign death when they get close and I have taken some hits. They usually think they have killed me and I can jump up after they pass and start hitting

them from behind. This also gives you an opportunity to set another slowing trap if you think they are going to get the flag out of the base. To effectively fight in the tunnels I sometimes wait right outside the entrance. When I hear one of my teammates on the front say that they have managed to break through I run inside, set a trap and wait for them to come. When they get in range I let the flag defenders know and try to knock one or two enemies off before feigning.

The front line force between the two bases takes care of most of the battles. It's important for your team to try and control the front lines because when your team is trying to run the enemy flag back to their base they are incredibly vulnerable. By controlling the middle area and keeping the enemy on the defensive you can safely run the flag back to your base. When fighting on the front lines you will be focused on DPSing. Try to team up with another player or two and take out the enemy in a group. It is especially nice to team up with front line fighters like warriors because they will keep the enemies attention while you stand back and snipe. Use the shot rotation mentioned at the top of this section and follow class specific strategies. Traps on the front lines are not terribly helpful in my opinion

because the area is so vast and you are always moving. They can sometimes be used to keep an enemy from beating on you, but even then they are used defensively.

The final and most important team is the assault team that runs into the enemy's base and tries to steal the flag. The defense will try their hardest to stop you by beating you down and disrupting your group with things like fear, snares and other CC. When playing on an assault team your main objective is to protect the flag carrier. DPSing inside the flag rooms is doable, but I prefer to help disrupt the enemy. Scattershot is particularly effective for this. Traps are also useful, but save those for when you retreat. You are most useful on an assault team when trying to help the flag carrier get out to safety. After the FC has the flag and is heading out throw down a frost trap to slow down the opponents, preferably inside the tunnel. This will give you and your group time to get ahead of them. Also, use your Aspect of the Pack ability so the FC can get even farther ahead. Be careful about using it though since it will cause your other allies to be stunned if hit.

Arathi Basin

In an Arathi Basin match your team tries to gather a stockpile of resources by controlling up to five resource nodes. To win you have to defend the nodes you control and try to take other nodes away from the enemy. The basic strategy of this battleground is to not get greedy and spread yourself to thin. You can win by keeping control of only three nodes, but it is usually safest to aim for four. After you have captured a node keep a few people behind. Two or three is usually sufficient and it is best if you have someone who can do lots of damage quickly. After leaving a defense force the rest of your group moves to other nodes until you have three captured. Now the remaining players split into two groups. One is a mobile defense force that can run to the captured nodes if they are attacked by the enemy. The other is a mobile assault force that tries to take away an enemy controlled node.

Starting off your team will want to capture the node closest to their base. If you are Alliance this would be the stables and if you are Horde it's the farm. Leave two or three people here, though a healer is usually not as necessary since these areas generally see less combat than the other nodes. Now your main group will split into two and try to take

either the lumber mill, blacksmith shop or gold mine. Only take two of them though and leave a defensive group here. Now your remaining players are part of a mobile defensive squad that will run to one of your captured nodes when it comes under assault and try to assault a nearby node if the enemy is disorganized.

A hunter can do well in either of these roles, but are probably best suited for defense because of Flare. Keep flare up to avoid stealth players and keep track Humanoid up as well to see when you are under attack. Also, always keep an ice trap down at the base of your flag to trap anyone trying to cap it. If you are really good at aiming you can get the trap inside the flagpole which makes it hard to see, sometimes tricking people into thinking it is safe to click. Your pet can also be used to run interference. Make sure to put them on spellcasters to knock back their spells or make them stay at the flag and set them on aggressive to stop any clickers. When your node actually gets attacked you have two options. If help is close by try to delay them as much as possible. Focus on staying alive, disrupting the enemy and keeping people from clicking your node. If you have enough help to take them out focus on DPS, but watch out for clickers. Look for a

good hiding place like behind the farmhouse, inside the lumber mill or behind carts to shoot the enemy. This way you won't be seen and won't have to kite.

If you are in the mobile defense force you will focus on mobility and pure DPS. When a node calls out for help follow your group to assist the defenders. Usually if you have gotten there in time you will not have to worry about stopping them from capping the node. Focus on killing them all as quickly as possible. Sic your pets on the spell casters (especially the healers) and stop any runners with Concussive Shot. Disruption and traps are not usually necessary, though you can use some offensive traps to get rid of them more quickly.

Alterac Valley

Alterac Valley is the largest and longest of the battlegrounds. The objective here is to drive into the heart of enemy territory and kill their general to win the match. Along the way you need to claim graveyards and towers to weaken the enemy forces at the base and to strengthen your own. But the strategies used in Alterac Valley change more

often than in any other battleground. The primary reason for this is that players can't join as a group and every match is essentially a pick up group. This means that unless you're lucky the leader of the group will usually not be able to give effective orders and more often than not the other players won't listen. Like the other battlegrounds hunters can play either defensively or offensively. So watch for what your team is lacking and head for that. If they are low on offense try to fight your way to the enemy base. If they are low on defense head back to your own base to make a last line of defense.

The matches in AV have currently evolved into a huge race with three fourths of each team heading to the enemies main base and the remainder staying behind to guard their general. Both sides will usually start by going after the opposing side's captains, but this is an old tactic from when you could get extra rep for killing captains. It really has no merit besides slowing you down but you will almost always go kill them first. The captain fight is like a basic PVE boss battle so DPS and watch your aggro. After that most battles will take place on either the north or south end of the Field of Strife. Players may cap a graveyard here but usually they will ride on to either the Frostwolf or Stormpike

Graveyards. Hunters are prime graveyard defenders because of Flare. Keep it up at all times and guard the flag like you would in WSG.

If you are lucky a few team players will stay behind to guard any graveyards you have captured while the rest move towards the enemy base. If no one else stays behind or there are very few you should consider staying to help. Capping a graveyard is the key to victory in AV, especially the ones near the enemies base. This will allow your team to start clearing out the enemy base faster. Move up and help the rest of the group take the relief hut and when that is capped start pulling the marshals or warmasters. These are also basic PVE fights similar to a trash pull in an instance. Watch your aggro or if you want, use misdirect to put more aggro on the tank. You can even have your pet offtank some of the smaller adds if you don't have enough tanks on the front.

When all of the marshals or warmasters are dead have your tank head inside and attack the enemy general. This is a very simple tank and spank fight where the only issue is dealing with agro and watching your mana. Your major concern in this fight is the enemy coming inside and disrupting everyone. If you have an interrupt or stun

ability like Scattershot or Intimidation use it to stop them from causing havoc. Usually this will give the other players time to burn them down.

Eye of the Storm

Eye of the storm is an upgraded version of Arathi basin resource gathering and Warsong Gulch Flag capturing. In this battleground you win by earning two thousand points before the other team by capturing and holding towers and capturing a flag and bringing it to one of your towers. When you capture a tower you will start to gain points like you gain resources in AB. But if you capture more towers your points will go up exponentially. Controlling one tower will give you one point every two seconds and capturing two will give you two points every two seconds. But when you capture three you get five points per tick and if you have all four you get ten points per tick. You will also want to maintain towers because in the center of the field a flag will spawn and if your team can bring it back to their base they get extra points. If you control several towers you can go to the one with the fewest amount of enemies and take less risk. But you also gain an extra 25 points for each tower you control.

Most of the strategies you use in Arathi Basin and Warsong will come into play here. Your team will be divided into two separate groups, one for tower control and the other for flag control. The tower team should consist of at least ten people spread out between the four towers. Each one should have about two to three guards depending on how many people are on the tower teams total. Guarding a tower here is especially important because you capture them faster when you have more people inside. If you can keep at least one person inside alive the enemy won't have a chance to capture it and your friends can run back from the graveyard. The flag team is a lot like the assault team from Warsong gulch. Four people should run to the center of the map and fight the other flag team for control. If you are on a tower team treat it like you would a node in AB. Burn enemies down and hinder them whenever possible. If you are on a flag team treat it like a flag team from WSG. You won't have the tunnel to keep players trapped but a frost trap can still help your teammate get ahead.

Arenas

The arena is pure PVP taken to the extreme. There is no node capturing or flag running. There is no way to resurrect during an arena match and the first team to eliminate all opponents wins. Matches are very fast and brutal so teamwork and sticking to your assigned role is vital for your teams success. Unfortunately hunters have some serious issues in the arena. Our mobility is severely limited thanks to the arenas smaller size and our deadzone becomes a much greater problem. The terrain of the arenas also makes it hard to keep a constant line of sight and nearly all smart players know how to exploit this. If you know how to get around these problems though a hunter can still be useful in an arena. The trick is knowing how to create synergy with your other teammates classes and knowing how to use your talent spec effectively.

Hunters in the arena have several roles. All hunters will primarily be damage dealers, but they can take other sub-rolls depending on their talent spec. If they are not DPSing a hunter can either hinder the enemy or help try to crowd control them.

A beast master hunter has great DPS and relies heavily on their Bestial Wrath/Beast Within ability. This lets them go nuts for 18 seconds with no fear of CC. But after it is up your options are somewhat limited. You can continue to DPS effectively like you would in a regular PVP match, or you can use your disruption abilities like Intimidation, Concussive Shot and Scare Beast to hinder the enemy.

Marksmanship specced hunters are primarily for dealing huge burst damage. They depend on large critical strikes from heavy hitting abilities like Aimed Shot to take enemies down fast. They have some survivability with Scatter Shot and Silencing Shot, but not much else. This makes them best suited for fighting in 5vs5 and some 3vs3 matches because you will have extra help to back you up.

Survival can be one of the best builds for arenas, but you will need very good gear. You have steady DPS that can help other melee classes with expose weakness. But your greatest strength is the ability to crowd control the enemy. You can keep one player nearly constantly trapped and another player

incapacitated with Wyvern Sting. This effectively lets you take two opponents out of the fight while your allies gang up on the others.

2vs2 matches.

2vs2 matches are one of the best brackets to be in as a hunter. You don't get as many points but you have a much easier time fighting. The trick to winning this bracket is to work well with your partner. This bracket depends mostly on DPS and less on healing compared to the other brackets, though a good durable healer can be very useful. Before fights talk to your partner to determine who will be doing DPS or crowd control. If they have good crowd control abilities like fear or sheep you can focus more on DPS. But if they are pure DPS like a warrior you will need to trap and stun more. Try to crowd control one of the enemies and then team up on the other. The small size of this bracket is best suited for beast master spec because your pet can effectively be another member and provides lots of useful abilities.

3vs3 matches.

This is a step up from 2vs2, but becomes more involved thanks to two extra players. Pure DPS groups have a harder time winning these matches because the additional slot

makes a full blown healer pretty much a necessity. Since they are so vital to a teams survival the opposing team will usually try to take them out first, so in addition to DPSing you need to help protect your healer like a tank. When the enemy starts to burn down your healer try to interrupt them with traps, Beastmaster abilities, Scatter Shot or even Wingclip. There are some other classes that can do a much better job of this so if your group is good on defense you can focus on DPS. Coordinate with your team to focus on one enemy at a time and use a fast shot rotation to burn players down fast. Your pet can be of some use here but usually it will be killed very quickly so don't depend on it too much.

5vs5 matches

5vs5 matches are both simple, and also very hard. Because there are so many people DPS is vital and this will be your main job. Follow your leader to burn down enemies with a hard hitting shot rotation (Usually starting with Aimed Shot) but watch your mana consumption. You will have to fight five people total and you can't blow it all on the first three. A trick I use is to save my Arcane Shot for high armor classes like warriors and paladins because they can't mitigate it and use Steady Shot in its place on low armor classes. Watch where your

enemies are though. If they are near obstacles like pillars or walls they will usually duck inside and break your line of sight. You also need to stay in the open as much as possible to keep them from trapping you in your deadzone.

If your group has lots of DPS already and a tough healer like a paladin you have the ability to DPS less and focus on interference. Survival spec can be deadly if properly geared because of the ability to keep two targets Cced pretty much indefinitely. If you are fast enough you can Wingclip melee characters like rogues and if they focus on you you can use Counterattack to immobilize them for five seconds. You can also try to drain the opposing healers mana with Viper sting. Some classes can cleanse it off but the mana they will spend usually makes it worth it. If you think they are a reflex cleanser use the lowest rank to save yourself mana and force them to waste it. This is extra true with paladins because they also have to take off a poison effect with their magic cleansing spell. If you keep a scorpion pet out with a poison attack that stacks they will only cleanse the poison off and not the sting. This means you will have to keep your pet alive though which can be hard with all those enemies. Another trick for your pet is to sic them on a clothie with cobra reflexes. This

won't do a lot of damage but it will push back their heals. Since you will probably be Marksmanship spec you can also use silencing shot to interrupt any of their heals. Scatter shot can also be used for this, but I like to save it for when someone gets into my dead zone.

TALENTS

The talent system is designed to allow you to customize your character by giving you new abilities or enhances your old ones. Every time you level up you receive a talent point which can then be used to buy a new ability in one of the three talent trees. Beast Mastery, Marksmanship, and Survival. Each tree is broken into tiers stacked on top of each other. In order to put points into tier two of a tree you must have first spent at least five points in that tree. In order to put points in tier three you must spend at least ten points. Also, some talents require that before you spend point in that talent you have to spend points in another, usually in a lower tier.

All of this is important because you will only have a maximum of 61 points to spend and must choose carefully which talents you want to invest in. The most powerful ones are lowest down in the trees because of their requirements and prerequisites. But this also means you will be mostly limited to that one trees specialty and it will severally influence and limit your play style. Since some talents are not very worthwhile or even worthless, talent builds were developed to make sure that your sixty points are spent as efficiently as possible.

Beast Mastery

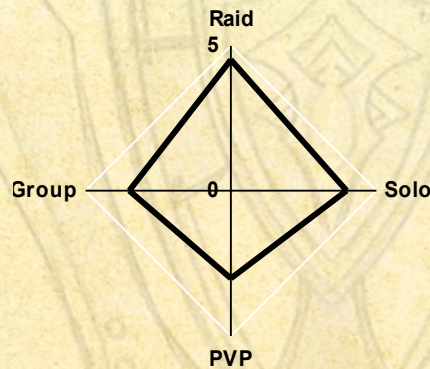
Improved Aspect of the Hawk

Description. While Aspect of the hawk is active, all normal ranged attacks have a 10% chance of increasing ranged attack speed by a percentage

Ranks.

- Rank 1- 3%
- Rank 2- 6%
- Rank 3- 9%
- Rank 4- 12%
- Rank 5- 15%

Usefulness.



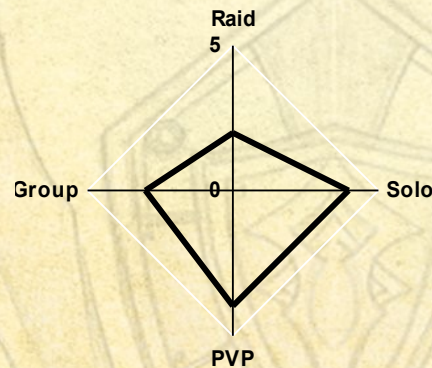
Commentary. This is good for almost any build that focuses on ranged damage. It helps boost your DPS consistently and you can reapply it while the effect is up. Since it is at the top of the BM tree nearly every build can use it if they have the points to spare.

Endurance Training

Description: Increases your pets health by a percentage and your own health by a percentage.

Ranks:
Rank 1- Pets health 2%, Your health 1%
Rank 2- Pets health by 4%, Your health 2%
Rank 3- Pets health 6%, Your health 3%
Rank 4- Pets health 8%, Your health 4%
Rank 5- Pets health 10%, Your health 5%

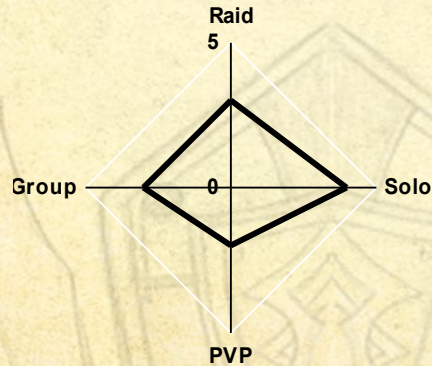
Usefulness:



Commentary: This is a rather small boost but is nice for those who want their pet to tank or need some extra HP themselves. Keep in mind that for every 1000 HP your pet gets it will only get an extra 100 and you and extra 50. If you won't be having your pet do a lot of tanking this probably isn't worth many points.

Focused Fire

- Description: While your pet is alive all damage you cause is increased by a percent and the critical strike chance of your Kill Command is increased by a percentage.
- Ranks: Rank 1- Damage increased by 1%, Kill Command crit increased by 10%
Rank 1- Damage increased by 2%, Kill Command crit increased by 20%
- Usefulness:



- Commentary: The damage increase is nice for being so low in the tree, even if it is small. The kill command crit increase is also very nice, especially if you are specced properly with Go for the Throat and have lots of crit gear.

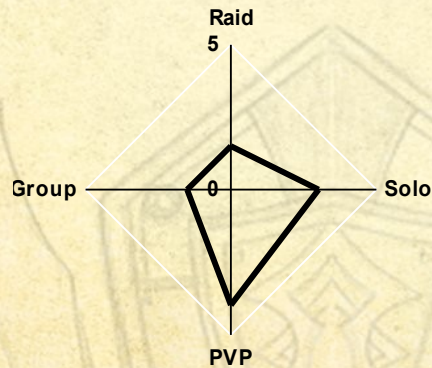
Improved aspect of the Monkey

Description: Increases the Dodge bonus of your Aspect of the monkey by a percentage

Ranks:

- Rank 1- 2% increase
- Rank 2- 4% increase
- Rank 3- 6% increase

Usefulness:



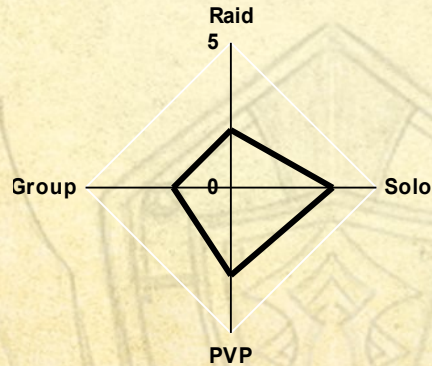
Commentary: Aspect of the monkey is very situational. You usually only use it if you are taming a new pet or PVPing with a survivalist spec. If you are interested in buffing up your pet you probably shouldn't put points in this.

Thick Hide

Description: Increases your pets armor by a percentage and your own armor by a percentage.

