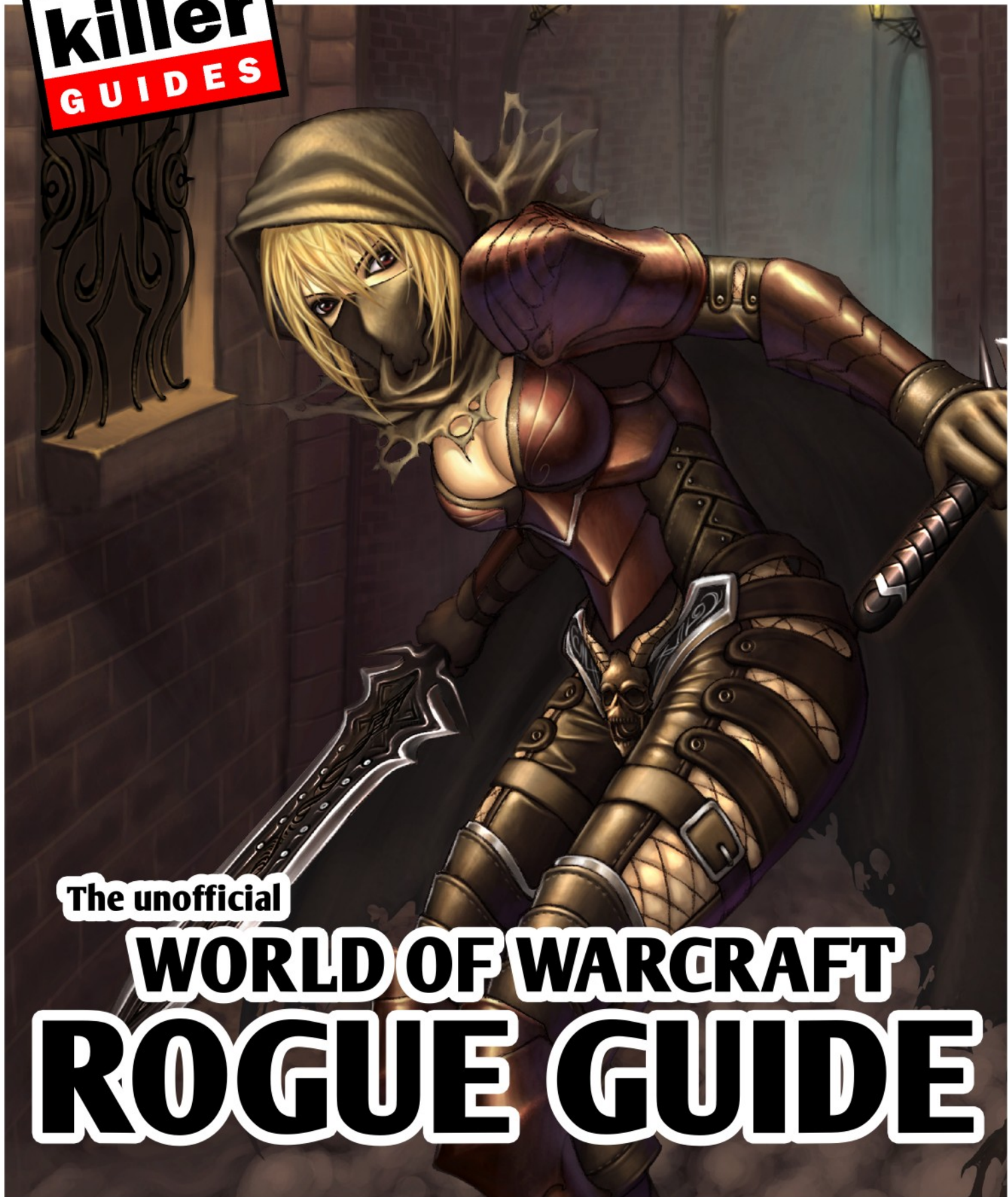


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INTRODUCTION



o you want to better understand the intricacies of the rogue? Perhaps get a better understanding of what powers we truly have? You're at the right place then. This guide is meant to show you how to best exploit the strong points of the rogue and minimize its weaker side. A rogue is melee oriented and you'll find a fair chunk of your money going into acquiring better gear and weapons. Since the rogue has so many play styles, there are a wide variety of gear combinations possible, which will be discussed later on. There are tactics and talent guides that will fit your play style and help you become much more powerful than other rogues. You'll also find information on which your prime targets should be in combat and the best tactics against other classes. My personal play-style is to play 3-4 hour sessions and nearly all information in this guide is taken with that into account. Now, depending on the length of your play sessions you will reach level 70 faster or slower than me. Overall though, it's reasonable to assume you can reach level 70 within 14 played days (type /played in-game). With really intense sessions and when leaving out instances, raids and crafting, you can do it in 7 days. Welcome to the most entertaining and powerful class in World of Warcraft!

ROGUE BASICS



ogues are one of the most complicated classes in World of Warcraft (WoW). This is due mainly to the fact that they have skills that work in nearly every imaginable situation. The most important thing to remember when playing a rogue is that you are meant to deal insane amounts of damage while taking as little as possible. Rogues wear leather items and even if you were to concentrate on increasing your defensive values, it would only be about 1/5 as effective as the designated tank classes (Warriors, Druids and Paladins). You need to understand what the class can and cannot do to stay alive. So, what is it that's good and bad about a rogue?

The Good

- The highest damage dealing class in game
- Able to explore better than any other class
- Poisons are rogue only
- Can unlock nearly any lock in game, removing the need for almost every key
- Pick pocketing can double your cash income
- Great at initial crowd control
- Multiple Get-Out-Of-Death skills

The Bad

- High dependency on gear
- Requires precise timing for various skills
- Medium hit points and armor
- Some skills are weapon-type dependant
- Lack of effective range attacks

Races And Racial Abilities

When you first step into WoW and decide to create a rogue, there are a few things you need to take into account. The racial selection doesn't matter as much as faction. If you select Horde then you will not be able to interact with any Alliance members and vice versa. In fact, if you're on the PvP server you're going to be a target for the opposing faction your whole life.

Dwarves, Gnomes, Humans, Night Elves, Orcs, Trolls and Undead can all choose to become rogues. Each race has a set of racial abilities that make them different than others. These differences are noticeable but do not make or break the class.

Race	Strength	Agility	Stamina	Intelligence	Spirit
Blood Elf	18	25	19	24	19
Dwarf	25	16	25	19	19
Gnome	18	23	21	24	20
Human	23	20	22	20	21
Night Elf	20	25	21	20	20
Orc	26	17	24	17	23
Troll	24	22	23	16	21
Undead	22	18	23	18	25

Blood Elf

- Mana Tap (Active)
 - Activate to reduce target's mana by (50+Level) and charge you with Arcane Energy. Can stack 3 times. 30 sec cool down, 30yrd range
- Arcane Torrent (Active)
 - Silence all enemies within 8yds for 2 seconds. Gives 10 Energy for each charge of Arcane Energy. 2 min cool down
- Arcane Affinity (Passive)
 - Blood Elves get +10 to Enchanting
- Magic Resistance (Passive)
 - Blood Elves get +5 to all Resistances

Dwarf

- Stoneform (Active)
 - Activate to gain immunity to poisons, disease and bleed +5% AC bonus – Lasts 20 sec – 3 min cool down
- Gun Specialization (Passive)
 - Dwarves get +5 to Gun Skill
- Frost Resistance (Passive)
 - Dwarves get +10 Cold Resistance
- Treasure Finding (Active)
 - Activate to see treasure chests on mini map – lasts until cancelled

Gnome

- Escape Artist (Active)
 - Activate to break out of a Root or Snare effect – 1.5 sec cast – 1 min cool down
- Expansive Mind (Passive)
 - Increase Intelligence by 5%
- Arcane Resistance (Passive)
 - Gnomes get +10 Arcane Resistance
- Technologist (Passive)
 - 15 skill bonus to Engineering

Human

- Perception (Active)
- Activate to increase stealth detection radius by 10 yards – lasts 20 sec – 3 min cool down
- The Human Spirit (Passive)
 - Increase Spirit by 5%
- Diplomacy (Passive)
- 10% bonus to faction point gain
- Sword Specialization (Passive)
- Humans get +5 to Sword Skill
- Mace Specialization (Passive)
- Humans gets +5 to Mace Skill

Night Elf

- Shadowmeld (Active)
- Activate while immobile and out of combat to enter stealth mode – lasts until canceled – no cool down
- Quickness (Passive)
 - Dodge chance increased by 1%
- Wisp Spirit (Passive)
- Become a wisp when dead with movement speed increase of 50% (25% faster than normal ghost)
- Nature Resistance (Passive)
- Night Elves get +10 Nature Resistance

Orc

- Blood Fury (Active)
- Activate to increase base melee attack power by 25% but healing is only 50% effective– lasts 25 sec – 2 min cool down
- Hardiness (Passive)
- 25% resistance to stun and knockout effects
- Command (Passive)
- Pet melee damage increased by 5%
- Axe Specialization (Passive)
- Orcs get +5 to Axe skill

Trolls

- Berserking (Active)
- Activate when “Wounded” to increase melee and spell casting speed by 10% to 30% – lasts 20 sec – 2 min cool down
- Regeneration (Passive)
- 10% health regeneration bonus, 10% active in combat
- Beast Slaying (Passive)
 - 5% damage bonus to Beasts
- Throwing Weapon Specialization
- Trolls get +5 to Throwing Weapon skill

Undead

- Will of the Forsaken (Active)
- Activate to become immune to fear, sleep and charm effects – lasts 20 sec – 3 min cool down
- Cannibalize (Passive)
- Increase health regeneration by 200% while consuming a corpse – lasts 15 sec – 3 min cool down
- Underwater Breathing (Passive)
- Underwater breath increased by 4x
- Shadow Resistance (Passive)
 - Undead get +10 Shadow Resistance

Now to clear up a few of the questionable racial abilities. Shadowmeld, though listed as an active skill, works as a passive ability as well. It works both while stationary and while moving. In fact, it works just 1 level higher of stealth (ie the difference between a 59 and 60 rogue). A more complete description would be if a Dwarf and Night Elf with the same skills, levels and talent selection were in front of each other, enabled stealth and walked backwards, the Dwarf would lose sight of the Night Elf before the opposite would occur. With this example, you can see that Shadowmeld is a very powerful racial ability. It gives Night Elves 1

level of Stealth above all other races, which is a very important. Since so many Rogue skills need Stealth, the more improvements you can make, the better.

Beserking is an interesting beast. At full health, you gain a 10% increase in combat speed. The lower your hitpoints are when you activate the skill, the higher your increase, up to 30%. I would only use the skill when solo though, to avoid generating too much hate and death, unless that is, you're adept at controlling the hate. Numerically, let's say you have a weapon with a 2 second swing timer. 30% increase in speed means you're going to 1.4 swing speed. A good weapon with 35DPS changes into a great weapon with 50DPS. The difference only becomes larger as the quality of your weapons increase. Two similar weapons can see an increase of 20DPS, nothing to ignore. The downside is you need to be low on life to get the most out of it as 10% increase in speed translates to only about 6DPS increase.

Blood Fury was originally a pain to use. In its current form and the way that attack power calculates into damage, it's a very powerful skill to have. Let's say you have a base of 1200 Attack Power, a 25% gain increases it to 1500, or an increase of 21DPS.

Considering that the some of the current highest level weapons do 80DPS, it's a noticeable increase and it affects all attacks. If you have a heavy AP build, then this gets even more deadly.

PvP wise, Gnomes and Undead have very nice racial skills that can get you out of a jam. Dwarves also have a decent skill that stops bleeding. These traits are also available through certain trinkets in the game, so they should only bear fruit until you actively starting doing PvP and gaining honor points. Blood Elves have a nice instant silence attack that can also recharge Energy. It's only on a 2 minute timer as well, so it makes rogues a very deadly adversary in PvP. The rest of the racial abilities are not worth mentioning again and do not impact the rogue in any serious way.

There's at most a 7pt difference between starting statistics of all the races and they make no difference once you're at level 60. If you were to select the Alliance race with the highest advantages though, it would be Night Elf since they have the highest starting Agility and the Shadowmeld ability. The bonus that Humans receive to weapons can be gained from items in-game but their 10% bonus to faction gain is something you might want to consider. The best Horde race would

be the Orc. Blood Fury is hard to ignore and will only get more powerful as rogues accrue more and more Attack Power. Trolls come close but their ability only works when you're low on life, not something you typically want to be doing.

Energy

Rogues have their own version of mana, called Energy. At any point in a rogue's life, they will have 100 Energy at maximum. Well, a certain talent and some items allow you to get a 10 point increase, but that will be seen later. As a general rule though, you can only have 100 Energy max at one time. As you use skills, they each have their own Energy cost to perform and your balance will adjust accordingly. If you miss an attack, you will spend less Energy than if you succeeded. There are talents that decrease the Energy cost of certain skills as well. Energy management is very important. You don't want to set a target up for an attack only to not have enough Energy to perform the move.

Energy regenerates are a 20points per 2 seconds. There is no known way to increase this rate. You can purchase/create an item with cooking called Thistle Tea that will fill your Energy by 100points and it has a 5 minute cool down. There are also some items that can fill your Energy level.

Openers, Finishers and Combo Points

Similar to the Assassin character in Diablo II, the rogue in WoW uses combo points on their targets to unleash more devastating attacks. You can only have a maximum of 5 combo points at a time. Any attempt to acquire more will simply be wasted. The main difference is that combo points are "stored" on a target and not on the rogue. This means that if you change targets, all combo points that were on the original target are lost. The same goes for when a target dies; if you have combo points on it, they are lost as well.

You accumulate combo points by performing Openers. These give you 1-2 combo points per skill use that connects. These skills are Cheap Shot, Ambush, Garotte, Backstab, Sinister Strike, Gouge, Mutilate, Shiv and Hemorrhage (talent). Some talents

allow you to get more combo points per attack. With these talents, you have a chance of getting 3 combo points from a single attack.

You spend your combo points by performing Finishers. These attacks are scaled on the amount of combo points you have available. You cannot use a finisher unless you have at least 1 combo point. These skills are what the rogue is all about. Having a 5point eviscerate crit at level 60 can get do well over 2000 damage. The skills are Eviscerate, Expose Armor, Slice and Dice, Kidney Shot, Envenom and Rupture. Knowing when to time a finisher can make the difference between a dead target and a target that wanders into a group of his friends.

Weapons

Rogues have access to many weapons. They initially start with the ability to use Daggers, Unarmed and Throwing Weapons (some races start with other ranged attacks). As you progress and reach the capital cities (Ironforge, Stormwind and Darnassus for the Alliance. Ogrimmar, Undercity and Thunder Bluff for Horde) you can train into different combat skills. The cost is 10silver per.

Alliance

Darnassus – Bow, Fist

Stormwind – Sword, Crossbow

Ironforge – Gun, Mace

Horde

Ogrimmar – Bow, Fist

Undercity – Sword, Crossbow

Thunder Bluff – Gun, Mace

There is a lot of debate about which weapons a rogue should use. Bows, Crossbows and Guns are all more damaging than thrown weapons but they in turn require ammo. Fist weapons are semi-based on the unarmed skill but there are about 20 fist weapons in the game before 60. An important fact is that if you do not use daggers in the main hand, you cannot use Ambush or Backstab, two very powerful skills. Similarly, if you don't have a dagger in your main hand and one in your off hand, you cannot use Mutilate. You will find a greater breakdown of item usage later in the guide, in the Tricks of the Trade section.

COMBAT MECHANICS

Understanding Statistics



Statistics play a large role in WoW. As a rogue, it's important to know what statistics affect you.

1. Strength works by increasing your attack power rating. Power is the amount of damage you can do with a weapon. More power, more damage.
2. Agility increases your power rating, your critical chance, your armor and your dodge rate. Agility gives the exact same boost to power as strength does. At level 70, ~30 Agility will give you a 1% boost to critical chance. Critical hits give you a 100% boost in damage (e.g. from 100 to 200 damage). Agility affects rogues more than any other class except the hunter. This is a good thing.
3. Stamina gives you more hit points. For each point of stamina, you receive 10 hit points (hp). It might not seem like much but in the end area of the game, items that have 20 Stamina are common enough and that's a 200hp boost. Very nice indeed!

4. Intellect increases the rate at which you learn weapon skills. You'll be attacking so much that this isn't even a factor. If you can, keep this statistic at its base level. There is no reason to ever put points here.
5. Spirit increases your health regeneration rate. There isn't a reason to really put points in here since the regeneration rate is already very high in WoW. Yet another statistic you need not worry about.

As of yet, there seems to be no cap on statistics. Collect as many as you can. That being said, you want to try to keep a balance of about 60% Agility to 40% Stamina while you're leveling. If you go solely Agility, you will have a very high chance of critical hits but not be able to take any damage. Going all Stamina means you will practically never get a critical hit and fights will take longer, therefore needing those extra hit points. Certain talent builds go for certain statistics more than others and those will be discussed later on in the guide.