Ranks:
Rank 1- Pet armor 7%, Your Armor 4%
Rank 1- Pet armor 14%, Your Armor 7%
Rank 1- Pet armor 20%, Your Armor 10%

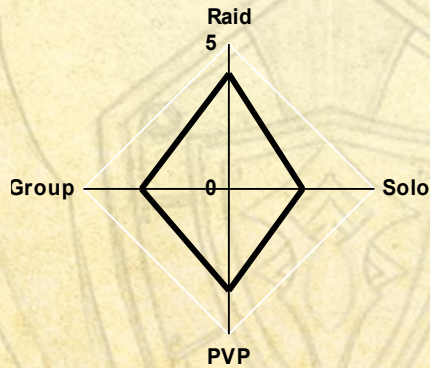
Usefulness:



Commentary: This, like Endurance Training, is designed for those who want to increase your pets survivability. This is really useful for tanking pets since they have higher armor and the extra armor you get isn't bad either.

Improved Revive Pet

- Description: Your Revive Pet's cast time and mana cost is reduced and your pet returns with extra health.
- Ranks: Rank 1- Cast time reduced by 3 seconds, mana cost reduced by 20% and pet returns with 15% extra health.
Rank 1- Cast time reduced by 6 seconds, mana cost reduced by 40% and pet returns with 30% extra health.
- Usefulness:



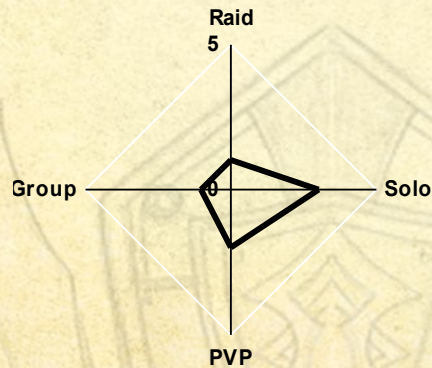
- Commentary: Ideally your pet shouldn't be dying very often. And when it does you will usually be in a situation where you will have the time and mana to rez them without worry. The exception to this is in situations where your pet will die very often like PVP or raids. In these cases you would want your pet to get back up more quickly and the mana reduction is nice since Revive Pet is so mana intensive.

Pathfinding

Description: Increases the speed bonus of your Aspect of the Cheetah and Aspect of the Pack by a percentage.

Ranks: Rank 1- 4% increase
Rank 2- 8% increase

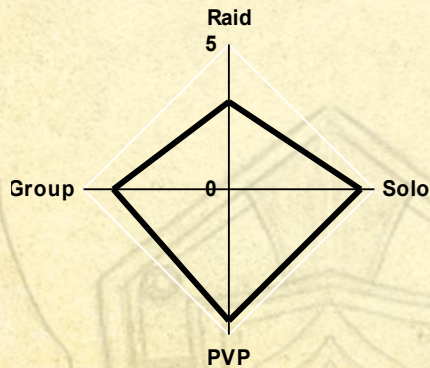
Usefulness:



Commentary: It is dangerous to use Aspect of the Cheetah and Pack in combat because of the stun effect so this is only useful for those who plan to do a lot of traveling. The speed bonus is nice if you are impatient but there are better talents in this tier.

Bestial Swiftess

Description: Increases the outdoor movement speed of your pet.
Ranks: 30% speed increase.
Usefulness:



Commentary: This is pretty much a must have for your pet. Keeping him in melee range can be hard when your opponent is fleeing in fear or running away in PVP. It also helps them keep up when you are riding on a mount so they won't get out of range and despawn. And it is very nice for getting your pet into combat so you can start shooting sooner.

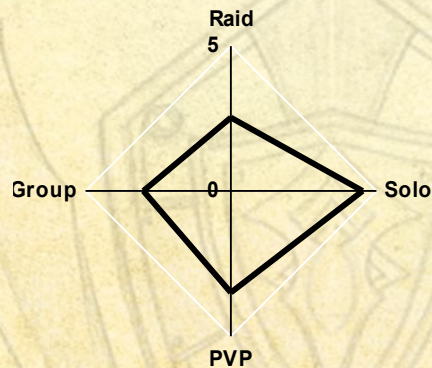
Unleashed Fury

Description: Increases your pets damage by a percent

Ranks:

- Rank 1- 4% damage increase
- Rank 2- 8% damage increase
- Rank 3- 12% damage increase
- Rank 4- 16% damage increase
- Rank 5- 20% damage increase

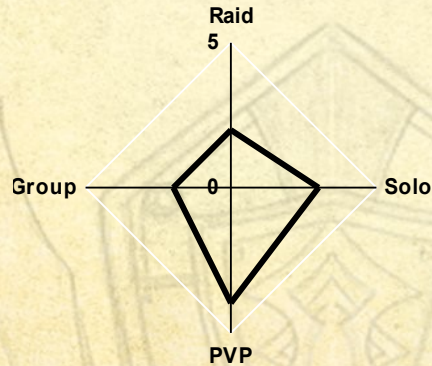
Usefulness:



Commentary: This is where the beast master tree starts to get good. If you are focused on improving your pet this is a must have. When coupled with a high DPS pet like a cat or ravager it is lethal.

Improved Mend Pet

Description:	Reduces the mana cost of your Mend Pet ability and gives it a chance to cure one curse, disease, magic or poison effect each tick.
Ranks:	Rank 1- 10% mana cost reduction, 15% to cleanse a debuff Rank 1- 20% mana cost reduction, 50% to cleanse a debuff
Usefulness:	



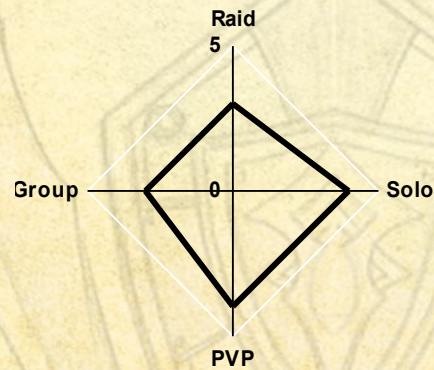
Commentary:	This is a all around useful talent to take. The mana cost is nice, but the real strength is in it's cleanse effect. It renders nearly all DoTs and most CC against your pet useless. Since Mend Pet is no longer a channeled spell you can use it and forget it while it cleanses your pet.
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Ferocity

Description: Increases your pets critical strike chance.

Ranks:
Rank 1- 2% increase
Rank 2- 4% increase
Rank 3- 6% increase
Rank 4- 8% increase
Rank 5- 10% increase

Usefulness:



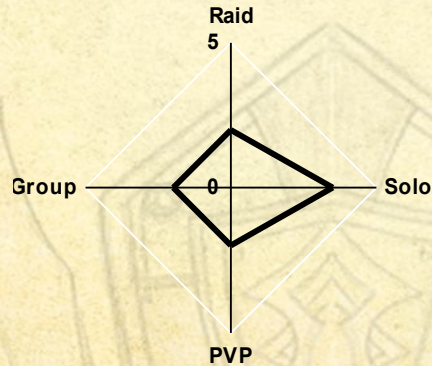
Commentary: This is the next step up from Unleashed Fury. If you want your pet to be a damage monster you need five points in this. Especially if you want to get Frenzy.

Spirit Bond

Description: While your pet is active, you and your pet will regenerate a percentage of your total health every 10 seconds.

Ranks: Rank 1- 1% of your total health every 10 seconds
Rank 2- 2% of your total health every 10 seconds

Usefulness:



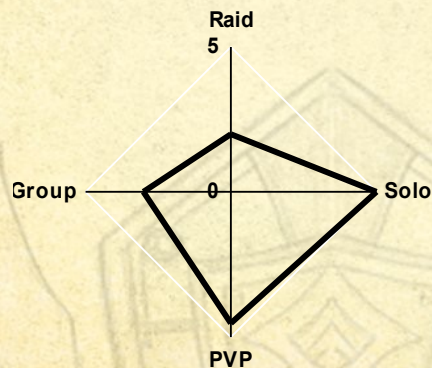
Commentary: This can be useful while doing large amounts of grinding. But it doesn't cut down on as much downtime as you think. If you need to access the next tier you might want to put one point in this.

Intimidation

Description: Your pet's next melee attack intimidates the target, causing a large amount of threat and stunning them for 3 seconds.

Ranks: One rank.

Usefulness:



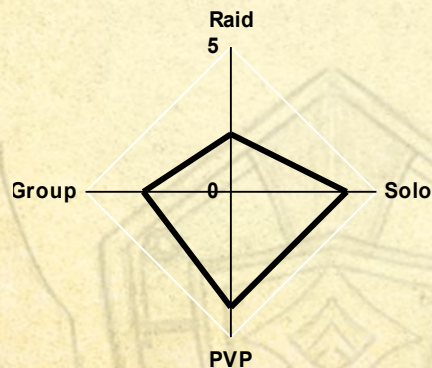
Commentary: This is a truly excellent talent. It can be used to taunt the enemy off of you but it's real strength lies in the stun. You can use it to keep an enemy from fleeing or interrupt a spell cast. It is worth going this deep into BM for this alone.

Bestial Discipline

Description: Increases the Focus Regeneration of your pets by a percentage

Ranks: Rank 1- 50% focus regeneration
Rank 2- 100% focus regeneration

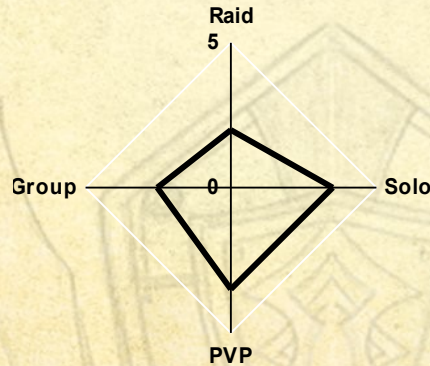
Usefulness:



Commentary: This is another talent that enhances your pet. With this you will be able to spam damage dealing abilities more often and have your pet growl more often. Since it's only two points you will definitely want it.

Animal Handler

- Description: Increases your speed while mounted and your pets chance to hit. Mounted speed increase does not stack with other effects.
- Ranks: Rank 1- 4% movement increase, 2% chance to hit.
Rank 2- 8% movement increase, 4% chance to hit.
- Usefulness:



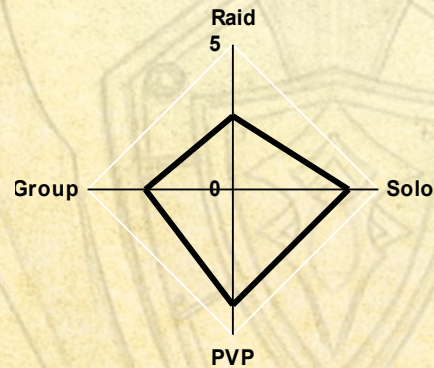
- Commentary: The mounted speed is nice but not really worth two points. The extra chance to hit is nice as well, but not as necessary as you think. Since you can use Frenzy to gain access to the next tier you should only put points in this if you really want to.

Frenzy

Description: Gives your pet a chance to gain a 30% increase to its attack speed after dealing a critical strike.

Ranks:
Rank 1- 20% chance to increase attack speed.
Rank 2- 420% chance to increase attack speed.
Rank 3- 60% chance to increase attack speed.
Rank 4- 80% chance to increase attack speed.
Rank 5- 100% chance to increase attack speed.

Usefulness:

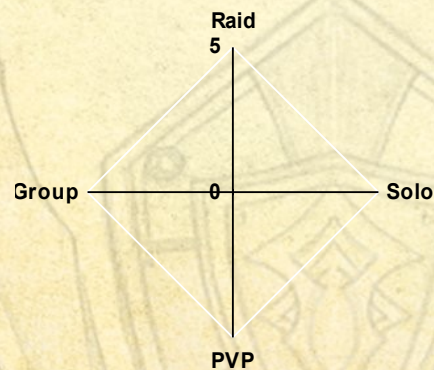


Commentary: This is the last of the beast enhancement talents. The speed effect procs from all of your attacks including Kill command, and if you get a crit while the effect is still up it will reset the timer. The flurry is especially nice for slowing down a spell caster.

Ferocious Inspiration

- Description: When your pet scores a critical hit, all party members have their damage increased by a percentage
- Ranks:
Rank 1- 1% damage increase
Rank 2- 2% damage increase
Rank 3- 3% damage increase

Usefulness:



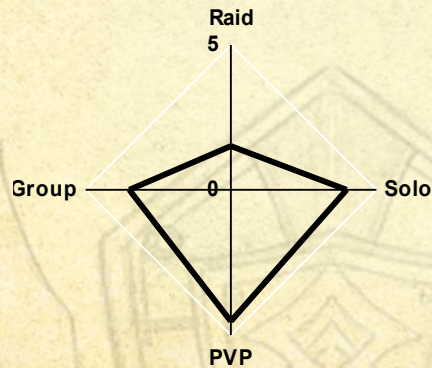
- Commentary: This is obviously best used in a group setting. It is especially lethal when used with a wolf's Ferocious Howl ability. If your pet is buffed enough you can have this buff up almost all the time.

Bestial Wrath

Description: Your pet causes 50% additional damage for 18 seconds. While enraged the beast does not feel pity or remorse or fear and cannot be stopped unless killed.

Ranks: One rank

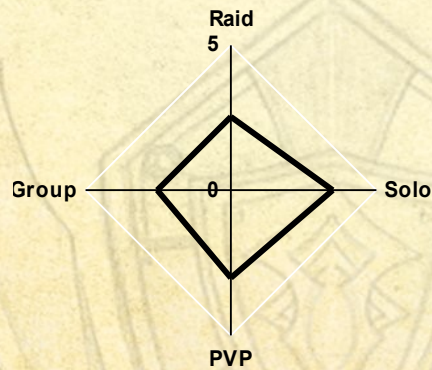
Usefulness:



Commentary: With this your pet becomes unstoppable, literally. While under this effect your pet is immune to nearly every form of CC. It's greatest strength is in PVP against classes that can fear like warlocks. The extra damage boost is also great for finishing off a wounded or tough foe.

Catlike Reflexes

- Description: Increases your chance to dodge by a percentage and your pet's chance to dodge by a percentage
- Ranks: Rank 1- Increases your dodge by 1% and pets by 3%
Rank 2- increases your dodge by 2% and pets by 6%
Rank 3- increases your dodge by 3% and pets by 9%
- Usefulness:



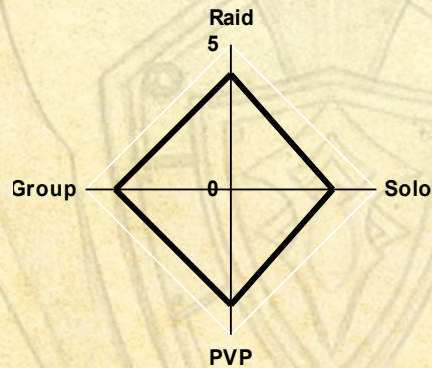
- Commentary: This is one of the few pet enhancement talents that focuses on tanks. The extra dodge is great for helping them avoid damage and building up their aggro. DPS pets can benefit from it as well to a lesser extent. The extra dodge for yourself though isn't very useful in my opinion, but it's a free bonus.

Serpents Swiftess

Description: Increases ranged combat attack speed by percentage and your pets melee attack speed by a percentage.

Ranks:
Rank 1- Ranged and pets attack speed increased by 4%
Rank 2- Ranged and pets attack speed increased by 8%
Rank 3- Ranged and pets attack speed increased by 12%
Rank 4- Ranged and pets attack speed increased by 16%
Rank 5- Ranged and pets attack speed increased by 20%

Usefulness:



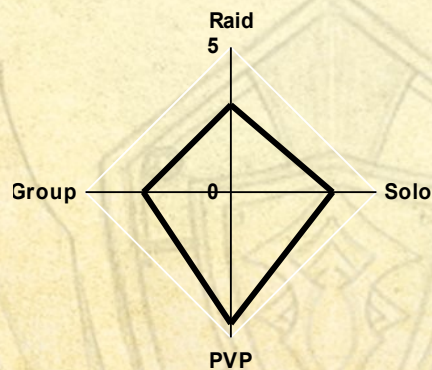
Commentary: The benefit of this talent are two fold. It helps your ranged DPS, so you will be able to use a deep BM spec in groups. You need to be careful though since the increased speed may throw off your shot rotation. The extra attack speed bonus for your pet is also very good. This combined with Cobra Reflexes and the occasional Frenzy will make your pets attack speed incredibly fast. It is especially lethal against spell casters.

The Beast Within

Description: When your pet is under the effects of Bestial Wrath you also go into a rage, causing 10% more damage and reducing mana costs of all abilities by 20% for 18 seconds. While enraged you do not feel pity, remorse or fear and you cannot be stopped unless killed.

Ranks: One rank.

Usefulness:



Commentary: When combined with Bestial Wrath you and your pet both become unstoppable killing machines. The usefulness of this is somewhat limited in PVE beyond the damage boost. But in PVP the immunity to CC makes this a godsend.

Marksman

Improved Concussive Shots

Description.

Gives your Concussive Shot a chance to stun the enemy for 3 seconds.

Ranks.

Rank 1- 4% chance to stun the enemy.

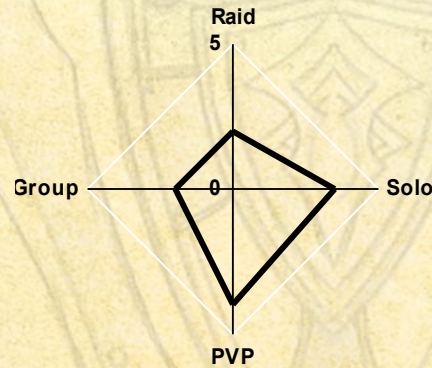
Rank 1- 8% chance to stun the enemy.

Rank 1- 12% chance to stun the enemy.

Rank 1- 16% chance to stun the enemy.

Rank 1- 20% chance to stun the enemy.

Usefulness.



Commentary.

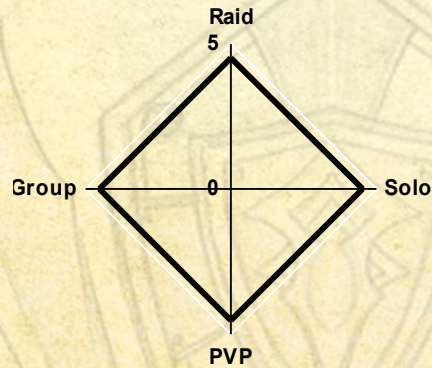
The primary use of this is to slow an enemy down when you pull aggro, giving you time to escape. The stun effect is also useful with carefully timed Steady Shot.

Lethal Shots

Description: Increases your critical strike chance with ranged weapons by a percentage

Ranks:
Rank 1- 1% increase
Rank 2- 2% increase
Rank 3- 3% increase
Rank 4- 4% increase
Rank 5- 5% increase

Usefulness:



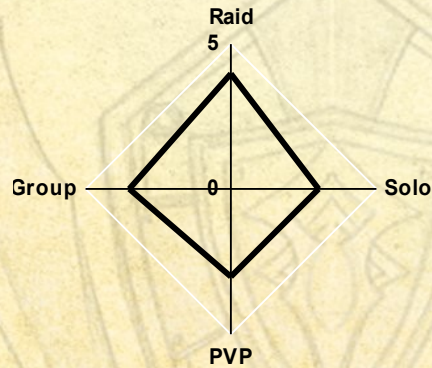
Commentary: Even though it only applies to ranged weapons and not melee this is incredible. Every build will want five points in this.

Improved Hunters Mark

Description: Causes a percent of your Hunters Mark ability to apply to melee attacks as well.

Ranks:
Rank 1- 20% bonus to melee.
Rank 2- 40% bonus to melee.
Rank 3- 60% bonus to melee.
Rank 4- 80% bonus to melee.
Rank 5- 100% bonus to melee.

Usefulness:



Commentary: In the right situation this can be very useful. When soloing it increases your pets attack power, helping them keep aggro. It really shines in a group or raid with lots of melee types. You will only need one empowered mark though so if you party regularly with other hunters talk to them so you don't waste points.

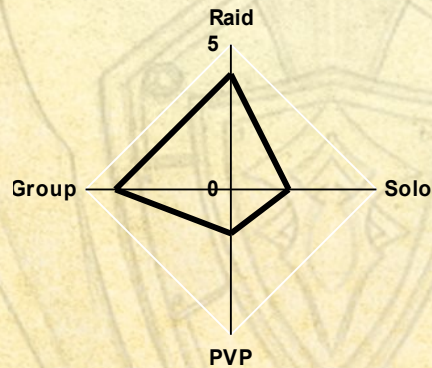
Efficiency

Description: Reduces the mana cost of your shots and stings by a percentage

Ranks:

- Rank 1- 2% decrease
- Rank 2- 4% decrease
- Rank 3- 6% decrease
- Rank 4- 8% decrease
- Rank 5- 10% decrease

Usefulness:



Commentary:

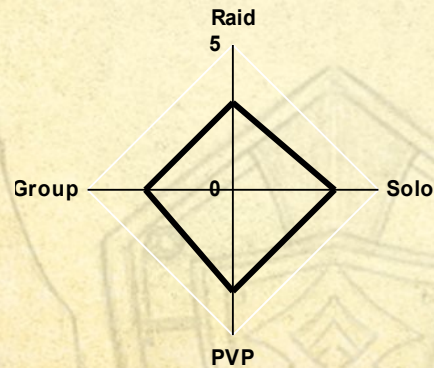
This is built for hunters with poor mana management. If you don't have a large mana pool or low mana regen this can help you use your special abilities more often. It is strongest in a raid environment but it is also useful in five man content.

Go for the Throat

Description: Your ranged critical strikes cause your pet to generate extra focus.

Ranks: Rank 1- Crits cause 25 Focus
Rank 1- Crits cause 50 Focus

Usefulness:



Commentary: This is the only talent in the Marksman tree that directly helps your pet. It greatly helps with DPS pets that suck up a lot of focus. It will also make sure you have enough focus to follow up with a Kill Command. If you combine it with Bestial Discipline your pet will rarely run out of focus.

Improved Arcane Shot

Description:

Reduces the cooldown of your Arcane Shot

Ranks:

Rank 1- cooldown reduced by .2 seconds.

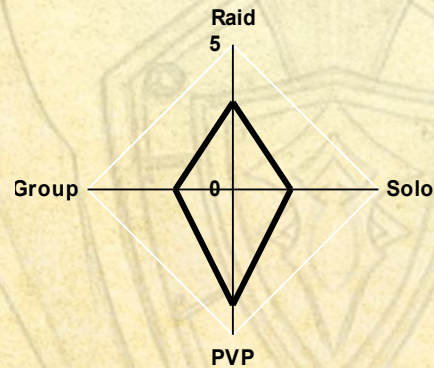
Rank 2- cooldown reduced by .4 seconds.

Rank 3- cooldown reduced by .6 seconds.

Rank 4- cooldown reduced by .8 seconds.

Rank 5- cooldown reduced by 1 second.

Usefulness:



Commentary:

A one second reduction of one ability for five whole points is not worth the cost in my opinion. The only reason you would put points in this is if you plan to use Arcane Shot in your shot rotations or if you plan to use Marksman as a PVP build. Arcane shot uses up a lot of mana though so be warned that this talent will eat up your mana faster.

Aimed Shot

Description:

An Aimed shot that increases ranged damage.

Ranks:

Rank 1- increases ranged damage by 70

Rank 2- Increases ranged damage by 125

Rank 3- Increases ranged damage by 200

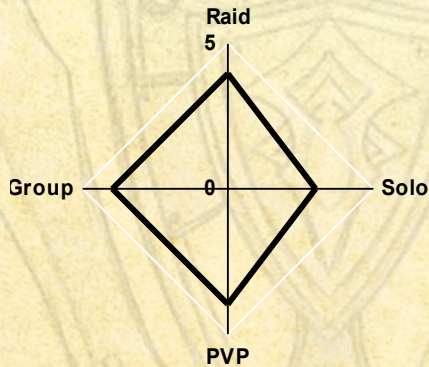
Rank 4- Increases ranged damage by 330

Rank 5- increases ranged damage by 460

Rank 6- increases ranged damage by 600

Rank 7- increases ranged damage by 870

Usefulness:



Commentary:

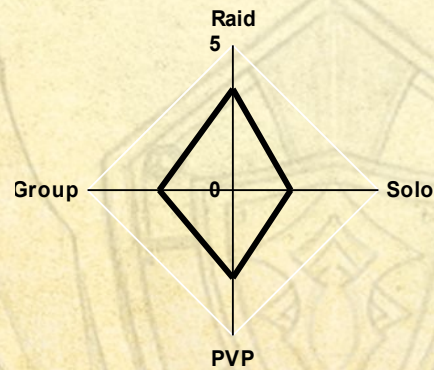
This is one of the core abilities of the Marksman tree. It is one of the heaviest hitting attacks you can learn but you won't want to use it all the time. It is best used as an opening shot since it resets your auto shot, though you need to be careful not to pull aggro. It is also feared in PVP since the huge damage boost can lead to enormous crits.

Rapid Killing

Description: Reduces the cooldown of your Rapid Fire ability. After killing an opponent that yields experience or honor, your next Aimed Shot, Arcane Shot or Auto Shot causes extra damage.

Ranks: Rank 1- Rapid Fire cooldown reduced by 1 minute. Damage increased by 10%
Rank 2- Rapid Fire cooldown reduced by 2 minute. Damage increased by 20%

Usefulness:

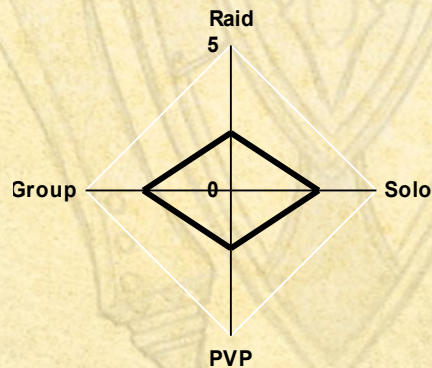


Commentary: This is primarily used for helping improve your raid DPS. The damage increase is good in PVP and some PVE situations like grinding and farming where you have to kill repeatedly. If you combine this with Aimed Shot and Go for the Throat you will have enough talents to reach the next tier.

Improved Stings

- Description: Increases the damage done by your Serpent Sting and Wyvern Sting by a percent and increase the mana drained by your Viper Sting by a percent and reduces the chance Stings will be dispelled by a percent.
- Ranks:
- Rank 1- Damage increased by 6%, mana drained by 6%, dispel chance reduced by 6%
 - Rank 1- Damage increased by 12%, mana drained by 12%, dispel chance reduced by 2%
 - Rank 1- Damage increased by 18%, mana drained by 18%, dispel chance reduced by 18%
 - Rank 1- Damage increased by 24%, mana drained by 24%, dispel chance reduced by 24%
 - Rank 1- Damage increased by 30%, mana drained by 30%, dispel chance reduced by 30%

Usefulness:



Commentary:

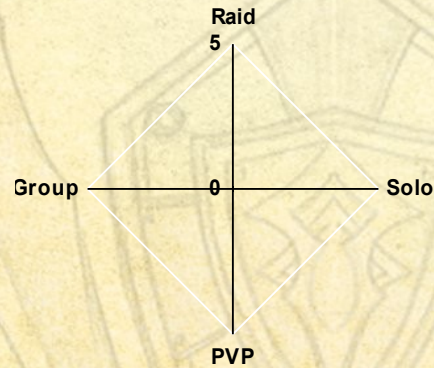
This is similar to Improved Arcane Shot. The effect is nice but it costs to many talent points. You might want to put points in this if you plan to do a lot of soloing and need all the damage you can get. Or you plan to do lots of PVP.

Mortal Shots

Description: Increases your ranged weapon critical strike damage bonus by a percentage

Ranks:
Rank 1- Critical damage increased by 6%
Rank 1- Critical damage increased by 12%
Rank 1- Critical damage increased by 18%
Rank 1- Critical damage increased by 24%
Rank 1- Critical damage increased by 30%

Usefulness:



Commentary: This is another necessary talent in the marksman tree. Anyone trying to do ranged DPS will need this.

Concussive Barrage

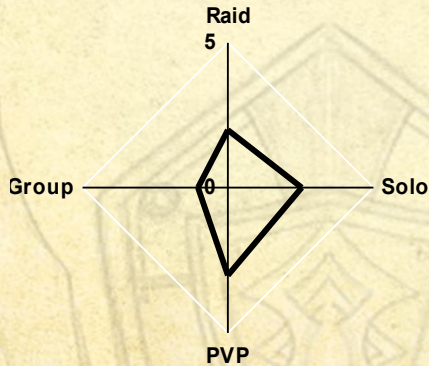
Description: Your successful auto shot attacks have a chance to daze the target for 4 seconds.

Ranks: Rank 1- 2% chance of dazing the enemy.

Rank 1- 4% chance of dazing the enemy.

Rank 1- 6% chance of dazing the enemy.

Usefulness:



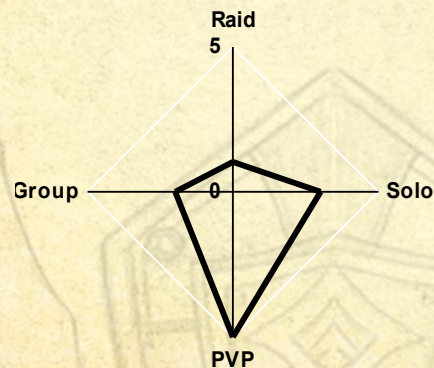
Commentary: I would only put points in this if you need to gain access to the next tier. The effect can help stop enemies from charging you and goes off more often then you think. But it is so random you can't rely on it to save you. If you are quick enough though you can get off a Steady Shot when it occurs for extra damage.

Scatter Shot

Description: A short range shot that deals 50% weapon damage and disorients the target for 4 seconds. Any damage done will remove the effect.

Ranks: One Rank

Usefulness:

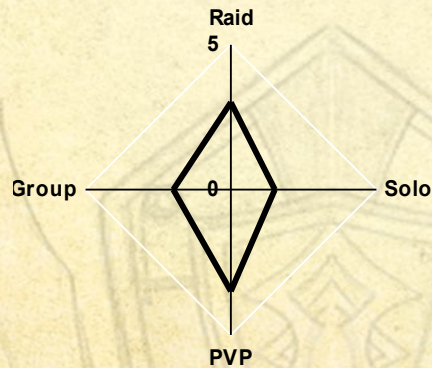


Commentary: This is one of the best abilities in the marksman tree. It is one of the few defenses you have against players that get into your dead zone or players trying to get away. While it has a few uses in PVE its greatest strength is in PVP.

Barrage

Description: Increases the damage of Multi Shot and Volley abilities by percentage
Ranks:
Rank 1- 4% extra damage
Rank 2- 8% extra damage
Rank 3- 12% extra damage

Usefulness:



Commentary:

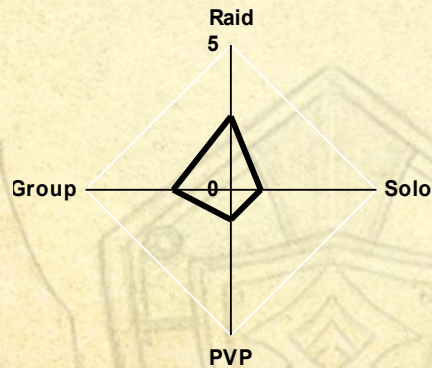
The benefits you receive from this talent depends on how often you are using Multi Shot or Volley. Multi Shot is primarily a PVP maneuver, but can also be used to an extent in raiding. Volley on the other hand is almost entirely used in PVE. If you need to get to the next tier and none of the lower talents are worthwhile to you this would probably be a better filler than Concussive Barrage. It should be noted that if you plan to take Improved Barrage further down this becomes more useful.

Combat Experience

Description: Increases your total agility and intellect by a percent

Ranks: Rank 1- 1% extra Agility, 3% extra intellect
Rank 2- 2% extra Agility, 6% extra Intellect

Usefulness:



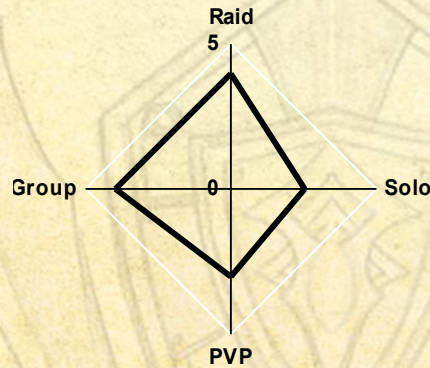
Commentary: This sounds good but in reality it is rather weak. The bonus to agility is negligible, especially since attack power is more important. The boos to intellect is a little better, especially if your gear doesn't have a lot of intellect on it.

Ranged Weapon Specialization

Description: Increases the damage you deal with ranged weapons.

Ranks:
Rank 1- 1% damage increase.
Rank 2- 2% damage increase.
Rank 3- 3% damage increase.
Rank 4- 4% damage increase.
Rank 5- 5% damage increase.

Usefulness:



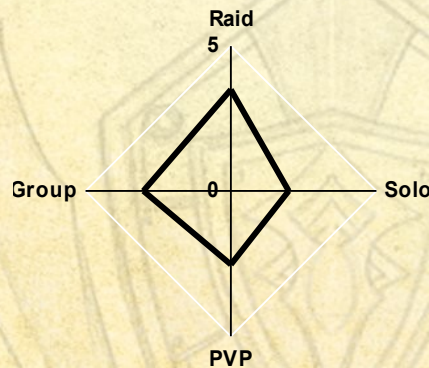
Commentary: This is a good buff, but it depends on how long you will be DPSing. If you are doing lots of DPS over a long time like in a raid it is very useful, but if you are just soloing or PVPing it is not quite as good.

Careful Aim

Description: Increases your ranged attack power by an amount equal to a percentage of your total intellect.

Ranks:
Rank 1- Attack power equal to 15% of your total intellect.
Rank 2- Attack power equal to 30% of your total intellect.
Rank 3- Attack power equal to 45% of your total intellect.

Usefulness:



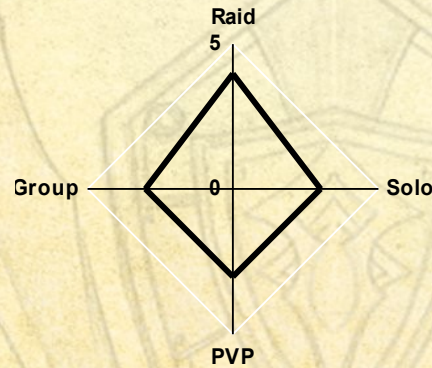
Commentary: This is a very nice buff if you are geared correctly. As an added benefit it allows you to use more intellect gear without cutting your attack power. If you take this you also might want to put points in Combat Experience as well.

Trueshot Aura

Description: Increases the ranged and melee attack power of yourself and other party members within 45 yards.

Ranks:
Rank 1- 50 extra attack power
Rank 2- 75 extra attack power
Rank 3- 100 extra attack power
Rank 4- 125 extra attack power

Usefulness:



Commentary: Free attack power for one talent point is great. Especially when it can be shared with your group. All marksman hunters are expected to have this if they plan to do any raiding or party activities.

Improved Barrage

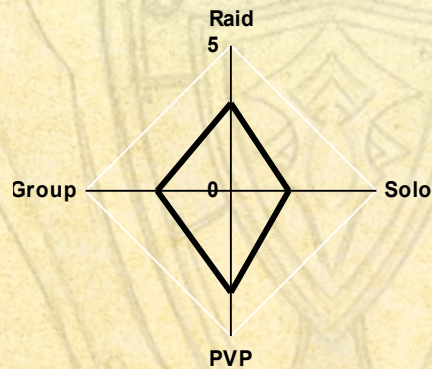
Description: Increases the critical strike chance of your Multi Shot and decreases the chance your Volley ability will be interrupted by damage.

Ranks: Rank 1- Multi Shot crit chance increased by 4% and Volley interruption rate decreased by 33%

Rank 1- Multi Shot crit chance increased by 8% and Volley interruption rate decreased by 66%

Rank 1- Multi Shot crit chance increased by 12% and Volley interruption rate decreased by 100%

Usefulness:



Commentary: If you have taken Barrage you should definitely take this. The extra crit on multi shot makes it a killer in PVP and in boss fights in raids. The non interrupt effect on volley is also great since you will usually attract aggro when AOEng.

Master Marksman

Description: Increases your ranged attack power by a percentage

Ranks: Rank 1- 2% extra ranged attack power.

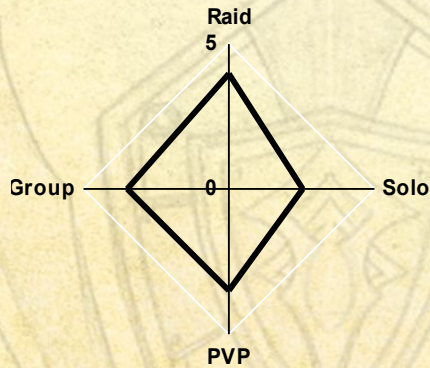
Rank 1- 4% extra ranged attack power.