Statistic Formulas

There are a fair amount of formulas involved in calculating rogue statistics. Here are but a few. Some of the terms might seem new and complicated, so you'll want to come back to this point after you've read the guide. I'm laying out the details now though so that it can shed some light onto some of my findings. As you'll see, Agility affects nearly every statistic, followed by Stamina and Strength. There is no need at all for any Intelligence or Spirit gear. Again, don't worry if this entire section is way over your head, by the time you complete reading the guide and get a few levels in-game, you'll understand it very easily and be applying them to your playstyle and choices. To note, that because the gain from stats varies every level, I have added approximations of what you should receive. Unless I indicate it, the formula works at 70 as well.

- $AC = Agi * 2 + AC \text{ from armor}$
- $HP = Sta * 10$
 - At level 70, your HP naked is equal to $\sim 3525 + (Sta * 10)$
- $Crit\% = \sim Agi / Level / 2 + WeaponSkillBonus * 0.1$
- The BC expansion added a new Critical bonus measurement. No longer will you see items with pure +%, instead you will have +Critical Rating. At 70, $22.1 \text{ Critical Rating} = 1\% \text{ Critical Chance}$
- At 70, $39.6AGI = 1\% \text{ Critical Chance}$
- $Dodge\% = Agi / Level / 4 + DefenseBonus * 0.4$ It's actually more complicated but this is very close for practical terms
- The BC expansion added a new Dodge bonus measurement. No longer will you see items with pure +%, instead you will have +Dodge Rating. At 70, $18.9 \text{ Dodge Rating} = 1\% \text{ Dodge Chance}$
- At 70, $20AGI = 1\% \text{ Dodge Chance}$
- $Atk = Str + Agi + (level * 2) - 20$
- At 70, $Atk = Agi + Str + 57$
- $DPS = Atk / 14$
- $DPS \text{ for skills} = (\min \text{ weap dmg} / 2 + \max \text{ weap dmg} / 2) / 1.7 \text{ (daggers)} \text{ or } 2.4 \text{ (others)}$
- To Hit = 1% less chance to miss, as explained further on.
- The BC expansion added a new To Hit bonus measurement. No longer will you see items with pure +%, instead you will have +To Hit Rating. At 70, $15.8 \text{ To Hit Rating} = 1\% \text{ To Hit}$

Also of note, when you are adding percentage values together, you need to add them and not multiply as we would in the real world. An example would be your critical rate. Let's say you have a base value of 20% and a talent that increases your critical rate by 5%. In regular math, you would think you have 21% critical rate (20×1.05). Instead, you would have 25% critical chance ($20 + 5$).

When calculating damage, you calculate the weapon damage (including attack power bonus), the skill bonus, the talent bonus, the crit bonus (if applicable) and finally the crit talent bonus. In simpler terms it's

- Weapon Damage + Enchants + $((\text{Attack Power} / 14) \times \text{Normalized Weapon Speed})$ + Skill Damage + Talents + Crit Bonus + Crit Talent Bonus

Example is a Sinister Strike (+68dmg) with a Thrash Blade (66-124dmg/2.7sec delay) with an attack bonus of 450 and the Lethality talent. Max damage is $124 + ((450 / 14) \times 2.4) + 68 = 269\text{dmg}$. If it crits, then you have $269 \times 2.3 = 618\text{dmg}$.

With the same formula, let's say you Backstab (150%+210dmg) with a Keris of Zul'Serak (49-93dmg/1.8sec delay) that has a +3 weapon enchantment, with 450 Attack Power, the Lethality and Opportunity talents. So we have $((93 + 3 + ((450 / 14) \times 1.7)) \times 1.5) + 210 \times 1.2 = 523\text{dmg}$, with a crit of $523 \times 2.3 = 1203\text{dmg}$.

Also of note, Attack Power scales with "capped" skills such as Garrote and Eviscerate.

- Eviscerate Modifier =
- $\text{Atk} \times 0.03 \times \# \text{ of Combo Points}$
- Garrote Modifier = $\text{Atk} \times 0.13$
-

For example, Eviscerate10 at 1200AP with 5 Combo Points on average does $1062 + (1200 \times 0.15) = 1242\text{dmg}$. You can't lose damage if your Atk isn't high enough. That being said, most items past level 60 have +Atk to them for a reason. It's a very important statistic to consider when choosing equipment.

All of these numbers seem complicated, and they are, but they are essential to making the optimum selections for your character. Don't worry if you're confused now, when you finish the guide and get a few levels under your belt, all of this will start to make sense. To be honest, from levels 1 to 30, none

of this makes a whole lot of difference because you'll be switching armor and weapons at such a fast pace. Concentrate on Agility and Stamina while trying to keep both your dagger and sword skills maxed and you'll be set later on.

Agility Equivalent Points (AEP)

Once you reach about level 50, or even before that point, you will find that you are forced to select one item over another. Would you take a Tombstone Breastplate over a Shadowcraft Breastplate, is the increase to critical hit worth it? This is where Agility Equivalent Points (or AEP) come into play. It's a simple enough formula that lets you gauge the value of statistics on a given item. It works like this.

- 1 Agility = 1 Stamina = 1 AEP
- 2 Strength = 2 Attack Power = 1 AEP
- 1% Critical Strike = 10 AEP
- 1% to Hit = 5 AEP (only up to 5% to Hit)
- 1% Dodge = 1AEP
- +1 Weapon Skill = 2AEP

This means that 20AP = 1%Crit = 10AGI or thereabouts. A concrete example would be comparing the 2 chest items I mentioned above.

The Tombstone BP has 10STR, 10STA and 2%Crit. That's $5+10+20=35$. The Shadowcraft BP has 26AGI and 13STA (not counting the set bonus). That's $26+13=39$. The Shadowcraft BP is 4AEP more than a Tombstone BP and that's without any possible set bonuses. If you were to have all 8 items, that's another 20AEP.

Now, AEP is all fine and dandy within reason. You should still be setting baselines for your stats. If all your items were Agility and you had nothing that had Stamina, you'd be dead in a flash. Once you hit 70, you should aim for getting to 7500HP above all else, it's easy to achieve. If you plan on raiding or pvping a lot, then I would put the mark up to 9000HP (with enchants and jewels) and then use AEP to plan your items.

I use a UI mod to assist with AEP because sometimes the math is too complex. See the section near the bottom.

Combat Calculations

Since you live and breathe combat, it's important to understand the mechanics. We saw a bit of it in the Statistic Formulas section but this part will more clearly define certain "features" of combat.

Damage mitigation is based on your opponent's armor. A warrior with 5000 AC will take less damage per hit than a mage with 2500. The hard cap on mitigation is 75% and is a logarithmic curve. This means that you get more bang for your buck increasing from 1000(15%)-3000(35%) than you do going from 3000(35%)-5000(47%). At level 70, you would need 30000AC to reach the cap, that won't happen for a very long time. You probably won't even see 2500AC at 70 but since you're not generally getting hit, it's not a big deal.

Each point of weapon skill you have over the defense of your opponent increases your chance to hit and critically hit by 0.04, and also reduces the ability of the opponent to dodge/parry/block by 0.04. Since skills go up by 5 per level, you're looking at ~0.2 increase per level difference.

Creatures that are 2 or more levels above you present a chance to have a glancing blow. This type of attack only deals 70% normal damage and cannot be a critical hit. Increasing weapon skill used to give 3% damage back per weapon skill, up to 100% with 10 weapon skill. Since the BC expansion pack, this is no longer the case. Currently, there is no known way to decrease the damage lost from Glancing Blows. Glancing blows have a 40% chance of happening. This only affects melee. This is the primary reason why you should not be attacking creatures that are above you in levels until you're level 70; you decrease your ability to do damage by a fair amount.

Combat is not an "if then else" system, it's a table system. This means that when the game rolls your combat move, it's a hit, miss, crit, dodge, parry or block. You can't miss a critical hit. This has an additional effect of giving a total amount of options in combat as all the options must come to 100%. If you have a 25% critical chance, the mob has a 5% dodge/parry/block and you have a 40% chance to hit, then there's a 20% chance to miss ($25+5+5+5+40=80$, therefore the last 20 comes from miss). Modifying one affects the others.

Attacking from behind an opponent denies them the chance to block or parry, they can still dodge. The % of their chance to dodge is the same as the front, so you gain ability to hit and critically hit from behind. Increasing your weapon skill increases crit% by 0.1

Stuns decrease impact with use on the same target. If you were to open with a cheapshot (4seconds), throw in a Kidney Shot (6 seconds), Gouge (4 seconds), Vanish and Cheap Shot again, the second Cheap Shot would be just under 3 seconds long. After 3 stuns (from any attacker on a target) the effects diminish to the point where the 5th stun has no real effect other than interrupting an attack. Sap and Gouge share the same timer for diminishing returns which Kidney Shot and Cheap Shot each have their own.

Dual wielding increases your miss rate by 19% for melee attacks. Your offhand weapon only does 50% of its normal damage.

Weapon attack speed does not factor into damage formulas for rogues, when talking about skills. All daggers have a 1.7 speed and other weapons have a 2.4 timer. This doesn't affect regular attacks, only special attacks, such as Sinister Strike and Ambush. You will generally want to get a higher damage weapon compared to a faster

weapon. This does NOT affect Hemorrhage, so use the slowest, heaviest hitting weapon you can find if you take the talent. It is a waste to use daggers and hemorrhage for this exact reason.

To Hit And Weapon Skill

A lot of people are confused as to how these work when you're at level 70. Please don't confuse this with the previous section, these calculations are meant solely for raiding on creatures 3+ levels above you. This section has very little bearing on the damage you put out if you are not raiding. That being said, here goes.

Let's try 2 possible scenarios. #1, you use swords and have a 25% chance of critical hit with Sinister Strike (~350dmg) and melee (~300dmg) with Aggression(6%)+Lethality(30% on crits). #2, you use daggers and have a 25% chance of critical strike with melee (~230dmg) and a 60% chance of critical strike with Backstab (~550dmg) with Opportunity(20%)+Lethality(30% on crits).

At level 70 vs a level 73+ creature, you have an innate 40% chance of a glancing blow that does 70% normal damage. There is absolutely **nothing** you can do to increase/decrease the chance of a glancing blow. Your default combat statistics are approximately the following.

	Front(melee)	Behind(melee)	Front(skills)	Back(skills)
Miss	24.6	35.8	5	16.2
Dodge	5.6	5.6	5.6	5.6
Parry	5.6	0	5.6	0
Block	5.6 (for ~80%)	0	5.6 (for ~80%)	0
Glancing	40 (for 70%)	40(for 70%)	40(for 70%)	40(for 70%)
Hit/Crit	18.6	18.6	38.2	38.2
#1 Avg	209	195	361	345
#2 Avg	160	149	703	679

Being behind the target lowers damage because the target can no longer block, it simply counts as a miss. However, being behind saves potential damage from the front and allows you to use certain skills. Also, adding +To Hit reduces the Miss chance from behind even more.

Now, remember, these combat tables are set in stone. Even though you might have a listed critical chance of 25%/30%, you are actually capped at 18.6 for melee attacks.

Skills benefit from an increases chance to hit, therefore dropping the damage lost.

So how do you increase your damage then? Two things, Weapon Skill and To Hit%.

Weapon Skill confers a 0.1% increase to Crit.

To Hit% decreases you chance to miss per point. Since combat skills have a 95% base chance to hit, going past +5 doesn't give any large return as it will only affect normal attacks. Each point therefore also increases you Hit/Crit chance. Let's see what +10 Weapon Skill and +10 To Hit do to the original table.

	Front(melee)	Behind(melee)	Front(skills)	Back(skills)
Miss	13	22.4	0	6.2
Dodge	5.6	5.6	5.6	5.6
Parry	5.6	0	5.6	0
Block	5.6(for ~80%)	0	5.6(for ~80%)	0
Glancing	40 (for 70%)	40 (for 70%)	40 (for 70%)	40(for 70%)
Hit/Crit	30.2	30.2	43.2	48.2
#1 Avg	263	249	378	380
#2 Avg	201	191	772	816

That's a fairly large change across the board! Remember cases #1 & #2? On this board, #2 has had a much greater improvement than #1 simply because you can use all the +Crit you were wasting originally.

To sum all these numbers up, here's what you need to know when raiding a 3+ level monster.

- Crit% is capped at ~19% for melee strikes
- Crit% is capped at ~38% for skill attacks
- Each +1 to Hit raises your crit cap by +1
-
- After +5 to Hit, you will see decreased gains from the bonus
- Each +1 Weapon Skill raises your crit chance by +0.1, if you can use it

ROGUE SKILLS

Skill Listing



ogues have a huge variety of skills. They are in 3 main classes, Assassination, Combat and Subtlety. In your rogue life, you will be using all the skills at your disposal, some more than others. It's essential to know what you have available to you, below you will find a listing of skills and their effects. As a rogue, you will be limited to certain attacks at certain times due to equipment, your combat state and if you're in stealth or not.

Numbers in parentheses () are designated ranks for said skills. When letters are used in the cost, c = copper, s = silver, g = gold. 1gold = 100 silver. 1 silver = 100 copper

Level 1			
Name	Effect	Energy	Cost
Stealth (1)	Sneak around at 50% movement speed	N/A	10c
Sinister Strike (1)	Strike that causes 3 extra damage in addition to weapon damage. Awards 1 combo point	45	N/A
Eviscerate (1)	Causes damage per combo point, increased by Attack Power. 1→ 7-11 2→ 13-17 3→ 19-23 4→ 25-29 5→ 31-35	45	N/A

Level 4			
Name	Effect	Energy	Cost
Backstab (1)	Causes 150% weapon damage plus 15 damage. Must be behind target. Awards 1 combo point.	60	50c
Pick Pocket	Allows you to pick a humanoid's pockets. Must be in stealth.	N/A	50c

Level 6

Name	Effect	Energy	Cost
Gouge (1)	Causes 10 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	1s
Sinister Strike (2)	Strike that causes 6 extra damage in addition to weapon damage. Awards 1 combo point	45	1s

Level 8

Name	Effect	Energy	Cost
Evasion	Increased your dodge rate by 50% for 15 sec. 5 min cool down.	N/A	2s
Eviscerate (2)	Causes damage per combo point, increased by Attack Power. 1→ 14-22 2→ 25-33 3→ 36-44 4→ 47-55 5→ 58-66	45	2s

Level 10

Name	Effect	Energy	Cost
Dual Wield	Allows the rogue to wield two weapons at once.	N/A	3s
Sap (1)	Knocks out humanoid targets for up to 25sec. Any damage will awaken target. Must be stealth and behind target.	65	3s
Slice and Dice (1)	Increases melee speed by 20%, duration per combo point. 1→ 9sec 2→ 12sec 3→ 15sec 4→ 18sec 5→ 21sec	25	3s
Sprint (1)	Increases movement speed by 50% for 15 sec. 5 min cool down	N/A	3s

Level 12

Name	Effect	Energy	Cost
Backstab (2)	Cause 150% weapon damage plus 30 damage. Must be behind target. Awards 1 combo point.	60	8s
Kick (1)	Hits for 15 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	8s

Level 14

Name	Effect	Energy	Cost
Expose Armor (1)	Decreases target's armor per combo point. 1→ 80 2→ 160 3→ 240 4→ 320 5→ 400	25	12s
Garotte (1)	Silences for 3 seconds and causes 144 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	12s
Sinister Strike (3)	Strike that causes 10 extra damage in addition to weapon damage. Awards 1 combo point	45	12s

Level 16

Name	Effect	Energy	Cost
Eviscerate (3)	Causes damage per combo point, increased by Attack Power. 1→ 25-39 2→ 44-58 3→ 63-77 4→ 82-96 5→ 101-115	45	18s
Feint (1)	Lowers threat by a small amount. 10 sec cool down	20	18s
Pick Lock	Lets a rogue pick locks	N/A	18s

Level 18

Name	Effect	Energy	Cost
Ambush (1)	Causes 250% weapon damage plus 70 damage. Must be in stealth and behind target. Awards 1 combo point.	60	29s
Gouge (2)	Causes 20 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	29s
Parry	Gives a chance to parry melee attacks	N/A	29s

Level 20

Name	Effect	Energy	Cost
Backstab (3)	Causes 150% weapon damage plus 45 damage. Must be behind target. Awards 1 combo point.	60	23s
Poisons	Allows the rogue to use poisons (need to complete quest first)	N/A	23s
Rupture (1)	Causes damage over time per combo points, increases with Attack Power. 1→ 40 damage over 8 secs 2→ 60 damage over 10 secs 3→ 84 damage over 12 secs 4→ 112 damage over 14 secs 5→ 144 damage over 16 secs		23s
Stealth (2)	Sneak around at 60% movement speed	N/A	23s