Rank 1- 6% extra ranged attack power.

Rank 1- 8% extra ranged attack power.

Rank 1- 10% extra ranged attack power.

Usefulness:



Commentary:

This talent depends heavily on your gear. The more base attack power you have the more effective it will be. It is another passive buff to your DPS that you should definitely get if you are going for a deep Marksman build. But if you don't plan on going further then Scatter Shot though don't worry about it.

Silencing Shot

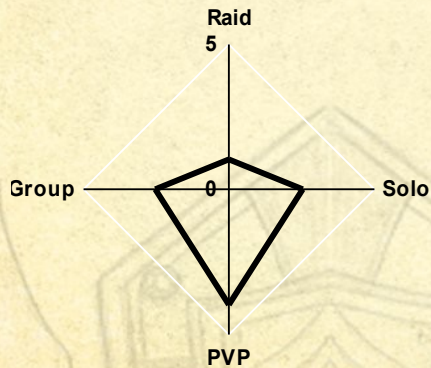
Description:

A shot that deals 50% weapon damage and silences the target for 3 seconds.

Ranks:

One Rank

Usefulness:



Commentary:

At its heart this is a PVP talent. The trick is to use it to interrupt an actual spell cast and not just silence them while they run around. It's applications in PVE are limited since many elite monsters are immune to silence effects.

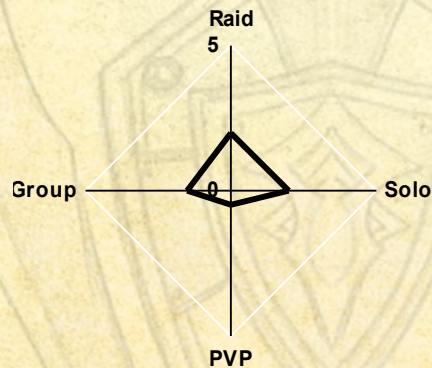
Survival

Monster Slaying

Description: Increases all damage against Beasts, Giants and Dragonkin and increases critical damage caused against beasts, Giants and Dragonkin by a percentage.

Ranks:
Rank 1- 1% extra damage and critical damage.
Rank 2- 2% extra damage and critical damage
Rank 3- 3% extra damage and critical damage

Usefulness:



Commentary: This is the first of your "slayer" talents. They are frankly very weak because they are so situational and Monster Slaying is not as useful in endgame as Humanoid Slaying.

Humanoid Slaying

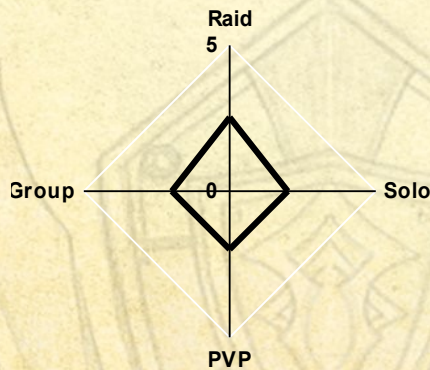
Description: Increases all damage caused against Humanoid targets by a percentage and increases critical damage caused against Humanoids by a percentage.

Ranks: Rank 1- 1% extra damage and critical damage

Rank 1- 2% extra damage and critical damage

Rank 1- 3% extra damage and critical damage

Usefulness:

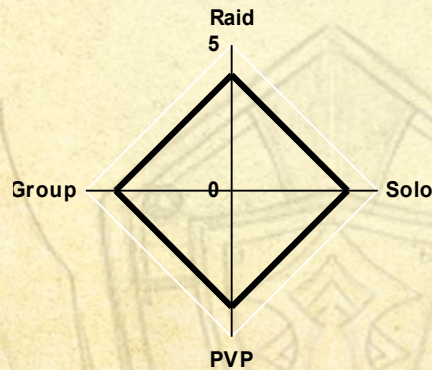


Commentary: Humanoid Slaying is more useful than Monster Slaying in endgame because nearly all raids are filled with humanoid targets. Even with that it is still mostly a filler talent and you will only need to put two points in this if you take Hawkeye.

Hawk Eye

Description: Increases the range of your ranged weapons.
Ranks:
Rank 1- Weapon range increased by 2 yards.
Rank 2- Weapon range increased by 4 yards.
Rank 3- Weapon range increased by 6 yards.

Usefulness:

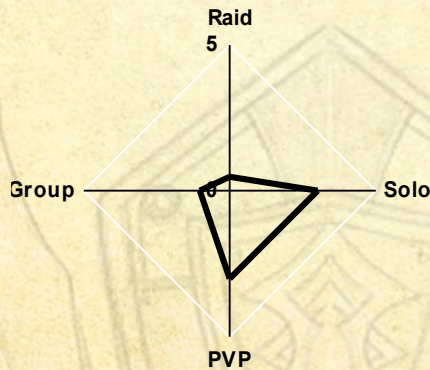


Commentary:

Pretty much a necessity for any build. The more distance you can get between yourself and the enemy the longer you will survive. This is useful in PVP and PVE and since it is a first tier talent you won't have to spend more talents to reach it. The only time you wouldn't put points in this is if you are aiming for a BM/MM hybrid spec and can't afford to put point in this.

Savage Strikes

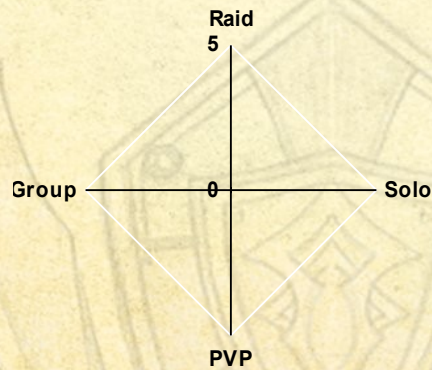
- Description: Increases the critical strike chance of your Raptor Strike and Mongoose Bite by a percentage.
- Ranks: Rank 1- 10% extra critical strike chance.
Rank 2- 20% extra critical strike chance.
- Usefulness:



- Commentary: This is a nice starter talent at the very low levels when you have just got your pet and will still melee a bit. There are also some PVP builds that use this in case the enemy gets into their dead zone.

Entrapment

- Description: Gives your Immolation Trap, Frost Trap, Explosive Trap and Snake Trap a chance to entrap the enemy, preventing them from moving for 4 seconds.
- Ranks: Rank 1- 8% chance to entrap the enemy.
Rank 2- 16% chance to entrap the enemy.
Rank 3- 25% chance to entrap the enemy.
- Usefulness:



- Commentary: An excellent talent for helping crowd control enemies. Incredibly useful in PVP and somewhat useful in small group PVE. Depending on how often you use traps you will definitely want to put three points in this.

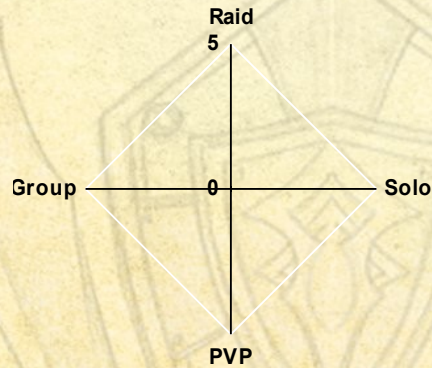
Deflection

Description: Increases your Parry chance

Ranks:

- Rank 1- 1% extra chance to parry.
- Rank 2- 2% extra chance to parry.
- Rank 3- 3% extra chance to parry.
- Rank 4- 4% extra chance to parry.
- Rank 5- 5% extra chance to parry.

Usefulness:



Commentary:

Parry is not an important stat to a hunter because they should never be in melee range. You might want to put points in this however if you are going to pick up Counterattack further down. Since it relies on parry this talent becomes more useful. Primarily a PVP talent for melee hunters.

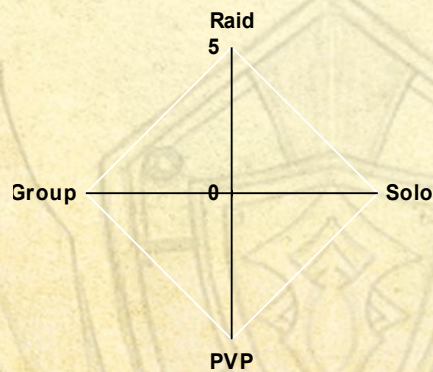
Improved Wingclip

Description: Gives your Wingclip a chance to immobilize the enemy for five seconds.

Ranks:

- Rank 1- 7% chance to immobilize.
- Rank 2- 14% chance to immobilize.
- Rank 3- 20% chance to immobilize.

Usefulness:



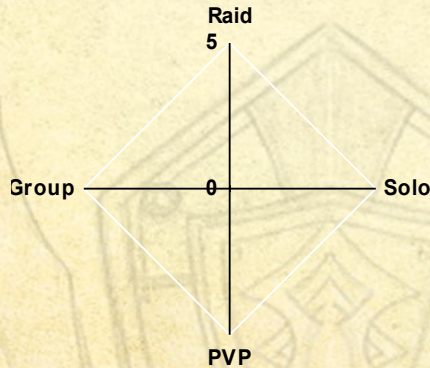
Commentary: This is another PVP talent, but it is also useful for kiting enemies in PVE. The immobilize effect is very useful in both situations.

Cleaver Traps

Description: Increases the duration of Freezing and Frost traps, the damage by Immolation and Explosive traps and the number of snakes summoned from Snake trap.

Ranks: Rank 1- 15% extra duration, damage and snakes.
Rank 2- 30% extra duration, damage and snakes.

Usefulness:



Commentary: The damage from fire traps and snakes is somewhat useful, but the extra duration on your ice traps is very worthwhile, especially if you have Entrapment. The extra duration is also helpful for CCing in small groups. Keep in mind that on PVP targets your freezing traps will never last longer than ten seconds, but it does seem to help with diminishing returns on chain trapping. The extra duration on Ice trap is also very nice for PVP when defending a base.

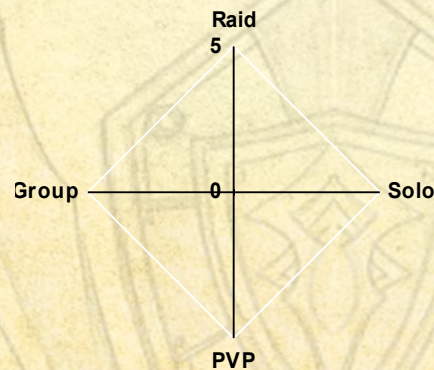
Survivalist

Description: Increases your total health.

Ranks:

- Rank 1- Total health increased by 2%
- Rank 2- Total health increased by 4%
- Rank 3- Total health increased by 6%
- Rank 4- Total health increased by 8%
- Rank 5- Total health increased by 10%

Usefulness:



Commentary: A rather weak buff overall. If you have enough points to get to the next tier you shouldn't put any points in this. It can make a nice filler talent for later tiers though.

Deterrence

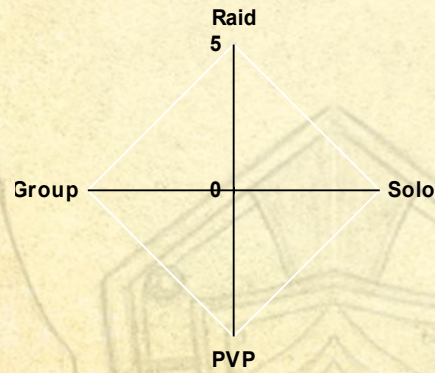
Description:

When activated, increases your dodge and parry chance by 25% for ten seconds.

Ranks:

Once Rank

Usefulness:



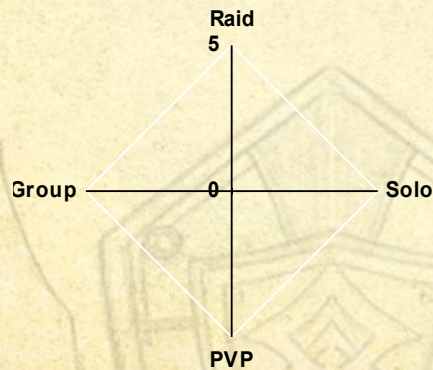
Commentary:

A useful talent for those times you are surprise attacked and can't run away. After activating this you will have time to use Counterattack or Wing Clip and run out of range.

Trap Mastery

Description: Decreases the chance enemies will resist trap effects.
Ranks: Rank 1- 5% chance to not resist
Rank 2- 10% chance to not resist

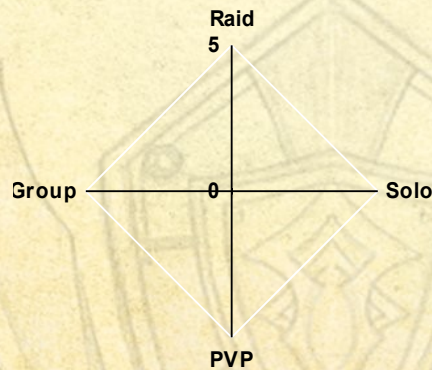
Usefulness:



Commentary: I haven't had my traps resisted enough to make this worth while. Unless your are going to be a trap master hunter you shouldn't bother with this.

Surefooted

- Description: Increases hit chance and increases the chance movement impairing effects will be resisted.
- Ranks: Rank 1- Hit chance increased by 1% and snare resist increased by 5%.
Rank 2- Hit chance increased by 2% and snare resist increased by 10%.
Rank 3- Hit chance increased by 3% and snare resist increased by 15%.
- Usefulness:



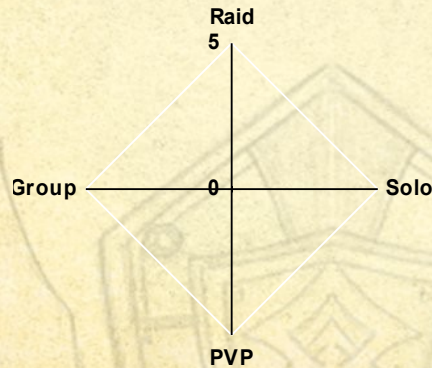
- Commentary: +hit is very important to a hunter and this is the only talent that directly increases it. With this talent you can use a Survival build without gimping your ranged DPS. If you are a BM or MM hunter it probably isn't worth spending points to reach it though. The snare resistance is also very good in PVP so other players don't get into your dead zone.

Improved Feign Death

Description: Reduces the chance your Feign Death ability will be resisted.

Ranks: Rank 1- 2% chance to avoid resists.
Rank 2- 4% chance to avoid resists.

Usefulness:

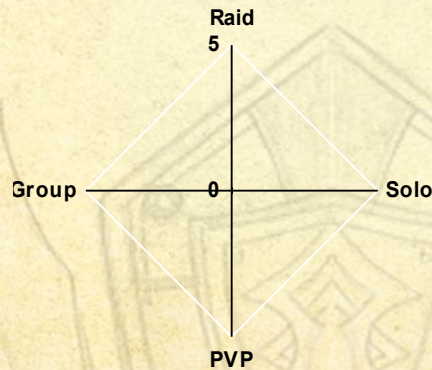


Commentary: This talent is somewhat lackluster and not worthwhile until endgame. Feign Death is used to wipe threat in raids and abort bad pulls in groups. The extra chance of avoiding a resist is not worth the points in my opinion. Even if you need access to the next tier consider some of the other talents below it.

Survival Instincts

Description: Reduces all damage taken and increases attack power.
Ranks: Rank 1- Damage reduced by 2% and attack power increased by 2%.
Rank 2- Damage reduced by 4% and attack power increased by 4%.

Usefulness:



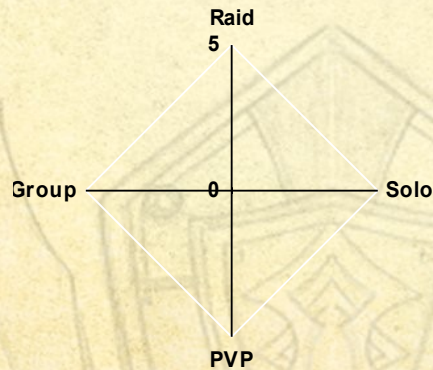
Commentary: The damage reduction part of this talent is nice, especially when farming. The extra attack power is very nice and will help you DPS with a survival build. If you have enough points to reach the next tier it's no big deal if you miss it or only put one point in here.

Killer Instinct

Description: Increases your critical strike chance by a percentage.

Ranks:
Rank 1- crit chance increased by 1%
Rank 2- crit chance increased by 2%
Rank 3- crit chance increased by 3%

Usefulness:



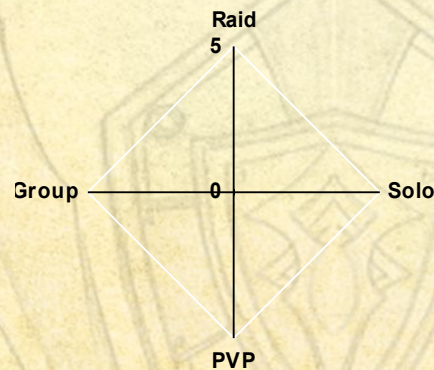
Commentary: Another talent that helps your DPS. While you will mostly be using it with ranged attacks, it also applies to your melee attacks like Mongoose Bite or Counterattack.

Counterattack

Description: A strike that becomes active after parrying an opponents attack. Does damage and immobilizes the target for 5 seconds. Cannot be blocked, parried or dodged.

Ranks:
Rank 1- 40 damage
Rank 2- 70 damage
Rank 3- 110 damage
Rank 4- 165 damage

Usefulness:

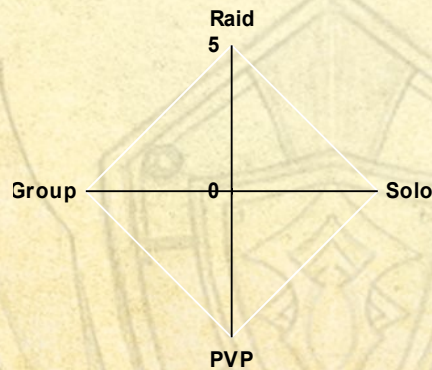


Commentary: Another excellent survival talent for escaping melee. Combined with Deterrence you will be able to escape nearly any fight and retreat out of your dead zone.

Resourcefulness

- Description: Reduces the mana cost of all traps and melee abilities and reduces the cooldown of all traps.
- Ranks: Rank 1- Mana cost reduced by 20%, cooldown reduced by 2 seconds.
Rank 2- Mana cost reduced by 400%, cooldown reduced by 4 seconds.
Rank 3- Mana cost reduced by 60%, cooldown reduced by 6 seconds.