Level 22

Name	Effect	Energy	Cost
Distract	Draws enemy attention to target for 10 sec. 30 sec cool down	30	40s
Garotte (2)	Silences over 3 seconds and causes 204 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	40s
Sinister Strike (4)	Strike that causes 15 extra damage in addition to weapon damage. Awards 1 combo point	45	40s

Level 22

Name	Effect	Energy	Cost
Vanish (1)	Enter stealth for 10 sec. Breaks movement impairing effects. Requires Flash Powder. 5 min cool down	N/A	40s

Level 24

Name	Effect	Energy	Cost
Detect Traps	Hidden traps will become visible for 3 min	N/A	60s
Eviscerate (4)	Causes damage per combo point, increased by Attack Power. 1→ 41-61 2→ 72-92 3→ 103-123 4→ 134-154 5→ 165-185	35	60s

Level 26

Name	Effect	Energy	Cost
Ambush (2)	Causes 250% weapon damage plus 100 damage. Must in stealth and behind target. Awards 1 combo point.	60	70s
Cheap Shot	Stuns target for 4 sec. Must be stealth. Awards 2 combo points.	60	70s
Expose Armor (2)	Decreases target's armor per combo point. 1→ 145 2→ 290 3→ 435 4→ 580 5→ 725	25	70s
Kick (2)	Hits for 30 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	70s

Level 28

Name	Effect	Energy	Cost
Backstab (4)	Causes 150% weapon damage plus 60 damage. Must be behind target. Awards 1 combo point.	60	81s
Feint (2)	Lowers threat by a medium amount. 10 sec cool down	20	81s
Rupture (2)	Causes damage over time per combo points, increases with Attack Power. 1→ 60 damage over 8 secs 2→ 90 damage over 10 secs 3→ 126 damage over 12 secs 4→ 168 damage over 14 secs 5→ 216 damage over 16 secs	25	81s
Sap (2)	Knocks out humanoid targets for up to 35sec. Any damage will awaken target. Must be stealthed and behind target.	65	81s

Level 30

Name	Effect	Energy	Cost
Disarm Trap	Disarms traps. Must be in stealth.	N/A	1g
Garotte (3)	Silences over 3 seconds and causes 282 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	1g
Hemorrhage (1)	Instant strike that causes the target to Hemorrhage, increasing any physical damage taken by 3. Lasts 30 charges or 15 seconds. Awards 1 combo point.	35	1g
Kidney Shot (1)	Stuns target, duration per combo point. 20 sec cool down 1→ 1 sec 2→ 2 sec 3→ 3 sec 4→ 4 sec 5→ 5 sec	25	1g
Sinister Strike (5)	Strike that causes 22 extra damage in addition to weapon damage. Awards 1 combo point	45	1g

Level 32

Name	Effect	Energy	Cost
Eviscerate (5)	Causes damage per combo point, increased by Attack Power. 1→ 60-90 2→ 105-135 3→ 150-180 4→ 195-225 5→ 240-270	35	1g 50s
Gouge (3)	Causes 32 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	1g 50s

Level 34

Name	Effect	Energy	Cost
Ambush (3)	Causes 250% weapon damage plus 125 damage. Must in stealth and behind target. Awards 1 combo point.	60	1g 80s
Blind	Causes target to wander at 40% movement speed for 10 sec. Any damage breaks effect. Requires Blinding Powder. 5 min cool down	30	1g 80s
Sprint (2)	Increases movement speed by 60% for 15 sec. 5 min cool down	N/A	1g 80s

Level 36

Name	Effect	Energy	Cost
Backstab (5)	Causes 150% weapon damage plus 90 damage. Must be behind target. Awards 1 combo point.	60	1g 50s
Expose Armor (3)	Decreases target's armor per combo point. 1→ 210 2→ 420 3→ 630 4→ 840 5→ 1050	25	1g 50s

Level 36

Name	Effect	Energy	Cost
Rupture (3)	Causes damage over time per combo points, increases with Attack Power. 1→ 88 damage over 8 secs 2→ 130 damage over 10 secs 3→ 180 damage over 12 secs 4→ 238 damage over 14 secs 5→ 304 damage over 16 secs	25	1g 50s

Level 38

Name	Effect	Energy	Cost
Garotte (4)	Silences over 3 seconds and causes 354 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	1g 80s
Sinister Strike (6)	Strike that causes 33 extra damage in addition to weapon damage. Awards 1 combo point	45	1g 80s

Level 40

Name	Effect	Energy	Cost
Eviscerate (6)	Causes damage per combo point, increased by Attack Power. 1→ 99-143 2→ 176-220 3→ 253-297 4→ 330-374 5→ 407-451	35	2g
Feint (3)	Lowers threat by a large amount. 10 sec cool down	20	2g
Mutilate (1)	Instantly attack with both daggers for an additional 44dmg per weapon. Damage is increased by 50% on poisoned targets. Awards 2 combo points.	60	2g
Stealth (3)	Sneak around at 65% movement speed	N/A	2g

Level 42

Name	Effect	Energy	Cost
Ambush (4)	Causes 250% weapon damage plus 185 damage. Must in stealth and behind target. Awards 1 combo point.	60	2g 20s
Kick (3)	Hits for 45 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	
Slice and Dice (2)	Increases melee speed by 30%, duration per combo point. 1→ 9sec 2→ 12sec 3→ 15sec 4→ 18sec 5→ 21sec	25	2g 20s
Vanish (2)	Enter stealth for 10 sec. Breaks movement impairing effects. Requires Flash Powder. 5 min cool down. More effective than Vanish (1)	N/A	2g 20s

Level 44

Name	Effect	Energy	Cost
Backstab (6)	Causes 150% weapon damage plus 135 damage. Must be behind target. Awards 1 combo point.	60	3g 30s
Rupture (4)	Cause damage over time per combo points, increases with Attack Power. 1→ 128 damage over 8 secs 2→ 185 damage over 10 secs 3→ 252 damage over 12 secs 4→ 329 damage over 14 secs 5→ 416 damage over 16 secs	25	3g 30s

Level 46

Name	Effect	Energy	Cost
Expose Armor (4)	Decreases target's armor per combo point. 1→ 210 2→ 420 3→ 630 4→ 840 5→ 1050	25	3g 80s
Garotte (5)	Silences over 3 seconds and causes 444 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	3g 80s
Gouge (4)	Causes 55 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	3g 80s
Hemorrhage (2)	Instant strike that causes the target to Hemorrhage, increasing any physical damage taken by 5. Lasts 30 charges or 15 seconds. Awards 1 combo point.	35	3g 80s
Sinister Strike (7)	Strike that causes 52 extra damage in addition to weapon damage. Awards 1 combo point	45	3g 80s

Level 48

Name	Effect	Energy	Cost
Eviscerate (7)	Causes damage per combo point, increased by Attack Power. 1→ 144-212 2→ 254-322 3→ 364-432 4→ 474-542 5→ 584-652	35	4g 20s
Sap (3)	Knocks out humanoid targets for up to 45 sec. Any damage will awaken target. Must be stealth and behind target.	65	4g 20s

Level 50			
Name			
Ambush (5)	Causes 250% weapon damage plus 230 damage. Must in stealth and behind target. Awards 1 combo point.	60	0
Mutilate (2)	0	60	0
Kidney Shot (2)	Stuns target, duration per combo point. 20 sec cool down 1→ 2 sec 2→ 3 sec 3→ 4 sec 4→ 5 sec 5→ 6 sec	25	0

Level 52			
Name	Effect	Energy	Cost
Backstab (7)	Causes 150% weapon damage plus 165 damage. Must be behind target. Awards 1 combo point.	60	4g
Feint (4)	Lowers threat by a large amount. 10 sec cool down	20	4g
Rupture (5)	Cause damage over time per combo points, increases with Attack Power. 1→ 176 damage over 8 secs 2→ 255 damage over 10 secs 3→ 348 damage over 12 secs 4→ 455 damage over 14 secs 5→ 576 damage over 16 secs	25	4g

Level 54			
Name	Effect	Energy	Cost
Garotte (6)	Silences over 3 seconds and causes 552 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	5g 80s
Sinister Strike (8)	Strike that causes 68 extra damage in addition to weapon damage. Awards 1 combo point	45	5g 80s

Level 56

Name	Effect	Energy	Cost
Eviscerate (8)	Causes damage per combo point, increased by Attack Power (0.15AP – 48 bonus). 1→ 199-295 2→ 350-446 3→ 501-597 4→ 652-748 5→ 803-899	35	6g 40s
Expose Armor (5)	Decreases target's armor per combo point. 1→ 340 2→ 680 3→ 1020 4→ 1360 5→ 1700	25	6g 40s