Usefulness:



Commentary:

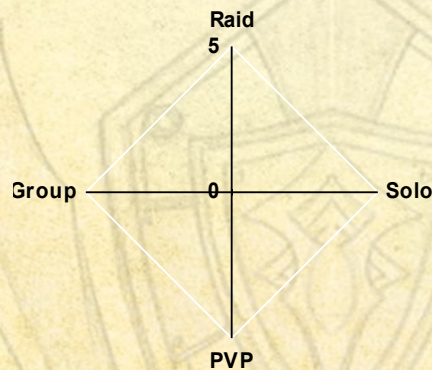
The mana reduction aspect of this talent is somewhat useful, but you will only really notice it when you are low on mana. The cooldown reduction though is incredible, especial for a PVP build.

Lightning Reflexes

Description: Increases your agility by a percentage

Ranks:
Rank 1- Agility increased by 3%
Rank 2- Agility increased by 6%
Rank 3- Agility increased by 9%
Rank 4- Agility increased by 12%
Rank 5- Agility increased by 15%

Usefulness:



Commentary:

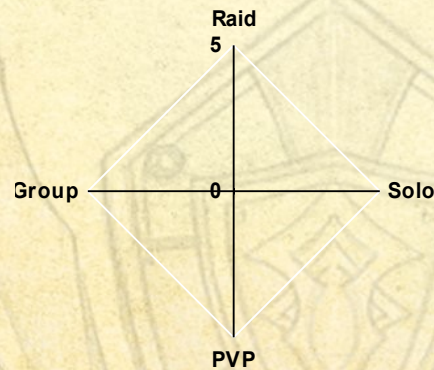
The more agility you have, the stronger this talent will be. If you focus on agility over attack power because of crit, dodge and parry then this is definetly worth five points. If you focus on other stats like attack power and +crit you will find it less useful.

Thrill of the hunt

Description: Gives you a chance to regain 40% of the mana cost of any shot when it critically strikes.

Ranks:
Rank 1- 33% chance or restoring mana.
Rank 2- 66% chance or restoring mana.
Rank 3- 100% chance or restoring mana.

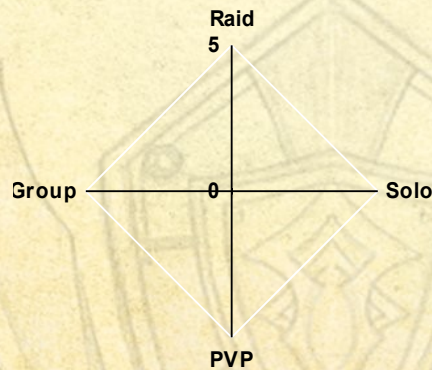
Usefulness:



Commentary: If you have a high crit chance this will let you focus less on intellect gear and more on damage stats. This is especially true if you take up Resourcefulness as well. If you have a large mana pool though or have a very low crit chance don't bother taking this talent.

Wyvern Sting

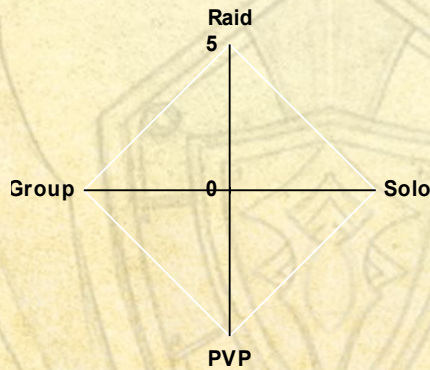
- Description: A shot that puts the target to sleep for 12 seconds. Any damage will wake the target. When the target wakes up the sting causes nature damage over 12 seconds.
- Ranks: Rank 1- 300 damage over 12 seconds.
Rank 2- 420 damage over 12 seconds.
Rank 3- 600 damage over 12 seconds.
- Usefulness:



- Commentary: This is a situational ability. Since it has a cast time and can only be fired from range it can't be used as an escape ability. It IS a very useful crowd control ability however in both PVP and PVE. In PVP you can use it to keep an extra person out of the fight while your group gangs up on the other. And if you time things carefully you can use it to kite trap an enemy in PVE and in instances. If you have gone this far in the tree you should definitely take it.

Expose Weakness

- Description: Your ranged criticals have a chance of giving the enemy an Expose Weakness Debuff. All attackers have their attack power increased against that target by 25% of your agility for seven seconds.
- Ranks: Rank 1- 33% chance of giving the Expose Weakness debuff.
Rank 2- 66% chance of giving the Expose Weakness debuff.
Rank 3- 100% chance of giving the Expose Weakness debuff.
- Usefulness:



- Commentary: This is a great buff when playing with a melee heavy group. Since the buff doesn't apply to just the people in your group it is excellent in a raid or in large scale PVP. The longer you fight a target the more noticeable the effect so it leads itself more to PVE than PVP.

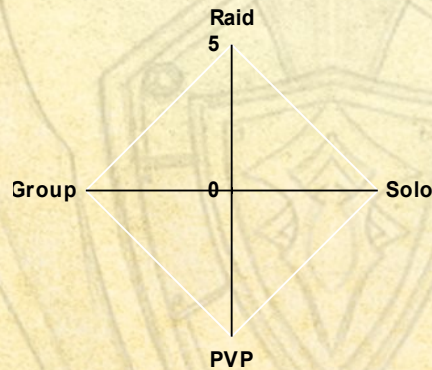
Master Tactician

Description: Your successful ranged attacks have a six percent chance of increasing your critical strike chance with all attacks by a percentage for eight seconds.

Ranks:

- Rank 1- 2% increased critical strike chance.
- Rank 2- 4% increased critical strike chance.
- Rank 3- 6% increased critical strike chance.
- Rank 4- 8% increased critical strike chance.
- Rank 5- 10% increased critical strike chance.

Usefulness:



Commentary: This is designed to help survival hunters DPS in PVE. With the extra critical strikes, combined with Expose Weakness, your DPS will be high enough for groups and you will provide more group utility as well. While you can do well in a raid you will really shine in small groups where you can help CC with the other abilities you have learned in this tree.

Readiness

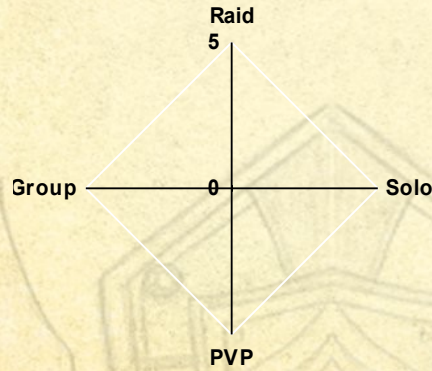
Description:

When activated the cooldowns on all of your hunter abilities are reset.

Ranks:

One rank.

Usefulness:



Commentary:

This is by far your worst 41 point talent. Hunters don't rely on long cooldowns like Rogues. The main use for this ability is to reset the timer on your traps so you can use it one again. But by taking this you are giving up Intimidation or Scatter Shot. If you have come this far in the tree and are focusing on CC then you might want it. But I wouldn't plan an entire build around it.

TALENT BUILDS



Putting points into each of the talents trees will generally improve that trees area of expertise. A hunter that puts most of their points in Marksman will have much better ranged damage than a hunter that puts points in Beast Mastery. But a hunter that puts points in Beast Mastery will have much better solo ability than a hunter with points in Marksman. Because some talents are not worth getting putting some of your points in other trees will make you more powerful and more well rounded. Putting every last one of your points in Marksman would increase your DPS. But if you took some points out of weak talents like Improved Arcane Shot and put them into BM talents like Improved Aspect of the Hawk or Survival Talents like Hawk Eye your DPS would go up. While many people try to go as far down into a tree as they can there is also a balancing game of going as deeply as you can into the other trees. This juggling of talents has led to the rise of "Builds". Tested patterns of talents that players have found are the most effective at increasing one or more styles of play. But in the end, the skill of the player determines a characters success more then their build.

Beast Master Builds

Basic BM Build.

This is your Core beast master build. It covers all of the basics and allows some other useful abilities in the other trees so you can do small group activities.

Beast Mastery	Marksmanship	Survival
Improved Aspect of the Hawk Endurance Training (3/5) Focused Fire Bestial Swifttness Unleashed Fury Ferocity Spirit Bond Intimidation Bestial Discipline Frenzy Ferocious Inspiration Bestial Wrath Serpents Swifttness The Beast Within	Lethal Shots Improved Hunter's Mark Go for the Throat Aimed Shot Rapid Killing Mortal Shots (2/3)	Hawk Eye

<http://www.worldofwarcraft.com/info/classes/hunter/talents.html?532000015052120531051050520120200000000000000300000000000000000000>

Soloist BM Build.

This is designed for those who plan to spend most of their time alone. If you are going to do lots of farming, leveling or grinding this is probably the best.

Beast Mastery	Marksmanship	Survival
Improved Aspect of the Hawk	Lethal Shots	Hawk Eye
Focused Fire	Improved Hunter's Mark	
Bestial Swiftswtness	Go for the Throat	
Unleashed Fury	Aimed Shot	
Ferocity	Rapid Killing	
Intimidation		
Bestial Discipline		
Frenzy		
Ferocious Inspiration(2/3)		
Bestial Wrath		
Serpents Swiftswtness		
The Beast Withing		

PVP BM Build.

This is designed specifically for those who want to PVP as a beast master. The core of this build is balancing your pets DPS with your own, and using Bestial Wrath and Beast Within.

Beast Mastery	Marksmanship	Survival
Endurance Training Focused Fire Improved Aspect of the Monkey Bestial Swifttness Unleashed Fury Improved Mend Pet Ferocity Intimidation Bestial Discipline Frenzy Ferocious Inspiration Bestial Wrath Serpents Swifttness The Beast Withing	Improved Concussive Shot Lethal Shots Go for the Throat Aimed Shot Rapid Killing Mortal Shots (2/5)	Hawk Eye

<http://www.worldofwarcraft.com/info/classes/hunter/talents.html?052300015250120531051550020120200000000000003000000000000000000000>

Marksmanship Builds

Basic MM Build.

This is a bare bones Marksmanship build. Primarily used in PVE encounters. But able to solo very effectively and PVP a bit as well.

Beast Mastery	Marksmanship	Survival
Improved Aspect of the Hawk Endurance Training (3/5) Focused Fire Bestial Swifttness Unleashed Fury Ferocity (1/2)	Lethal Shots Improved Hunter's Mark Efficiency (2/5) Go for the Throat Aimed Shot Rapid Killing Mortal shots Concussive Barrage Scatter Shot Ranged Weapon Specialization Careful Aim Trueshot Aura Master Marksman Silencing Shot	Hawk Eye

<http://www.worldofwarcraft.com/info/classes/hunter/talents.html?5320000150100000000000552201205310053105100300000000000000000000>

Cookie Cutter PVE Build.

This is designed for raids and instances, but that is about it. It very little defense and uses up a lot of mana. But has some of the highest DPS a hunter can get.

Beast Mastery	Marksmanship	Survival
Improved Aspect of the Hawk Focused Fire	Lethal Shots Efficiency Go for the Throat Improved Arcane Shot (1/5) Aimed Shot Rapid Killing Mortal shots Scatter Shot Barrage Combat Experience Ranged Weapon Specialization Careful Aim Trueshot Aura Improved Barrage Master Marksman Silencing Shot	Monster Slaying Humanoid Slaying Hawk Eye

<http://www.worldofwarcraft.com/info/classes/hunter/talents.html?5020000000000000000050521120501325313513330000000000000000000000>

Survivalist PVP Build.

This is designed for group PVP in battlegrounds and Arenas. It requires a lot of coordination though since it is a bare bones Marksmanship build. The extra points in survival are designed to help when you come into melee range.

Beast Mastery	Marksmanship	Survival
	Improved Concussive Shot Lethal Shots Improved Arcane Shot (2/3) Aimed Shot Rapid Killing Improved Serpent Sting (1/5) Mortal shots Scatter Shot Barrage Ranged Weapon Specialization Careful Aim(1/3) Trueshot Aura Improved Barrage Master Marksman Silencing Shot	Humanoid Slaying Savage Strikes Hawk Eye Entrapment Improved Wingclip Survivalist (2/5) Deterrence Surefooted

<http://www.worldofwarcraft.com/info/classes/hunter/talents.html?00000000000000000000550002121501305113510332303021030000000000>

Survival Builds

Small Scale PVE build.

This build is mainly used for CC in five man instances and ten man raids. It has lower DPS than other builds, but provides more overall utility and survivability.

Beast Mastery	Marksmanship	Survival
Improved Aspect of the Hawk	Lethal Shots Efficiency Go for the Throat (1/2) Aimed Shot Rapid Killing (1/2)	Monster Slaying Humanoid Slaying Hawk Eye Entrapment Clever Traps Deterrence Trap Mastery Surefooted Survival Instincts Killer instincts Resourcefulness Lightning Resources Wvern Sting Expose Weakness Readiness

<http://www.worldofwarcraft.com/info/classes/hunter/talents.html?5000000000000000000000000505101100000000000033303002012302303501351>

Hinderer PVP build.

This is the standard Survival PVP build. It focuses on hindering the enemy with traps and keeping yourself alive as long as possible. While it is very hard for an enemy to kill you, it doesn't have very good offensive abilities compared to other trees.

Beast Mastery	Marksmanship	Survival
Endurance Training	Improved Concussive Shot Lethal Shots Aimed Shot Rapid Killing	Humanoid Slaying Hawk Eye Entrapment Deflection (2/5) Imp Wingclip Clever Traps Deterrence Surefooted Survival Instincts Killer instincts Counterattack Resourcefulness Lightning Reflexes Wyvern Sting Expose Weakness (2/3) Master Tactician Readiness

[illegible]

Trapmaster Build.

This is a very limited build. It is excellent for kiting in PVE and PVP, focusing heavily on traps and hindering abilities. While it is not a useful build in many other situations, I find it very fun when I want to torment others in world PVP.

Beast Mastery	Marksmanship	Survival
Imp Aspect of the Hawk	Improved Concussive Shot Lethal Shots Aimed Shot	Hawk Eye Savage Strikes Entrapment Deflection (4/5) Improved Wingclip Clever Traps Deterrence Trap Mastery Surefooted Killer instincts Counterattack Resourcefulness Lightning Resources Wyvern Sting Expose Weakness Master Tactician Readiness

HUNTER QUESTS

Taming quests

The most important quest your character will complete is the taming quest. When done you will be able to tame beasts in the wild and raise them to be your ally.

Each race will get their own version of the quest. To start you will need to talk to a specific hunter trainer in your level ten starting area. He will give you a taming rod and tell you to use it on a creature nearby. After you use the rod the monster will start attacking you until the taming is complete. Make sure you are at full health and have aspect of the monkey up. If anyone steals the mobs attention by damaging or taunting it the taming will fail. After you have tamed the first target he will send you out after two more. When you have brought the final one back the hunter will give you your Tame Beast ability and a follow up quest. The follow up quest will have you visit a hunter trainer inside your capital city. You can find them quickly by simply asking a city guard where the hunter trainers are. After you talk to them they will give you your Feed, Revive, and Train Pet abilities. Now you can go out and tame your first real pet.

Dwarf

Begin by heading to Kharnos and talking to Grif Wildheart. He can be found standing on a small hill between the inn and the blacksmith shop. His first target is a Large Craig Boar which you can find directly east of Kharnos. Bring it back to him to get your next target, a Snow Leopard. You can find them directly south of Kharnos. Your final target is an Ice Claw Bear, which you can find either directly east or directly south. After you have brought the last pet back Grif will give you your Tame Beast ability. Now you need a quick run up to Ironforge to learn how to take care of your pet. Head to the Hall of Arms and look for Belia Thundergranite among all the other hunter trainers. She will teach you how to feed, train and revive your new pet.

Night Elf

Begin by finding Dazalar in Dolanaar right behind the Inn. His first target is a Webwood Lurker which can be found all around Dolanaar, especially in the south. Your next target is a Nightsaber Stalker. They can be found south of Lake Al'amaath. Your final target is a Strigid Screecher. Travel west to the gates of Darnasus and look for them on either side of the road. After taking it back to Dazalar you will learn your Tame Beast

ability. Now accept the follow up quest from Dazalar and head to Darnasus. Look for female night elf named Jocaste among the hunter trainers in the Cenarion Enclave to learn your feed, train and revive pet skills.

Draenei

Start by talking to Huntress Kella Nightbow on Azuremyst Isle. She is outside the Exodar, near the dock off of the island. Her first target is a Barbed Crawler, which can be found along the coastline, especially south near Silvermist Isle. Your next target is a Greater Timberstrider. You can find lots of them north and west of the Exodar. The final target is a Nightstalker which you can find in the same area as the Timberstriders. For the follow up quest head into the Exodar and run to the south western most part of the Trader's tier and talk to Ganaar. He will teach you your feed, train and revive pet spells and give you a new crossbow.

Orc/Troll

Start by finding Thotar in Razor Hill. He can be found inside one of the burros across from the giant Barracks. His first target is a Dire Mottle Boar, which can be found just outside the town. His next target is a Surf Crawler. Head south to Senijin Village and

swim over to the echo Isles until you find one on the beaches. The final target is an Armored Scorpion. You can find them by heading directly west along the road until you reach an open area. Bring it back to receive your follow up quest. Travel to the Valle of Honor and look for Ormak Grimshot among the hunter trainers. He will teach you your feed, train and revive pet abilities.

Tauren

Begin by talking to Yaw Sharpmane in Bloodhoof Village. He can be found inside one of the small tents. His first target is an Adult Planestrider. You can find lots of them to the south east. Your next target is a Prairie Stalker. They can be found north across the lake and near the wells. Your final target is a Swoop. These buzzards can be found to the north and east. For the follow up quest head to Thunder Bluff and talk to Holt Thunderhorn. He can be found inside the tent on the Hunter's Rise. Talk to him to learn your feed, train and revive pet abilities.

Blood Elf

Start by talking to Lieutenant Dawnrigger at the Farstrider Retreat. Her first target is a Crazy Dragonhawk, which can be found directly south of Farstrider. Her second target is an Elder Springpaw. You can find these near the retreat to the north east. Your final

target is a Mistbat, which can be found on the northern most part of the Ghostlands. Bring it back to Dawnstrider to receive the follow up. Now head to Silvermoon and talk to Halthenis in the northern building of Farstrider Square. You will receive a new bow and your feed, revive and train pet.

The Green Drake

This is your level 52 class quest. At the end are some nice blue quality rewards that you will use till level sixty. First head to one of your hunter trainers and accept the quest The Hunter's Charm. Next head to Azhara in Kalimdor to find Ogtinx, a furlbog hunter. He is on the cliff side at 42, 42, directly north and east of the Ruins of Eldarath.

His first task for you is to collect a two perfect courser antlers. You can find loads of Mosshoof Coursers directly north on the top half of the isthmus. You will need two pieces to make one pair.

His next chore has you gather six wavethrasher scales. You can get these from wavethrashers and young wave thrasher hydra in the nearby ocean. You can find Wavethrashers directly south of Ogtinx and young wavethrashers north on the edge of the zone. Return back to him when you have six.

Your final task is the hardest. You need to travel to the Sunken Temple in the Swamp of Sorrow and kill the dragon, Morphaz, inside. You will need a group to reach him and clear half of the instance before reaching him. He is in the second level in the giant circular room, past the six trolls, and usually inside one of the tunnels. If you bring a level seventy player along you should be able to take him down. If not, you will need a full group to deal with him and his add.

After killing Morphaz head back to Ogtinx and turn in his tooth. For your reward you can choose a Hunting Spear with crit and mana per five. The Devilsaur Eye which will temporarily increase your attack power and chance to hit. And the Devilsaur Tooth, which makes your pets next attack a guaranteed critical strike. The spear is very nice for its level and will last you till you leave for outland. You can get better weapons on the AH if you have the cash. But you can find better weapons in Outlands in just a few levels so you might want to save your gold. The Devilsaur Eye is also very nice, especially since there are so few trinkets at this level. It is nice for high DPS fights, so if you intend to do instances before going to Outlands this might be a better choice over the spear. You will be able to replace it with two trinkets in outlands by level sixty two

however. The Devilsaur Tooth is probably the weakest of the rewards. On extra critical strike by your pet is not very useful at any level.



LEVELING GUIDE

When you first start out the majority of your exp will come from quests. So try to fill your log with as many quests as you can. But don't always take the ones that require you to visit a dungeon or kill an elite. These take organization so you won't get to them right away and they'll just sit in your quest log taking up space for other quests. Around halfway to level sixty though quests begin to slack off in terms of experience and you will be forced to do a lot of grinding.

When grinding, or killing mobs repeatedly for exp, always pick your targets carefully. One of the best things to do is try to pick mobs that give some type of reputation gains when killed. You generally don't see these until higher levels, but that's when you'll be doing most of your grinding anyway. Another good idea is to grind on mobs that bring in the most cash. Humanoids drop money and cloth and have a slightly higher chance of dropping green armor and weapons. Beasts will only drop animal parts that don't sell for much. But if you are a skinner you can make money that way.

You must also use the Rest System to your advantage. It can double the amount of EXP you get so always try to log out at an inn. When I got to level fifty with my paladin I typically let him rest up till he had a full health bar and went and leveled up some of my lower level alts in the mean time. It took more days to reach sixty, but I spent fewer hours grinding.

Finally, many of the areas that I advise you to level in are hard to find unless you have been there before. Here is an atlas stie to help you find your way around.

<http://www.worldofwar.net/cartography/worldmap/index.php>

Alliance Leveling

1-5

If you are a dwarf you'll start out at Coldridge Vally in Dun Morog. Get your quests from the locals and explore till you reach level five. Now head north east and travel through the tunnel to reach Kharnos.

If you are a Night Elf you will start out in the Shadow Glen of Teldrassil. Talk to the citizens nearby to load up on quests and when you reach level three head down to the giant tree in the center of the area to load up on more.

If you are a Draenei you will start out by waking up from an escape pod in Azuremyst Isle. Head down to the main wreckage of the ship at Amman Vale and load up on quests. At about level six or when you have run out of quests head west till you find a road leading to the main part of the island.

5-10

If you are a dwarf load up on quests from the people inside the inn and head out. Dun Morogh is more spread out so if you want to complete all your quests you will need to go to Steelgrille Depot in the north, Brewnall Village in the west and the two guard towers in the east.

If you are a Night Elf finish up any quests you have in Shadow Glen and head south down the road and then west to Dolanar. Set your Hearthstone at the inn and load up on quests. There are some quest givers hidden in the other buildings so check everywhere.

If you are a Draenei follow the Road until you get to Azure Watch. Set your Hearthstone here and accept the available quests. When you reach level seven head down to Odesyus Landing in the south and take the quests here. When those are done head back to Azure Watch and get new

quests that will take you to level ten. At this point you will have a quest that takes you to Stilpine Hold which will be your next big quest hub.

10-15

If you are a Dwarf go through the southern eastern guard tower and into Lock Modan. Because this zone is thin and long it is more efficient to finish all the quests in the bottom half first. Be sure to check inside the guard towers as well since there are a few quest givers hidden inside. Once you have finished up here head north along the road until you reach Theslmar.

If you are a Night Elf Finish up any quests you have in Teldrassil and head to Auberdine. To get there head through Darnasus and then left past the bank until you see a giant tree with a purple glow at its bottom. Walk through it to be transportation to Ru'ruthan Village. You can then take the boat to Auberdine or hop a free hippogryph. Once there reset your hearthstone at the inn and load up on quests.

If you are a Draenei finish up the quests in Stilpine Hold and when those are done head north from Azuremyst to Bloodmyst. Go through Kessels Crossing and head north to Blood Watch. Reset your Hearthstone and fill up on quests here till level 15.

15-20

If you are a dwarf take all the quests you can in Theslmar and head out to complete them. You will also want to head to the north guard tower and the hunting lodge in the south east for a few more. At about level eighteen the loch will run dry on quests so take the tram from Ironforge to Stormwind.

If you are a Night Elf you will get nearly all of your quests here in Auberdine. There are a few though that require you to run to other parts of Darkshore like the Buzzboxes scattered over the map and the grove of the ancients in the south. When you have reached level twenty hop the boat to Menethel Harbor. Follow the road east to Loch Modan and keep following it to Ironforge where you can ride the tram to Stormwind.

If you are a Draenei keep grinding on the quests from Blood Watch until about level 18. Nearly all of them will be given in Blood Watch, but there are a few on Wyrmscar Island in the North East. When you have done those head to Auberdine and take the ship there to Menethel Harbor. Run east along the road and follow it to Loch Modan. Keep following the road until you reach Ironforge and take the tram to Stormwind.

20-25

From this point on all the alliance races should follow the same leveling path. Start by leaving Stormwind and heading east to the Redridge Mountains. Load up on any yellow quests from the people of Lakeshire and level here until 22. Then head west and south into Duskwood until you reach Darkshire. Take any quests here and grind off the skeletons in the Tranquil Gardens until level twenty five.

25-30

Take any new quests from the people in Darkshire and head off to Raven Hill. Since this is on the other side of the map you can get there more quickly by flying to Sentinel Hill and heading east across the river. Many of the quests you got in Darkshire are completed here so check back frequently for follow ups. If run out at twenty seven fly back to Menethel Harbor and take any yellow quests there until thirty. Eventually head back to Darkshire and grind off of the ghouls near Manor Mistmantle until you reach level thirty.

30-35

At level thirty head south from Duskwood into Stranglethorn Vale. You will have three major quest hubs here. The first is a rebel camp just to the right as you enter from the north. The second is Nessingwary's Safari

which is further south and off the road to the right. And your final hub will be Booty Bay all the way to the south. To reach is swim along the coast instead of trekking though the jungle, there are too many dangerous monsters. Start off by taking the quests from the rebel leaders. When you have done all the yellow ones head down to nessingwary's Saffari and take the first hunting quests. Don't bother with the Hills of Stranglethorn quest though. When you are finished you should be close to thirty five. If not head north to the Hilsbrad Foothills and complete the quests in Southshore.

35-40

Finish up any quests at the rebel camp and the Saffari before heading to Booty Bay. Search around the inn and the docks for several quests and work on them till level thirty seven. If any are orange leave them for later. At this point head north again and take the quests at the refuge camp in the Arathi Highlands until level forty.

40-45

Get your regular mount and head back to Booty Bay. You should finish up any remaining quests by level forty three. Most of them will be in the southern half of STV. When you are done hop a flight to Menethel and take the boat to Theramore. Swim along

the eastern coast until you reach Tanaris and Steamwhedle Port. Head West along the road until you reach Gadgetzan and base yourself here. Take all the quests and when you run out grind on Wastewander bandits to the east. They drop water pouches which can be turned in for food for your pet. If you don't want to do this you can head north through Thousand Needles and then West through Feralas to Feathermoon Stronghold for some more quests.

45-50

Finish up any quests in Feathermoon and head back to Tanaris. Take the quests from Steamwhedle Port and go south to the pirate base. This is an excellent place to grind because the pirates drop footlockers that may have a key to a treasure chest inside one the of the ships. The chest seems to have a high chance of dropping a blue so you can make some good money here. When you grow tired of this place head back to Azeroth and travel to the Hinterland. Do the quests from the Wildhammer Dwarfs until you reach forty eight. At this point head back to Kalimdor and head up to Felwood through Ashenvale. Stop when you find the Emerald Circle base camp. A little off to the left is a camp of Deadwood Furbolgs. Killing these creatures gives Timbermaw Hold reputation which is necessary to gain access to the

tunnel to Moonglade and Winterspring. You will only have to kill enough to get to unfriendly with them before they will let you through the tunnel and by then you should have reached level forty nine. At this point go back to the Emerald Circles camp and Take any quests they may have. This should get you close to fifty. Finish off your level by flying south and loading up on the quests at Marshals Refuge in northern Ungoro Crater.

50-55

Keep working on the quests here in Ungoro and if you need to, grind on the tar beasts outside the base. At level fifty one, give one last wave to Kalimdor and head to northern Azeroth. Start by heading to the Western Plaguelands and basing yourself at Chilwind Camp. You can head east along the road to Sorrow Hill and grind on the undead mobs there, but this is a popular area since it is so close by and usually over crowded. I preferred to grind in Felstone Field, even though it was farther away in the north. At level fifty three you can move east and south to the next farm, the Writhing Haunt. Grind on the zombies and skeletons until level fifty five.

55-58

Now take the road east and head towards the Eastern Plaguelands. Keep following the road until you near an abandoned town Called Corwin's Crossing. You will be grinding against the undead skeletons and banshees here till level fifty seven, but first go around and keep heading east till you get to Lights Hope Chapel. After you have established a base there and loaded up on quests head back to Corwin's Crossing. Grind on the mobs on the southern and eastern outskirts of the town. This way you will avoid the Crimson Courier patrols. For your final level head back to Lights Hope and head north the to the lumber mill. Grind on the undead here and patrol between the mill and the monsters heading up the hill. When you reach fifty eight head for Outland.

Leveling 60-70.

The ten levels you spend in Outland are very different from your previous ten. The biggest change is that you don't have to grind as much and most of your experience will come from quests. Each zone has at least five different quest hubs, some in very remote or hidden locations. So it's advised that you install CTmap from CTmod in the addon section since I use its coordinate

system. It is possible to travel to Outlands at level fifty eight instead of spending your last two levels in Azeroth. I would highly recommend this since the quests and drops are so much better.

Level 60-62

When you first exit the Dark Portal head left and hop a gryphon to Honor Hold. Once there head south through the gates, and then either head west or east. In each of these directions are quest hubs inside broken down watchtowers. The one in the east is probably a little easier at this point so I would head that way. After each hub is exhausted head south to Expedition Point. Load up on quests here but leave the ones that require gryphon riding for last since they take you far away. Once you've finished head back to Honor Hold. Since your reputation with them has risen there will be more quests available with quest givers in the courtyard, inn and keep.

By this point you should either be level 61 or be very close to it so head west to the Temple of Telhamat at 23, 39. After finishing the few quests here you will be directed to the Ruins of Sha'Naar at 14, 58. Look inside the tents here for a hidden quest giver and after finishing up with him head back to the temple. Now head south and west along the road until you find a small camp of druids.

Most of the quests here require you to fight several elites so get in a good group until they are all completed. By this point you should be very close to level 62 so wave Helfire Peninsula goodbye and head west to Zangarmarsh.

Level 62-63

You will only be spending a little bit of time here in Zangarmarsh. Start by loading up on quests at Cenarion Refuge at 78, 65. Nearly all of them will keep you in the eastern part of the marsh but there are much better quest opportunities at the Draenei base further north. Once you have finished up the easy quests here head north up the road to Telredor at 66, 50. Ride the elevator to the top and load up on all the quest here. There are so many you will definitely want to set your hearthstone here and once you're are finished you should be very close to level sixty three.

Head west across the zone till you find a small Cenarion outpost. There is only one quest giver here, but she directs you to an area that raises your rep with Sporegggar. Kill the giants and collect spore pods until you reach friendly with Sporegggar and there head to their main town for a few more quests. I personally found little use for Sporegggar so if you are past 63 already you can skip this part. What ever your decision,

head next to Orebor Harborage at 22, 64. When you have finished up the few quests here you should definitely be over 63 and can leave the marsh.

Level 63-65

Follow the road south from Telredor until you enter the Terokkar forest. Keep following the road until you reach Shattrath city. Go inside and look around but there are very few quests here except for a few in Lower City. Your main quest hub for this zone is Allerian Stronghold at 55, 56 so you should put your hearth point there. When you are finished up with the quests here head into the dead grey area around Auchindoun to the refuge camp at 39, 50. Once you are finished with the five or six quests here you should be very close to 64, so to finish it out you should grind for a little bit on reputation mobs for either the Scryers or Aldor in Shattrath city. If you are going for the Scryers go to Firewing point at 70, 36 and kill Firewing mobs for Firewing Signets. Avoid the Bloodwarders though since they have an annoying mana drain ability. If you are going for the Aldor go to the Shadow Tomb at 31, 53 and kill Cabalists for Mark's of Kil'jaedin. If you don't want to turn in your signets or marks you can always sell them on the Auction house for one gold a piece.

Level 65-66

Head west along the dead zone of Auchindoun until you leave Terrokkar forest and enter the grasslands of Nagrand. Follow the road west until you reach the alliance town of Telaar at 53, 70. There are lots of quests here but ignore the one that sends you to the Throne of Elements for now. Pay special attention to the ones that have you killing ogres, they lead to a long chain with a good blue reward. After you have done about ten quests here head along the road towards the north west until you reach Nessingwary's Safari at 71, 41. He wants you to kill mobs found all over Nagrand so it's best to get the quest early. From here head to the Throne of Elements at 66, 22. The shamans and elementals here will give you several more quests, including a very "Interesting" one. You should have leveled up by now so head back to Telaar and get more quests. When you have finished these you will be pretty much done with this zone so now its time to head to the Blade Edge Mountains.

Level 66-68

To reach the Blade Edge Mountains head to Zangarmarsh and go north through one of the tunnels to the mountains. If you go through the one at Orberer Harbor you will be able to get a quick quest to kill some

spiders along the way. After going through the cave follow the road north and east until you go up a hill and come across a gnome encampment called Toshley's Station at 59, 68. Set your Hearthstone here and take all of the quests. What is interesting about this location is that the big machine in the center will hurl you to different areas with more quests. After you have finished up the quests here talk to the mechanic to be flung to Sylvanaar at 37, 66. This Night Elf outpost has lots of quests and an inn, so reset your Hearthstone and make this your new base. After you have finished up here head back across the stone bridge to Toshleys station and use the launching machine to fling you to Evergrove at 61, 39. This is your final quest hub in Blade Edge and has the most quests of the three, but unfortunately it doesn't have an inn. The best solution is to keep your hearthpoint at Toshly's station and fly over there with the machine. When you reach level 68 leave any remaining quests here and head north and east to enter Netherstorm.

Level 68-69

Netherstorm is a unique zone and absolutely loaded with quests. Start by exiting from Blade Edge and head southwest along the road to Area 52 at 32, 67. If you have any green quests left over from other

zones get rid of them and get more from all of the goblins. I wouldn't recommend taking the quests from the Scryer or Aldor NPCs in the inn though since they are out of the way and are part of a long chain. When you have finished the other Area 52 quests then take the Aldor or Scryer quest chains. When one of them sends you to Manaforge Coruu take a break and go east to Kirrin Var village. Many of the NPCs here will give you quests that have you killing the same mobs around the manaforge so you can save time by doing both at once. When you have done all the easy ones head up to Eco Dome Midrealm at 45, 52 and take up the quests here. Now go and finish up the Scryer/Aldor quests in Netherstorm and head off to Shadowmoon Valley.

Level 69-70

Its time to enter the home stretch. Start by entering Shadowmoon Valley through the south eastern end of Terrokkar and follow the road south east to Wildhammer Stronghold. (36, 57) Set your Hearthpoint here and load up on quests. Focus on the ones that take you to the west for now like Illidari point and Legion Hold. When these are done your next base will be determined by whether you have sided with the Aldor or Scryers. If you are Aldor head to The Alter of Shat'tar at 61, 28; If you are with the Scryers

go to the Sanctum of Stars at 56, 59. Set your Hearthstone at the inn at one of these sites and take on all the quests for the eastern half of the zone. By the time you get finished with this area you will have finally reached level seventy. Congratulations!

Horde Leveling Guide

Level 1-5

If you are an Orc or a Troll you will start out in the Valley of Trials. Take your first quests from the people nearby and check back regularly when you level for new ones. Most of your quests will have you going north to face agents of the Burning Blade.

If you are a Tauren you will start out at Camp Narache. Get your quests from the villagers and head out to level. This is by far the most spread out starter zone so be prepared to do a great deal of running.

If you are a Blood Elf you will start off in Eversong Woods on Sunstrider Isle. Your first quest will teach you how to use your racial abilities Mana Tap and Arcane Torrent and more quests will follow. When you return from your quests in Falthrein Academy head south east to the Ruins of Silvermoon.

5-10

If you are an Orc or a Troll leave the valley and head east. Follow the road east until it bends north and head south to Sen'jin Village. Load up on the quests here and when you are done head north to Razor Hill.

If you are a Tauren follow the road north to Bloodhoof Village. Set your hearthstone here and start questing. Once again, you will have a lot of distance to cover. Eventually your quests will lead you to more on Thunder Bluff.

If you are a Blood Elf accept the delivery quest from the NPC at the gate and follow the road south towards the inn. Set your Hearthstone here and accept the few quests here. When they are finished follow the road west to the West Sanctum. Do the quests here then follow the road down south to Fairbreeze Village and load up on the quests here.

11-15

If you are an Orc or a Troll finish up any quests you have in Razor Hill and head west into the Barrens. Keep following the road until you reach a town at the Crossroads. This will be your quest hub for a long time so set your hearthstone here and load up on quests.

If you are a Tauren finish up any quests in Mulgore and head east from Bloodhoof Village and trek north through the Barrens. Make sure to get the flight path at Camp Taurajo along the way. From this point on you will be leveling with the orcs and trolls.