Level 58

Name	Effect	Energy	Cost
Ambush (6)	Causes 250% weapon damage plus 290 damage. Must in stealth and behind target. Awards 1 combo point.	60	7g 10s
Hemorrhage (3)	Instant strike that causes the target to Hemorrhage, increasing any physical damage taken by 7. Lasts 30 charges or 15 seconds. Awards 1 combo point.	35	7g 10s
Kick (4)	Hits for 80 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	7g 10s
Sprint (3)	Increases movement speed by 70% for 15 sec. 5 min cool down	N/A	7g 10s

Level 60

Name	Effect	Energy	Cost
Backstab (8)	Causes 150% weapon damage plus 210 damage. Must be behind target. Awards 1 combo point.	60	5g 90s

Level 60

Name	Effect	Energy	Cost
Backstab (9)	Causes 150% weapon damage plus 225 damage. Must be behind target. Awards 1 combo point.	60	5g 90s
Eviscerate (9)	Causes damage per combo point, increased by Attack Power (0.15AP – 59 bonus). 1→ 224-332 2→ 394-502 3→ 564-672 4→ 734-842 5→ 904-1012	35	5g 90s
Feint (5)	Lowers threat by a very large amount. 10 sec cool down	20	5g 90s
Gouge (5)	Causes 75 damage and disorients the target for 4 sec. Need to face target. Awards 1 combo point. 10 sec cool down	45	5g 90s
Mutilate (3)	Instantly attack with both daggers for an additional 88dmg per weapon. Damage is increased by 50% on poisoned targets. Awards 2 combo points.	60	5g 90s
Rupture (6)	Causes damage over time per combo points, increased by attack power. 1→ 272 damage over 8 secs 2→ 380 damage over 10 secs 3→ 504 damage over 12 secs 4→ 644 damage over 14 secs 5→ 800 damage over 16 secs	25	5g 90s
Stealth (4)	Sneak around at 70% movement speed	N/A	5g 90s

Level 61

Name	Effect	Energy	Cost
Garotte (7)	Silences over 3 seconds and causes 666 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	5g 80s

Level 62

Name	Effect	Energy	Cost
Envenom (1)	Finishing move that consumed your Deadly Poison charges on the target and deals instant poison damage. 1 dose is consumed per combo point. Uses Attack Power 1→ 174 2→ 348 3→ 522 4→ 696 5→ 870	35	5g 80s
Sinister Strike (9)	Strike that causes 80 extra damage in addition to weapon damage. Awards 1 combo point	45	5g 80s
Vanish (3)	Enter stealth for 10 sec. Breaks movement impairing effects. Requires Flash Powder. 5 min cool down. More effective than Vanish (2)	N/A	5g 80s

Level 64

Name	Effect	Energy	Cost
Deadly Throw (1)	Finishing move that reduces the movement of the target by 50% for 5s and causes increased thrown weapon damage. 1→ 224 2→ 329 3→ 434 4→ 539 5→ 644	35	5g 80s
Eviscerate (10)	Causes damage per combo point, increased by Attack Power 1→ 322 2→ 508 3→ 693 4→ 877 5→ 1062	35	5g 90s
Feint (6)	Lowers threat by a very large amount. 10 sec cool down	20	5g 90s

Level 66

Name	Effect	Energy	Cost
Ambush (7)	Causes 250% weapon damage plus 335 damage. Must in stealth and behind target. Awards 1 combo point.	60	5g 80s
Cloak of Shadows	Instantly removes all existing harmful spell effects and increases your chance to resist all spells by 90% for 5 sec. Does not remove effects that prevent you from using Cloak of Shadows.	0	5g 80s
Expose Armor (6)	Decreases target's armor per combo point. 1→ 410 2→ 820 3→ 1230 4→ 1640 5→ 2050	25	5g 80s

Level 68

Name	Effect	Energy	Cost
Backstab (10)	Causes 150% weapon damage plus 255 damage. Must be behind target. Awards 1 combo point.	60	5g 90s
Rupture (7)	Causes damage over time per combo points, increased by attack power. 1→ 324 damage over 8 secs 2→ 460 damage over 10 secs 3→ 618 damage over 12 secs 4→ 798 damage over 14 secs 5→ 1000 damage over 16 secs	25	5g 90s

Level 69

Name	Effect	Energy	Cost
Envenom (2)	Finishing move that consumed your Deadly Poison charges on the target and deals instant poison damage. 1 dose is consumed per combo point. Uses Attack Power	35	5g 80s

Level 69

Name	Effect	Energy	Cost
	1→ 210 2→ 420 3→ 630 4→ 840 5→ 1050		
Kick (4)	Hits for 100 damage and interrupts spell being cast for 6 seconds. 10 sec cool down.	25	5g 80s

Level 70

Name	Effect	Energy	Cost
Garotte (8)	Silences over 3 seconds and causes 810 damage over 18 seconds, increased by Attack Power. Awards 1 combo point.	50	5g 80s
Hemorrhage (4)	Instant strike that causes the target to Hemorrhage, increasing any physical damage taken by 10. Lasts 30 charges or 15 seconds. Awards 1 combo point.	35	5g 80s
Mutilate (4)	Instantly attack with both daggers for an additional 110dmg per weapon. Damage is increased by 50% on poisoned targets. Awards 2 combo points.	60	5g 80s
Shiv (1)	Performs an instant off-hand weapon attack that automatically applies the poison from your off-hand weapon to the target. Slower weapons require more Energy. Awards 1 combo point.	(Offhand_ speed *10) + 20 Energy ~33-49	5g 80s
Sinister Strike (10)	Strike that causes 98 extra damage in addition to weapon damage. Awards 1 combo point	45	5g 80s

Skill Details

Seeing as how the rogue has such a large amount of skills available to them it is best to explain how they work in actual combat situations. Some skills are more effective than others and some only really become truly effective with talents. Let's go through the skill trees as they are shown in game.

Assassination

Ambush – This is an Opener that can only be used in stealth and from behind. It can only be used with daggers. This means you're only going to use it once per fight. With the proper talent allocation and an Agility character, this skill can have a critical chance near 75%. It can also give 3 combo points if luck and talents are with you. At level 70, you're looking at over 1000 damage, critical to 2000. The problem is that this skill can only be used once per fight. In a group that constantly fights, you can't get back into stealth during combat so this skill might not be used all that much. You'll find the most use out of this skill when you're in your 20s, then again post 60. The

main problem is that there are so few daggers with high damage available pre-BC expansion that other skills like Sinister Strike are more effective.

Cheap Shot (CS) – This is an Opener that can only be used from stealth. Again, it faces the same limitations of use as Ambush. With the proper talents you can reduce the cost of this skill to a measly 40 Energy and have a 75% chance of getting 3 combo points per hit. Once you acquire this skill you will be using it religiously in combat. There is rarely going to be a reason not to use this skill as it stuns the opponent for 4 seconds. Why stun instead of get a crit with Ambush? Well, in the 4 seconds you have the stun, you're more than likely going to do that 1000 damage with Sinister Strike and auto-attack. Best part is that you won't get hit at all during that time, increasing your effectiveness. With this skill you can be soloing creatures 1 level over you with ease and only healing every 5 fights or so. This is also the bread and butter of many PvP fights.

Envenmon – Uses up existing Deadly Poison charges on a target to do Instant Poison damage. At first glance, this is greatly overshadowed by Eviscerate. You will rarely use Deadly Poison in a solo build so not much use their either. Where this skill truly

shines however is on elites with high armor. Nearly every boss in BC is susceptible to Deadly Poison and this skill really puts a dent in their hit points. Over a long fight where you notice Eviscerate is really doing low numbers, switch to this skill and get back on top.

Eviscerate (Evis) – Your standard Finisher. A 5 point Eviscerate at level 70 with the proper talents will be hitting for well over 1500 damage, criticals approaching 2800. There really isn't any point in using this skill with less than 3 combo points as the damage below that investment is the same as Sinister Strike. The major issue people have with this skill is that its miss rate seems rather high compared to all our other skills. When solo, you'll be using this finisher 90% of the time. In groups, you'll use it when you don't need to worry about runners. Unfortunately (or not depending on your view set) this skill does not scale with gear. You're going to be doing the same damage with a crappy level 2 dagger as you would with a lvl 60 dagger. However, the more Attack Power you have, the more damage you do.

Expose Armor – A Finisher that you won't see much use of. Sure, it sounds good and when you first get it you really will see a difference when using it. The problem is that

armor scales very differently than this skill allows. If you use the talent that increases its use, you're looking at about 3075 armor loss. I know a fair amount of players at 70 who easily pass 10000 armor. Elites PCs are at least double that. Combo points can be spent here if you wish but considering there are much better Finishers (such as Kidney Shot) you best leave this skill alone once you hit level 30. The worst part is that this skill does NOT stack with Sunder Armor, a warrior skill that does the same and allows a warrior to keep aggro. Once you start grouping with warriors, you will be reminded each and every time you accidentally use this skill. Without the talent, this puts cloth wearers to 0 armor and with the talent, leather goes to 0 as well.

Garotte – A great Opener. When you first get this skill you'll be using it all the time. The way damage over time (DoT) skills work is that they ignore armor. What you see listed as damage is the actual damage inflicted. To top it off, it also silences the target for 3 seconds. For a long time there really isn't a better opening move than this one. Even when you acquire Cheap Shot, some elites will be completely immune to

stun effects. If you encounter one, throw on a Garotte. Guaranteed to be more effective than any other move you can open with. This skill is great for DoT builds.

Kidney Shot – One of the most powerful grouped and PvP Finishers you have. This one stuns an enemy for at least 5 seconds with a 5 combo point investment. It can break early and in my experience it happens more often when DoTs are applied. You won't use this skill much while solo, unless you need to stop to use a bandage. 6 seconds means you're getting 75% of the use of your bandage, and at 70, that can be 3400hp healed. A group setting is where this skill shines. Most instances have creatures that like to run around. Problem is that they usually start running before the group can get those last hits in. The solution is simple. Kidney Shot. 6 seconds where the enemy cannot attack you and the other people in your group can attack without worry of a counter-attack. You can see how this is better than Expose Armor, which simply reduces armor but still allows your group to get hit. Combine with Cheap Shot; you're looking at a total of 10 seconds of stun in combat. In large group settings, a rogue that does nothing but stun makes combat nearly foolproof.

Mutilate – Available only through talents and requiring 2 daggers, this is a skill that not a lot of people put a lot of thought into. Pre-BC, daggers were fairly rare and Maces/Swords were just the best option available. Post-BC, daggers are plentiful and a Mutilate build truly shines. A critical strike will give 3 combo points, which is great. 2 Mutilates will give you at worst 4 combo points, meaning in 2 strikes, you're ready for a finisher, 100% of the time. No other skill can boast this. As for damage, it depends highly on your weapons and if the target is poisoned or not (99.9% of the time, it should be). It's not uncommon to see criticals well above 1200. Similar to Backstab, it is semi-difficult to use solo but shines in a group. You just need to watch the Hate generation.

Slice and Dice(SnD) – A Finisher than increases melee speed. You won't be using this during solo play, that's for sure. It can take too long to move from one opponent to the next and you lose those seconds of haste. In a group however, where the enemy hit points are low and they will not wander with extra enemies waiting to be killed, it is a very good choice. Many a time you'll get an enemy to a sliver of health and rather than waste 5 combo points on an Eviscerate that will only do 100 of it's 2000 possible damage, slip on SnD and get ready for the

next fight. Quite useful in groups, especially if you use poisons and you're attacking non-stop. Once you reach 70 and start doing group work and high level raids, this skill becomes the best thing since sliced toast. Bosses have enormous amounts of armor, making Eviscerate do pitiful damage. A 30% haste is 30% more white damage (this means regular attacks) and more poisons that can hit the target. Good thing. It is the core skill of a Combat rogue as melee skill can be up to 40% of all damage output.

Combat

Backstab (BS) – A decent opening move that dual dagger rogues prefer. Can only be used with daggers. You can do a fair chunk of damage with this skill with the proper talents. The main issue is that it's hard to find good daggers that increase this skill's damage. You won't be using this skill much in solo play since you need to be behind your target to get it to work, meaning you need to get a stun off first. You're either going to need Cheap Shot, Gouge or Kidney Shot to get this attack off. In a group this is a very damaging attack that can easily remove the hate off a cloth wearer (priest, mage, warlock). I personally don't use this attack since swords are a lot more common and combined with Sinister Strike; it is a lot more

efficient than Backstab. Once you hit 60 however and raid a bit, I'm sure you'll fall back on this skill. It can do devastating damage (2000 crit) with the proper talents. On a Damage/Energy scale, this is more effective than Sinister Strike since it uses a % increase while SS uses a +damage. Percentages, as a general rule, are better than static increases.

Evasion – Increases your dodge rate by 50%. This skill was often debated in its use in game. What Evasion does is increase your numerical dodge rate by 50. Let's say you have a base Dodge value of 15%. By enabling Evasion, you are adding 50 to that number, bringing you to 65%. I tend to only use it when I have a boss that targets me or in solo work where things are going poorly. Doesn't hurt and doesn't cost anything other than the cooldown timer. Essential for Off-Tanking, explained further on.

Feint – This move lowers the aggro you have against you. Useless solo but in groups can save your life. I choose to use it after Evasion. If you have a good warrior, it will work very quickly. If you have a bad warrior in the group, even turning off auto attack will not save you. If you wanted to, you could create a macro that enabled Evasion, waited 1.5 seconds, then enabled Feint. This

would save the hassle of having to keep it on the skill bar taking up a slot. Until you learn to manage hate and even afterwards, this skill will be the difference between looting a corpse and getting a res. Some people spam this skill in combat to ensure they don't get hit but I would advise against it. Learning when to use this skill is part and parcel of being a good rogue.

Gouge – This is one of your tools to kill mages. A 4 second stun might not sound like much, but it does allow you to move behind for a BS if you want to. Personally I don't use this skill unless I want to stop a caster. Your kick missed or perhaps the mage is casting another spell line? Gouge will stop them. In PvP this can make your opponent freak out if you just move behind them so they can't see you. Not terribly useful in a group unless you want to take on the extra mage that wanders in to your group. With Kick and Gouge you can take out elite casters at your level, but it won't be easy. Worst case, you have 4 seconds to bandage up.

Kick – A spell stopping boot to the gut. This is an essential skill for solo work. You will be fighting casters and kick will put a stop to 80% of their potential damage. Casters usually have very weak physical attacks so stopping their casting is essential,

especially for those annoying ones who can heal themselves. Kicking a Paladin or Priest while they are healing is always fun as some plan their combat around that spell. Use Gouge if this move fails. Some people would prefer to simply use Gouge as it stuns them for 4 seconds. I prefer kick because one Gouge breaks, they start casting right away, while with Kick you can beat them while they hit you with their weak attack. Talents can impose a silence trait on your target, completely devastating some casters.

Shiv – Applies off-hand poison instantly. It's a quick way to get a combo point, can be more effective than Hemorrhage by a fair chunk and does more damage if you consider the poison applied. Slow weapons benefit the most as a fast weapon (ie dagger)_can potentially use ~50energy. A slow mace would use closer to 30energy. Less useful in PvE than in PvP, where you really need to manage every ounce of energy.

Sinister Strike(SS) – The skill you will be spamming for your entire career. This move is based off your weapon damage, regardless of the weapon. At maximum level, it's weapon damage plus 98 damage. With a dagger that does 130 base damage, you're at 228damage to start for SS. With a sword that does 200 damage, you're looking at 298

damage to start. That's a 25% increase in damage and no decrease in delay since it's skill based and not weapon based delay. Think of it as DPS. The skill takes 4 seconds to reuse. With a dagger, that's 57dps and with a sword, that's 75dps. That damage is then multiplied by other percentages, such as critical chance and power boost. If you don't believe me, try it out. Get a dagger and run half a level with it. For the second half, use a sword. The damage will be more than likely doubled from SS. The Improved Sinister Strike talent is something nearly every rogue will get at levels 10 and 11. Please see the next section on the debate of Sinister Strike vs Hemorrhage.

Sprint – Use this skill to get out of a tight spot. Until you get the Vanish ability, I would not use this skill unless you're in a low level zone or in town as its main use is to save your hide. It's one of your only "get out of death free" skills, so keep it available.

Subtlety

Blind – An interesting attack. It requires blinding poison, which isn't terribly easy to make since you need fadeleaf, an herbalism only item. Using it during solo/group PvE doesn't make much sense since any attack will awake the opponent. Using it in PvP

however can turn a fight as it gives you time to acquire more energy and perhaps get a Vanish off. Vanish will make NPCs get full health; so don't use it when in PvE combat.