If you are a Blood Elf finish up any quests you may have missed in Silvermoon city and head south into the Ghostlands. Your first order of business is to follow the road south until you come to Tranquilian. This town is a separate faction from the Horde with lots of useful reputation rewards. Each quest gives you tons of rep and if you complete them all you will be exalted and be able to buy a rare quality cape.

15-20

If you are in the Barrens head northwest to the stonetalon mountains. There should be some quests from Ratchet and the Crossroads here for your to complete and you can get the flight point for Sunrock Retreat. When you are done head south to Camp Taurajo. This will be your next quest site for the remainder of the Barrens.

If you are a Blood Elf finish up any quests you still have in Tranquilian to get your cape then head to the eastern side of the mountains to Farstrider Enclave. This will be your next big quest hub so load up and finish them off. When you have finished the quests

here head south between Tranquilian and the Enclave to the Sanctum of the Sun. There are a few quest givers here that will round you off to level twenty.

20-25

If you are in the Barrens Continue on with the quests here at Camp Taurajo. At level twenty three all the horde races should be leveling in the same places. If you were in Kalimdor head across the ocean and travel to Tarren mill in Hilsbrad.

If you are a Blood Elf head to the Undercity through the Transporter orb and then south along the road into Tirisfall Glades. Halfway down the road there is a path that goes right to a flight point and quest hub called the Sepulcher, but most of the quests here are green or lower. There may be one or two yellow ones here so you may want to take them if you are not yet twenty. Either way, when you are done continue south and then left to Hilsbrad. Follow the road until you get to Tarren Mill. Set this as your new Hearthpoint and do the quests here.

25-30

This will last you till about level twenty seven, at which point I took the blimp from Undercity to Ogrinmar and then hiked over to the Stonetalon Mountains. Halfway up the pass is a horde camp called Sun Rock Retreat. Make this your new base and take up any

yellow quality quests. There will only be a few since this is another twenty to twenty five zone. When there is nothing left here go south through The Barrens to Thousand needles. Halfway through the zone is Free wind post with more quests for you to take on. This should take you to thirty.

30-35

Keep questing in Thousand Needles until level thirty one. Then fly back to Sunrock Retreat and hike through the mountains to Desolace. Now your leveling will start to take you along a similar path as the Alliance. In the center of Desolace, north of the Kodo Graveyard is Ghost Walker Post, a Horde quest hub. Another hub with an inn is Shadowprey Village along the southern coast. At this point quests will not be enough to help you level and a large portion of your experience will start to come from grinding. A good grinding place to grind is the plains just north of the Kodo Graveyard. There are lots of beasts that can be chain killed, but are far enough away so they won't aggro. This will stop being worthwhile at level thirty three so you can then go and quest in the Arathi Highlands or finish up some quests at Booty Bay and Grom Gol in Stranglethorn Vale.

35-40

Keep grinding on the quests from booty bay. There are several quest givers hidden inside the houses and around the inn. When you have finished all the yellow level ones fly north to the Arathi highlands and finish up any left over quests there. If you are almost level thirty you may want to grind on the pirates outside booty bay.

40-45

After you get your mount you have a few choices on where to level. You could go to Feralas or Dustwallow Marsh, but I kept grinding in Stranglethorn Vale. At level forty two head to Gadgetzan in Tanaris and make it your base. Load up on the quests or grind the mobs outside the gate until level forty three. Now go east to the Wastewander Bandit camps and grind on them. You'll want to grind on them as long as possible because they drop water pouches that can be turned in for free food, potions and scrolls.

45-50

Travel east to Steamwheedle port and take on all the quests in the pirate base to the south. At level forty seven head to Ashenvale and go north into Felwood. Near the Emerald Circle camp is a Deadwood Furbolg base for you to grind on. At forty eight take the quest from the friendly Furbolg NPC to collect

feathers so you will achieve unfriendly reputation with Timbermaw Hold. When that has been completed head back to the Emerald Circle camp and take on their quests. This should get you close to forty nine. You can then spend the rest of your time grinding on the demons of Jadefire Glen until fifty. Or you can head south to marshals refuge in Ungoro Crater.

50-55

Finish up any quests in Ungoro and leave at fifty one. Head to northern Azeroth and the Western Plaguelands by flying to Undercity and going east along the road to The Bulwark. Load up on the quests here, but there is no inn in this zone so you should max out your rest and log out in the open when you need to quit. When you need to start grinding the mobs at Felstone Field are the best of the four farms. At fifty three you can move to the Writhing Haunt and grind there to fifty five.

55-60

Now take the road east and head towards the Eastern Plaguelands. Keep following the road until you near an abandoned town called Corwin's Crossing. You will be grinding against the undead here till level fifty seven, but first go around and keep heading east till you get to Lights Hope

Chapel. After you have established a base there and loaded up on quests head back to Corwin's Crossing. For your final level head west and then north of Lights Hope Chapel to reach the Brownman Lumber mill. Level on the Ghouls, Skeletons but avoid the banshees. When you have hit fifty eight you can enter outland.

Leveling 60-70.

The ten levels you spend in Outland are very different from your previous ten. The biggest change is that you don't have to grind as much and most of your experience will come from quests. Each zone has at least five different quest hubs, some in very remote or hidden locations. So it's advised that you install CTmap from CTmod in the addon section since I use its coordinate system.

Level 60-62

When you first exit the Dark Portal head right and hop a gryphon to Thrallmar. Once there load up on quests and head out to the nearby areas to finish them. Eventually you will be sent to Spinebreaker Post at 61, 82. When you are finished there head back

to Thrallmar, and when you have finished any new quests head to Falcon Watch. Reset your Hearthstone and take on all the quests they have here.

Now head south and west along the road until you find a small camp of druids. Most of the quests here require you to fight several elites so get in a good group until they are all competed. By this point you should be very close to level 62 so wave Helfire Peninsula goodbye and head west to Zangarmarsh.

Level 62-63

You will only be spending a little bit of time here in Zangarmarsh. Start by loading up on quests at Cenarion Refuge at 78, 65. Nearly all of them will keep you in the eastern part of the marsh so finish them up first. Your next stop is Zabra'jin at 31, 51. There are loads of quests here that will take you nearly to 63.

Head west across the zone till you find a small Cenarion outpost. There is only one quest giver here, but she directs you to an area that raises your rep with Sporegggar. Kill the giants and collect spore pods until you reach friendly with Sporegggar and then head to their main town for a few more quests. I personally found little use for Sporegggar so if you are past 63 already you can skip this part. What ever your decision, head next to

Orebor Harborage at 22, 64. When you have finished up the few quests here you should definitely be over 63 and can leave the marsh.

Level 63-65

Follow the road south from Telredor until you enter the Terokkar forest. Keep following the road until you reach Shattrath city. Go inside and look around but there are very few quests here except for a few in Lower City. Your main quest hub for this zone is Stonebreaker hold at 48, 44 so you should put your hearth point there. When you are finished up with the quests here head into the dead grey area around Auchindoun to the refuge camp at 39, 50. Once you are finished with the five or six quests here you should be very close to 64, so to finish it out you should grind for a little bit on reputation mobs for either the Scryers or Aldor in Shattrath city. If you are going for the Scryers go to Firewing point at 70, 36 and kill Firewing mobs for Firewing Signets. Avoid the Bloodwarders though since the have an annoying mana drain ability. If you are going for the Aldor go to the Shadow Tomb at 31, 53 and kill Cabalists for Mark's of Kil'Jaedin. If you don't want to turn in your signets or marks you can always sell them on the Auction house for one gold a piece.

Level 65-66

Head west along the dead zone of Auchindoun until you leave Terrokkar forest and enter the grasslands of Nagrand. Follow the road north and west until you reach Garadar at 56, 36. There are lots of quests here but ignore the one that sends you to the Throne of Elements for now. Pay special attention to the ones that have you killing ogres, they lead to a long chain with a good blue reward. After you have done about ten quests here head along the road towards the north west until you reach Nessingwary's Safari at 71, 41. He wants you to kill mobs found all over Nagrand so it's best to get the quest early. From here head to the Throne of Elements at 66, 22. The shamans and elementals here will give you several more quests, including a very "Interesting" one. You should have leveled up by now so head back to Garadar and get more quests. When you have finished these you will be pretty much done with this zone so now its time to head to the Blade Edge Mountains.

Level 66-68

To reach the Blade Edge Mountains head to Zangarmarsh and go north through one of the tunnels to the mountains. The tunnel at Orberer Harbor is alliance controlled so you will have to use the other

one further east. After going through the cave follow the road east through Singing Ridge and then north to Mok'Nathal village at 73, 62. Eventually you will get a quest to Thunderlord Stronghold at 52, 58. Set your Hearthpoint here and finish up the available quests. Don't forget to check the wanted posters. When you are done here head north to Evergrove at 61, 39. This is your final quest hub in Blade Edge and has the most quests of the three, but unfortunately it doesn't have an inn. The best solution is to keep your Hearthpoint at Thunderlord and run back and forth. When you reach level 68 leave any remaining quests here and head north and east to enter Netherstorm.

Level 68-69

Netherstorm is a unique zone and absolutely loaded with quests. Start by exiting from Blade Edge and head southwest along the road to Area 52 at 32, 67. If you have any green quests left over from other zones get rid of them and get more from all of the goblins. I wouldn't recommend taking the quests from the Scryer or Aldor NPCs in the inn though since they are out of the way and are part of a long chain. When you have finished the other Area 52 quests then take the Aldor or Scryer quest chains. When one of them sends you to Manaforge Coruu take a break and go east to Kirrin Var village.

Many of the NPCs here will give you quests that have you killing the same mobs around the manaforge so you can save time by doing both at once. When you have done all the easy ones head up to Eco Dome Midrealm at 45, 52 and take up the quests here. Now go and finish up the Scryer/Aldor quests in Netherstorm and head off to Shadowmoon Valley.

Level 69-70

Its time to enter the home stretch. Start by entering Shadowmoon Valley through the south eastern end of Terrokkar and follow the road north east to Shadowmoon Village at 30, 58. Set your Hearthpoint here and load up on quests. Focus on the ones that take you to the west for now like Illidari point and Legion Hold. When these are done your next base will be determined by whether you have sided with the Aldor or Scryers. If you are Aldor head to The Alter of Shat'tar at 61, 28; If you are with the Scryers go to the Sanctum of Stars at 56, 59. Set your Hearthstone at the inn at one of these sites and take on all the quests for the eastern half of the zone. By the time you get finished with this area you will have finally reached level seventy. Congratulations!

EQUIPMENT

Weapon Guide

Ranged Weapons

The most important weapon for a hunter is his ranged weapon. Bows, guns and crossbows. First of all, there is no difference between using any of these weapons. A gun user can do just as much damage as a bow user. It just depends on the stats of the weapon and its ammo. When choosing a ranged weapon the three most important factors to consider are speed, damage and stats.

Speed is important because it determines how much of your attack power your weapon will receive. Like spell damage, your weapons only receives a percentage of your total attack power. Slower weapons receive a larger portion than fast ones because they don't fire as often. Slower weapons are also the easiest to use with a shot rotation.

The damage of your weapon is also very important. Since the attack speed of your weapon will vary from item to item you can judge the overall damage by its DPS. This is an average of your weapons minimum and maximum damage. This isn't your total DPS though, that comes from factoring in your

attack power. In general, the higher your weapons DPS is the better it is, the exception to this is with attack speed. If two weapons have the same DPS but one has a longer attack speed, it would be the superior weapon because of the bonus from your attack power.

The final factor is your weapons stats. This is usual the least important because you will be relying on your other gear for stats. Ranged weapons will usually have attack power and critical strike one them. However, if your current weapon has more than two or three points of DPS than the new weapon you should stick to the old one.

Ammo is a fairly straightforward piece of equipment. Without it your ranged weapon will have nothing to shoot. Ammo will directly increase your DPS by a set amount. The better the ammo the more expensive it will be. Because of this you should try to carry different types of ammo with you. Keep high level ones for raids and groups and low level ammo for farming and grinding. An important aspect of ammo is your ammo case. You can either use a quiver for arrows, or a pouch for bullets. Ammo containers also have an extra bonus for attack speed. Bigger and better quivers will give you more of a bonus.

Melee Weapons

Melee weapons are not nearly as important as your ranged weapon. Your primary use for them is for their stats and not their damage output. Generally your priority stats in a weapon will be will be lots of attack power and crit. After that you should look for things like agility, stamina and intellect. Since you will not be meleeing that often, weapons with a "chance on hit" effect should be avoided.

A big factor in choosing weapons is if you want to duel wield, or use a two hander. Two handed weapons will always have more stats then a one handed weapons. But sometimes two one handers will have more stats. However, it is more difficult to find two one handers that have excelent stats and you will have to spend more for enchantments. I have found that, especially in the end game, it is better to use a two handed weapon.

Armor Guide



our armor is your primary way of increasing your stats. The quality of your equipment will determine your effectiveness as a hunter. While it would be nice if you could spread your stats out evenly, that is rarely ever possible. Most

gear will rarely have more than three different stats or modifiers. The more they have the fewer each one will be so it isn't overpowered.

You will have to collect different types of gear for your different types of play styles. A Beastmaster Hunter will need attack power, critical strike and hit rating as their primary stats. The reason for these stats is because you will be depending on your pet as your partner and they will receive a portion of your abilities. If you plan on soloing and having your pet do lots of tanking you should probably load up on stamina as well. At level seventy you should aim for 1400-1600 AP, 20% crit and 7% hit.

Marksman hunters are similar to Beast Master hunters. They will also want to focus on attack power, but they will need more of it. Critical strike is also very important, but if you increase it above the suggested values you can afford to cut back a little on your AP. Hit is also very important because you will be relying so much on ranged damage. Your should aim for 1900-2000 AP, 20% crit (or higher) and 8% hit. A marksman spec is also very mana intensive. If you plan to do any grouping you should invest in gear with intellect or mana per five.

The stats for a Survival hunter are special. You will need critical strike first and foremost, but also dodge and AP. Since you need all three of these stats it is best to load up on gear with lots of agility. It will give you all three and most mail gear will also have one of these stats as well. As a survivalist you should aim for over six hundred agility and 25% critical strike or higher. If you intend to PVP you should also gather as much stamina as possible.

Equipment by Level

Until about level fifteen nearly all of the equipment you have access to is either white quality or very weak green quality. There are also almost no blue quality weapons or leather items till this point either. But because you level up so quickly it would be a waste of money to get expensive blue items at this point. Try to find "Of the monkey" greens on the AH or else focus on agility and stamina.

Level 20-29

Armor

Fletchers Gloves (Crafted)

<http://www.wowhead.com/?item=7348>

Tunic of Westfall (Quest)

<http://www.wowhead.com/?item=2041>

Warsong Boots (Horde Quest)

<http://www.wowhead.com/?item=16977>

Barbaric Bracers (Crafted)

<http://www.wowhead.com/?item=18948>

Weapons

Venomstrike (WC)

<http://www.wowhead.com/?item=6469>

Farstrider Longbow (Horde Quest)

<http://www.wowhead.com/?item=22982>

Nightstalker Bow (RFD)

<http://www.wowhead.com/?item=6696>

Level 30-39

Armor

Tripprunner Dungarees (Quest)

<http://www.wowhead.com/?item=9624>

Shadowskin Gloves (Crafted)

<http://www.wowhead.com/?item=18238>

Wolffear Harness (BOE)

<http://www.wowhead.com/?item=13110>

Fleshhide Shoulder (Glutton, RFD)

<http://www.wowhead.com/?item=10774>

Weapons

Glass shooter (Gnomergan)

<http://www.wowhead.com/?item=9456>

Quillshooter (BOE)

<http://www.wowhead.com/?item=10567>

Level 40-49

Armor

Dragonscale Gaultlets (Crafted.)

<http://www.wowhead.com/?item=8347>

Infernal Trickster Leggings. (Mara)

<http://www.wowhead.com/?item=17754>

Arena Bands (STV Arena)

<http://www.wowhead.com/?item=18711>

Rockgrip Gaunlets. (Mara)

<http://www.wowhead.com/?item=17736>

Weapons

Galgan's Fireblaster (Uldaman)

<http://www.wowhead.com/?item=9412>

Megashot Rifle (Mara)

<http://www.wowhead.com/?item=17717>

Level 50-59

Armor

Golem Fitted Pauldrons (BRD)

<http://www.wowhead.com/?item=22212>

Deathdealer Breastplate (BRD)

<http://www.wowhead.com/?item=11926>

Black Dragonscale Breastplate (Crafted)

<http://www.wowhead.com/?item=15050>

Black Dragonscale Shoulders (Crafted)

<http://www.wowhead.com/?item=15051>

Black Dragonscale Leggings (Crafted)

<http://www.wowhead.com/?item=15052>

Weapons

Verdant Keeper's Aim (Quest)

<http://www.wowhead.com/?item=17753>

Dark Iron Rifle (Crafted)

<http://www.wowhead.com/?item=16004>

Carapace Spine Crossbow

<http://www.wowhead.com/?item=18738>

Malgen's Longbow (BOE)

<http://www.wowhead.com/?item=22318>

Level 60-62

Armor

Bonechewer Berserker's Vest (quest)

<http://www.wowhead.com/?item=28057>

Bladefists Breadth (Quest)

<http://www.wowhead.com/?item=28041>

Handgaards of Precision (Quest)

<http://www.wowhead.com/?item=25716>

Perfectly Balanced Cape- (BF)

<http://www.wowhead.com/?item=25712>

Scale Leggings of the Skirmisher (HFR)

<http://www.wowhead.com/?item=24022>

Weapons

Legion Blunderbuss (BF)

<http://www.wowhead.com/?item=24389>

Warsong Howling Ax (BF)

<http://www.wowhead.com/?item=24394>

Shadowrend Longblade (HFR)

<http://www.wowhead.com/?item=24020>

Level 63-64

Armor

Tracker's Belt (Slave Pens)

<http://www.wowhead.com/?item=24360>

Scorpid-Sting Mantle (Slave pens.

<http://www.wowhead.com/?item=24366>

Dark Cloak of the Marsh (Quest)

<http://www.wowhead.com/?item=25712>

Choker of Bloodied Feathers (Quest)

<http://www.wowhead.com/?item=31727>

Weapons

Coilfang Needler (Spens)

<http://www.wowhead.com/?item=24381>

Ethereal Warp Bow (Mtombs)

<http://www.wowhead.com/?item=25953>

Stalker's Fangs (UB)

<http://www.wowhead.com/?item=24464>

Dib'Muas's Crysknife (Quest)

<http://www.wowhead.com/?item=31756>

Level 65-66

Armor

Shamblehide Chestgaurd. (UB)

<http://www.wowhead.com/?item=24465>

Lykul Bloodbands (UB)

<http://www.wowhead.com/?item=24451>

Consortium Mantle of Phasing (Quest)

<http://www.wowhead.com/?item=29326>

Boots of the Outlander. (MT)

<http://www.wowhead.com/?item=25941>

Mok'Nathal Beast Mask (Crypts)

<http://www.wowhead.com/?item=27414>

Earthen Mark of Razing (Quest)

<http://www.wowhead.com/?item=25562>

Level 67-68

Armor

Natasha's Chocker (Quest)

<http://www.wowhead.com/?item=31695>

Malefactor's Eyepatch (Quest)

<http://www.wowhead.com/?item=31547>

Greaves of Desolation

<http://www.wowhead.com/?item=27936>

Hourglass of the Unraveler (BM)

<http://www.wowhead.com/?item=28034>

Weapons

Hemet's Elekk Gun (Quest)

<http://www.wowhead.com/?item=25639>

Lohn'goron Bow of the torn heart -quest
<http://www.wowhead.com/?item=31072>

Amani Venom Axe- (Hillsbrad)
<http://www.wowhead.com/?item=27424>

Terokk's Quill (Quest)
<http://www.wowhead.com/?item=29329>

Honed Voidaxe (Quest)
<http://www.wowhead.com/?item=25762>

Level 69-70

Armor

Ar'tor's Mainstay- (Quest)
<http://www.wowhead.com/?item=30951>

Stalker's Helmet of Second Sight
<http://www.wowhead.com/?item=31106>

Shattrath's Champion Belt (Quest)
<http://www.wowhead.com/?item=31462>

Towering mantle of the Hunt (Bot)
<http://www.wowhead.com/?item=28306>

Outland Striders (Arc)
<http://www.wowhead.com/?item=28384>

Dream Wing Helm (Slabs)
<http://www.wowhead.com/?item=27888>

Beast Lord Cuirass (Bot)
<http://www.wowhead.com/?item=28228>

Beast Lord Handgaurds (Shalls)
<http://www.wowhead.com/?item=27474>

Beast Lord Helm (Mech)
<http://www.wowhead.com/?item=28275>

Beast Lord Leggings (SteamVaults)
<http://www.wowhead.com/?item=27874>

Beast Lord Mantle (SteamVaults)
<http://www.wowhead.com/?item=27801>

Weapons

Melmorta's Twilight Longbow (BM)
<http://www.wowhead.com/?item=27987>

Emberhawk Crossbow (Arc)
<http://www.wowhead.com/?item=28397>

Recoilless Rocket Ripper (SteamVaults)
<http://www.wowhead.com/?item=27794>

Sonic Spear (Slabs)
<http://www.wowhead.com/?item=27903>

Edge of the Cosmos (Mech)

<http://www.wowhead.com/?item=28267>

Stormreaver Warblades (Bot)

<http://www.wowhead.com/?item=28315>

Reflex Blades (Arc)

<http://www.wowhead.com/?item=28392>

ADD-ONS AND MACROS

Addons

One of the things that sets this game apart from other MMOs is that Blizzard actively encourages players to use third party programs with their games. In short, Mods and addons help you legally manipulate the game to your advantage. They can either change the interface so you only have to deal with important information, or help automate and simplify some of the more difficult tasks you'll encounter.

To install an addon first download it to your computer. From there you must extract it to your Addons file which can usually be found in /c:program files/World of Warcraft/interface/Addons. From here you will have to log into the game and at the character select screen look for the small Addons button in the lower left side. Click on it to open up the addons menu and put a checkmark on the mod you wish to activate.

CT Raid

<http://www.ctmod.net/>

This is absolutely mandatory for anyone that wants to raid. It gives you information on all of your raid members including their current HP and any debuffs they may have. It also has several other uses like mail management and coordinate system for your map.

Quartz

<http://www-en.curse-gaming.com/downloads/details/7960/>

This is a great mod for helping create a shot rotation. It's primary function is to display your auto shots recast timer so you know when to use your shots. As an added bonus it shows the cooldowns and durations of your abilities and buffs.

King of the Jungle

<http://www-en.curse-gaming.com/downloads/details/5730/>

This makes pet maintenance a breeze. It lets you automatically feed your pet so you no longer have to mess around with your bags.

Nudge

<http://www.wowinterface.com/downloads/info6406-Nudge.html>

This is a simple mod that helps you know when you are in range of your target. A display window will change colors when you come into and leave the range of fire of a target. Very useful in raids.

Zhunter

<http://wow-en.curse-gaming.com/downloads/details/7900/>

Somewhat similar to Quartz, but with some different features. There is a cast bar for your auto shot as well. But some other UI enhancements for things like traps and aspects.

KLHThreatMeter

<http://wow.curse-gaming.com/en/files/details/4204/klhthreatmeter/>

This is a very useful mod that displays the threat level for every member of a raid. If you see you are gaining too much threat from healing or other activities you will know when to use Feign Death. The only problem with this is that it only works with people who also have it. So unless all of your raid uses it, it won't be effective.

Theorycraft

<http://wow.curse-gaming.com/en/files/details/5360/theorycraft-2/>

This mod changes your tool tips to display how much damage or healing your abilities will do. It takes into account all of your modifiers like + AP as well as things like +crit to show the average amount of damage or healing you will do.

Macros



Macros are small user created programs that let you condense several actions into one button. A macro is basically a list of instructions for you computer to complete one after another so you don't have to click several buttons with your mouse or change your targets. Macros typically follow the following format.

/command [target or option] action1;
[target or option] action2; ect.

You can have as many separate actions as you want, but the text field will only hold a set amount of characters so there are limits. You must also be very careful that everything in your macro is spelled correctly or in the right format. The computer can only work if you give it specific instructions and can't read your mind if you have made a mistake. The command section will usually be either /cast which casts a single spell. /castsequence which will cast a sequence of spells each time you click the button. Or /use which will use an item or special ability from a piece of equipment. Target and option will direct the macro to the person that will be receiving the effect. Option helps narrow down the list of people so you can specify when and on who the macro is used. [combat] will only execute the macro when you are in combat. [harm] will execute when the target is an enemy. The Target part of this section tells the macro specifically which person or enemy to target. [target=player] will target yourself while [target=mouseover] will target the person that your mouse curser is hovering over. (It must be hovering over their portrait in the party window, not their actual character.) The final part of the macro is the actual action. Type in the name of the ability, spell or item you want to use and it will execute it. If you are using several abilities you need to

separate them with a “,” symbol without the quotation marks. If you are trying to separate specific actions from each other you would use “;” but that is more complicated.

To create a macro type /macro in your chat bar to bring up the macro menu then select “new”. Next pick the icon that you will click whenever you want to use it and give it a descriptive name. The rest of the creation process requires you to fill in the text box with commands. Here are a few helpful ones for you to copy down.

Quick Disengage

This attempts to use Disengage if you pull aggro from your pet and automatically uses your pet's growl attack. The number in the PetAction part is the number your pet's growl attack is in.

```
/cast disengage(Rank 1)
/castpet CastPetAction (1)
```

Quick pet attack

This is a simple macro that casts Hunter's mark on a target and then has your pet attack right away. Great for grinding.

```
/cast Hunter's Mark
/petattack
```

Beast Master ultra attack

This is a useful move for those with Bestial Wrath and Intimidation. It is especially useful in PVP.

```
/cast Bestial Wrath
/stopcasting
/cast Intimidation
```

Simple Misdirection

This will help you use Misdirection in a raid or group without targeting the tank every time.

```
#showtooltip Misdirection
/cast [target=focus,help] misdirection;
[help] Misdirection;
[target=pet, exists] Misdirection
```

Bread and butter shot rotation

This is a macro for a very simple shot rotation. While it is not the best at damage dealing it will help you learn how to rotate.

```
#shottooltip Steady Shot
/assist [help, combat]
/stopmacro [help]
/castsequence reset=target/3 Steady Shot,
Auto Shot
```


One button stings

This allows you to have all three of your stings bound to just one button instead of three. Clicking it will activate Serpent Sting. Hitting Ctrl before clicking will cast Viper Sting. And hitting Alt before clicking will cast Scorpion Sting.

/Cast [nomodifier] Serpent Sting()

/cast [modifier:ctrl] Viper Sting()

/cast [modifier:alt] Scorpion Sting()

HUNTER MONEY MAKING



There are two sources of money in WoW. You can either get it from NPCs, or you can get it from other players. NPCs will give you money when you defeat them or sell them items or services like completing quests. The amount of money you can make this way is static and reliable, but very low. If you really want to make money you need to sell game items to other players. The rarer or harder to get the item is the more valuable it is and the more you'll make from it.

In general there are two types of items people will buy, the first and foremost are crafting materials. Ore, herbs, leather, cloth and enchanting supplies are the most consumed items in the game so they are in constant demand. Because resource gathering is the most profitable source of income in game it is recommended that early on you take two gathering skills like mining and skinning. This means that you won't be able to take a crafting skill like blacksmithing or alchemy, but prior to the high levels those skills are really not worth the money they

cost. Crafting skills only really shine in the very high levels with rare patterns and recipes so it is much better to spend this time gathering materials and selling them.

The second category are specialty items like recipes and patterns, specialty crafting supplies like elemental essences and special armor drops. All of these require you to research which items drop where or sell from what vendor. Usually these are not from a steady source and your profit at the end of the day will vary tremendously.

Level 1-10

You will blow through these levels so fast that there is no real way to make any serious money. Fortunately you don't really need a great deal at this point anyway. All of your gear will come from quests or cost a few copper from a vendor so farming for money is not necessary. It's always nice to have a bulging purse though so here are some tips for making some quick cash to pay your trainer.

Nearly all humanoids past level five will drop linen cloth which sells well in stacks at the Auction house.

At level five you can gain a gathering skill like Mining or skinning and then sell the stacks of resources on the auction house.

Invest in getting an extra bag or two early on, even if it only has four slots. Nearly everything you kill will drop grey quality items that can be sold to a vendor. The investment will pay for itself quicker then you think.

Level 10-20.

You'll still be leveling up to fast for any real cash gathering, but at this point you will have more opportunity to sell items on the auction house. Save every piece of cloth and crafting material you can and save them in your bank. When you have a full stack sell them on the auction house. Also be sure to save all the grey junk drops and sell them to a vendor.

At this point there aren't that many good farming areas but at level eighteen you can go into the area before the Deadmines and farm the stripminers there. They have a high drop rate of wool cloth and there are lots of copper veins and a few tin veins. The only thing you need to look out for are the occasional elite taskmasters.

Level 20-30

In Westfall the abandoned town of Moonbrook is a great farming location. The Defias mobs here are plentiful and respawn very fast and all drop linen cloth nearly every other kill as well as lots of grey items. There are also three chest spawn locations inside each of the three major buildings. The best reason for farming in this place though is that upstairs in the abandoned inn is a merchant that you can sell all your grey items and junk to. This way you don't have to throw away things to make space or waste time running back to sentinel hill.

In the southern western part of Ashenvale is Silverwind Refuge with a vendor named Harklan Moongrove. He sells a recipe for Shadow Protection Potions that cost ten silver each, but can be sold on the AH for up to two gold. Since it is a rather isolated area it is rarely ever sold out and respawns every thirty minutes.

At post level twenty five you can go to the Wetlands and mine lots of tin in the cave west of Mosshide Fen. There is also a special type of ore here called Incendicite that sells

for a little, but is very plentiful. And finally there is a silver elite spider in the way back of the cave that drops a special shield and ring.

Level 30-40

In your early thirties you can go to the south western corner of the Swamp of Sorrows and hunt Dreaming Whelps. Each one has a low chance of dropping a Tiny Emerald Whelping pet. These often go for over one hundred gold on the Auction house because they are so rare.

If you have the mining tradeskill go to the Arathi highlands to mine iron. Start at the Boulderfist Ogre mound in the south and follow the edge of the zone east and north. When you have passed Witherbark village stop and head back. All along this area there are lots of Iron deposits and several Mithril ones as well. By doing this mining run I was able to get nearly a full stack of bars and stones each trip. When I was trying to get the money for my epic mount quest I mostly came here because it was so easy.

When you reach the high thirties head to northern Stranglethorn and grind on the Bloodscalp trolls in the Kalia, Zuuldaia and Balal ruins. These areas are packed with mobs that die quickly and have a high drop rate of silk cloth. An hours worth of grinding here will bring in several stacks that can be sold for nearly one gold a piece as well as money drops, green items and vender trash. When grinding here though try to work your way around the edges instead of rushing inside since if you die and have to rez inside you will be attacked by multiple mobs.

If you have Herbalism you can make loads of money in the Stonetalon mountains. Because the zone is mostly narrow canyons you can run through the middle and avoid missing any spawns. Steelbloom and Kingsblood are the best moneymakers here, especially in the southern part.

Level 40-50

If you have mining head to Tanaris and walk around the edge of the zone. If you follow the mountains on the edge of the map you will have a very good chance of finding Mithril and Truesilver deposits. By the time

you have made it all the way around most of the points will have respawned and you can mine them again. All of the Mithril bars and stones sell for several gold per stack.

At level forty five the Southsea Pirate base in Tanaris is a great place to load up on cash and Mageweave cloth. This area has lots of mobs close together that drop cash and Mageweave but also occasionally drop a Pirate's Footlocker. Usually the chest contains junk, but sometimes it has a treasure key that can be used to open a chest in one of the ships. This chest has a high chance of having a BOE blue item inside that can be sold for several gold.

In your late forties you can go to The Stockades in Stormwind and safely fight the elite mobs inside. Avoid the mobs inside the cells since they come in threes and only fight the ones in the hallways. They all drop lots of wool cloth but have a higher then average chance to drop green and blue items as well as cash.

Level 50-60

At level 52 a great grinding place is Felstone Field and Dalsons Tears in the western plaguelands. These areas are loaded with undead mobs that spawn quickly and drop Runecloth. The reason this area is special is because you will be able to grind reputation with the Argent Dawn and collect Scourge stones at the same time.

Another good place to farm in the low fifties are the satyr camps in Felwood. I would suggest heading to Jadefire Glen and killing the demons here for Felcloth, regular cloth and cash. You will want to hunt the Jadefire Rouges especially since they are one of only two mobs that drop the recipe for Elixir of the Mongoose.

In the northern part of the Western Plaugelands is a Scarlet Crusade stronghold. The normal mobs here drop Runecloth and cash. But the real reason you're here is to kill the Scarlet Spellbinders. They have a very low chance of dropping the formula for the Crusader Weapon enchant. This formula usually goes for a minimum of two hundred gold and upwards of three fifty. It is VERY

dependant on luck though because the drop rate is so very low. So unless you have a lot of patience you may want to try somewhere else.

If you have both skinning and mining leveled to three hundred you can make an incredible amount of money in the Ice Thistle Hills in Winterspring. East and south of Everlook you will find a large gathering of Yetis with a giant cave at the top of the hill. Inside the cave are Icethistle Patriarchs and Matriarchs that when skinned have a ninety percent chance of dropping Rugged leather. I have been to many areas with skinable mobs and this would have to be the best because of the close grouping and fast respawns. The other reason this cave is great is that it have lots of thorium spawns, including four rich ones. During the course of an hour and a half I would normally walk away with four stacks of thorium ore and dense stones and sometimes an arcane crystal.

Level 60-70

Level 63

Marks and Signets

At Level sixty three you can farm Firewing Blood Elves at 70, 36 for Firewing Signets or Shadow Council Cabalists at 31, 53 for Marks of Kil'jaedin in Terrokkar. They die quickly enough and have a thirty percent drop rate for signets and marks. Stacks of ten often go for fifteen gold and you get cloth, silver and vendor trash as well.

Level 65

As soon as you reach level sixty five go to the Auction House and buy thirty six Pairs of Ivory Tusks. Head to Nagrand and follow the western road to Aeris Landing. When you get here turn them all in to Shadrek and you will achieve friendly status with the Consortium. This means that every month you will get a bag of gems as payment which usually contains a blue gem worth up to sixty gold, more then making up for your initial investment. Now you can just forget about them and get free money every month, but

don't go and sell them right away. At the beginning of the month everyone gets their gems and the prices drop. Wait till the middle of the month to clean up.

Level 67+

Motes of Fire

In the north east corner of Blade Edge Mountains is a volcanic area called Skald. There are lots of fire elementals here that have a 25% chance of dropping motes of fire. Ten motes can be turned into a Primal fire which can then be sold for twenty gold. In addition you will have Elemental Fragments and Primordial Essences which drop nearly every kill and vendor for a good bit of silver. The enemies in this area only use fire based attacks so if you can stock up on a lot of fire resist gear you can grind this area nonstop.

Level 68

Manaforge Farming

Between level 68 and 69 you can farm Sunfury mobs at mana forge B'naar. They have a thirty percent chance of dropping Sunfury Signets which go for about one and a half gold and a two percent chance of dropping an Arcane Tome which usually goes for twenty. They drop between fifteen

and twenty five silver per kill in addition to regular loot. The best mobs to farm are the Sunfury Geologists and Warp Engineers because of their low physical attack power.

Forge camp Farming.

The alternative to Sunfury farming is legion farming at Forge Camp Anger in the Blades Edge Mountains. Instead of signets they drop Marks of Sargarus and instead of Arcane Tomes they drop Fel Armaments. The best mobs here are the Mo-arg workers, especially the smaller ones.

Level 70

Questing of money.

This is actually a very easy way to earn money with very little effort. At level seventy the experience you would normally get from quests is converted into gold so the cash rewards you receive will increase dramatically. At level seventy most quests have a ten gold reward minimum and are no more difficult then quests at sixty nine. If you get your quests from a large hub like a town or outpost they will usually all be in the same area and you can finish several at once. Five quests in one hour is very easily done and gives you 50 to 60 gold. In addition most

level 70 mobs drop between 15 to 25 silver as well as vender trash, and most quests will give you a piece of armor or weapon that can be sold for several gold.

The best places to do quests at level seventy are in Netherstorm and Shadowmoon Valley. In Netherstorm the Protectorate Base camp north of Manaforge Ultriss, The Stormspire, and Kirin Var village all have lots of quests that can be completed nearby. You may also want to go back to Area 52 and gather any unfinished quests there. In Shadowmoon vally your quest hubs depend on if you are with the Scryers or Aldor. If you are Scryer go to the Sanctum of the Stars and if you are Aldor go to the Alter of Shatar. You should also check out Wildhammer Stronghold and Netherwing fields.