Cloak of Shadows – Your "get out of spell damage" skill. This skill makes you practically immune to spell damage for 5 seconds. In PvP it's great when you know a potentially devastating attack is coming, very deadly against mages who can chain cast. They'll blow all their mana, you'll resist it all. In PvE, I use this for pulling casters or against bosses. You learn when to use this best, such as when you're about to get feared or an AE blast is coming. With a 1 minute timer and some fights lasting 5-10 minutes with blasts that go for 8000dmg, you can imagine the usefulness of this skill. Consider it the same as evasion but for spells.

Detect Traps and Disarm Traps – Not much use for these skills. Blackwing Lair has a suppression room where you will use it though.

Distract – You'll use this skill 95% of the time you're in stealth mode. It keeps an enemy from moving around, giving you the chance to get positioned for a Pick Pocket, Ambush or Garotte. It costs 30 Energy but with its range, by the time you get to the

opponent, your Energy will have regenerated. This is useful when trying to get through a heavily trafficked area. Pop a Distract on the ground away from your path and you can walk behind the enemies with ease. Use it to break a spawn or stop an opponent in their tracks. This also works great in PvP to stop someone who is running and not in combat.

Hemorrhage(Talent) – An instant attack that costs 35 energy and gives 1 combo point as well as inflicts a nice debuff on the target. The debuff can last for 15 seconds or 30 combat strikes, whichever comes first. Each hit gains up to 10 base damage, ie your weapon that does 30-35dmg now does 40-45dmg. It does not stack. This skill is not affected by attack speed normalization as it uses a normal attack swing. This means that the damage calculations use your actual weapon speed and not the static 1.7/2.4 as with other skills. The main benefits are in PvP and large group events. Please see the next section on the debate of Sinister Strike vs Hemorrhage.

Pick Pocket (PP) – Pick Pocketing humanoids has a 10% chance of giving you a lockbox. This is a good way to train lockpicking and not become bored. You can

get gems, food and potions from this skill as well. It can double your cash income easily. This is the one of the reason you'll be hunting humanoids.

Safe Fall – Unless you plan on falling in Darnassus, there's yet to be a whole lot of use to this skill. Still, as a passive skill you can't go wrong.

Sap – Amazing skill. The perfect tool for splitting a spawn when solo. It gives you 25-45 seconds to kill one target, get a bandage on and get ready for the second target. With talents, you have a 100% chance of returning to Stealth. Main issue is that it does not work on non-humanoids or on creatures already in combat. It basically makes you the "puller" for a group if you do use it. If it fails, you're hitting Evasion and hoping your priest is quick on their heals. In 5 man groups at 70, this talent is practically required entry.

Stealth – Live it, love it. So many powerful skills are based off Stealth. It lets you get incredibly close to opponents without danger. Makes leaving some instances VERY easy instead of using your Hearth Stone. The Master of Deception talent increased your Stealth skill by 3 levels. So at level 70, you're really at level 73 Stealth-wise. Learn quickly where you can and cannot move to while

Stealth based on your target's level. Know the telltale signs when someone almost detects you and take a step back when that occurs. I highly suggest mapping this skill to your mouse.

Vanish – Your second “get out of death” skill. It requires a very cheap component to use. Unless creatures 5 levels above you are attacking you, using this skill while you're running away will work 99% of the time. It will break ALL attacks against you, including spells being cast. Essential for PvP.

Miscellaneous

Parry – Any chance to avoid damage is great. The chance isn't terribly high, 5–10% most of the time, but it's still good to have.

Dual Wield – It increases your miss chance to about 19% from 5%. It does however give you the ability to nearly double your poisoning chances and you are doing 50% of the stated weapon damage with the off-hand. There really is no valid reason NOT to take this skill. What you plan on using in either hand is different. If you have 2 daggers you have access to all your skills and are attacking at a very fast rate. If your main hand is not a dagger (Sword, Fist, Mace) then you cannot use Ambush or

Backstab. The offset here is that Sinister Strike can double in potential damage. There are talents that help give different bonuses based on your weapon as well. Maces allow a chance to stun, Swords give a chance of an extra attack while Fists and Daggers increase your critical strike chance.

Pick Lock (LP) – Raise this skill. Rogues are the only class that can open locked items. Some trade skills can allow you to, but they require money and items on you. As a rogue, you only need Thief's Tools to pick a lock. In the higher end instances you will find a lot of locked chests. Locked chests nearly always have a rare item. Sometimes they have better. Having to leave a chest behind because you don't have the skill to open it is very annoying. See the Tips section for information on raising this skill. See the section 10 for information on maxing this skill with relative ease.

Sinister Strike vs Hemorrhage

There has always been a debate as to which of the two skills should be used. We will go over the data of each skill first.

Sinister Strike

- Does weapon damage +98 for 45 energy and gives 1 combo point
- Easy talent to acquire to reduce energy cost to 40
- Affected by Lethality and Agression
- Average hit with decent mace and 1200AP is 475. With the talent, that's 11.9dmg/energy. Without, it's 10.6dmg/energy.

Hemorrhage

- Does base weapon damage for 35 energy and gives 1 combo point
- Not affected by weapon normalization
- Debuff causes +10dmg
- Deep in the talent tree
- Affected by lethality
- Average hit with a decent mace and 1200AP is 345. That's 9.9dmg/energy

So with the Improved Sinister Strike, you can see that SS is more effective damage-wise. Without the talent, Hemorrhage is closer to the effectiveness of SS, when not taking the debuff into consideration. In a raid, the debuff affects all physical damage, where 25 people attacking will have done 30 attacks in under 1 second. Hemorrhage is always a lower energy cost, making it well-suited for PvP where Energy conservation is crucial to victory. Final conclusion would be that for solo work, Sinister Strike is more effective than Hemorrhage and really doesn't take a huge talent point investment to acquire. Pretty much every rogue has the SS talent. In raid groups, Hemorrhage really shines but requires a deep talent investment, removing a lot of other possible options. If your group already has 2 rogues using this skill then you really don't need it. In PvP, most rogues are deep in the Subtlety tree already so picking this up is natural. The ability to save 5-10 energy on SS is incredibly valuable and you should take the time to try it out. Now, if you were to calculate the overall damage a rogue gives up when they take hemorrhage, it's somewhere in the area of 25% less damage than a sword/mace/fist combat rogue. It should really be reserved for PvP uses only, given the talents that accompany it in the Subtlety tree.

POISONS



nce your reach level 20, you embark on a quest to acquire the Poisoning skill. Poisons can only be put on melee weapons and are self-only. You cannot share poisons. Poisoning can drastically increase your damage potential. They also do not stack; they overwrite each other. If you crash, you lose the poison effect on your weapons. If you change zones (you see the loading screen, such as instances) you lose the poison effect as well.

Poison Quests

Alliance

You can do this easily at level 20.

Head to Stormwind and visit Mathias Shaw in the rogue headquarters. He'll send you to see Agent Kearnen in Westfall. Problem is, he's stealth and a pain to find if you don't know where to look. Head to Westfall and go to the lower right corner, until you reach a tower like structure. It's just south of the road to Duskwood. Against a tree near the riverbank, you'll find Kearnen. Talking to him starts the next step.

Outside the tower you'll find a Malformed Drone. Go into Stealth and Pick Pocket him for the Defias Tower Key. If you mess up, kill him and he'll spawn again in a minute or so. Once you have the key, head into the tower in Stealth mode, avoiding the guards. At the top is Klaven himself, a 26 Elite. Head behind him and Sap him. Use your Lock Pick ability on the chest next to him and collect the book. You need a fair amount of skill to open it, but if you spent anytime in Redridge you should be at 80 skill and that'll be fine. Return to Mathias to get the Poisoning skill.

Horde

You can do the first 2 parts alone at 20, the last part you will need some friends.

Head to Ogrimmar and talk to Shenthul in the Cleft of Shadow. Once you talk to him, target him again and type `/salute` (minus the quotations) to move onto the next step. He'll send you out to the Barrens to meet Taskmaster Fizzule. Get to the Barrens and head north to the Sludge Fen. Find Fizzule and target him. Get close enough and fire the Flare Gun twice and then type `/salute` (minus the quotations). He'll acknowledge you and start you on the next part. Head over to the tower and start killing the Venture Co. creatures the quest lists. Find

Gallwix and get some friends to help you kill him, as he's a 26 elite. Then find Silixiz and Pick Pocket him for the tower key. The chances of him detecting you are very high so have a group ready to help you out. Enter the tower and kill everything on the way up until you reach the chest. At the top is another 25 elite. Kill it and open the chest to collect the Cache. Return to Shenthul in Ogrimmar to get your poison skill.

Poison Listing

Numbers in () are ranks of a given poison.

Reqs	Name	Description
Level 20	Instant Poison (1)	Coats weapon for 30 mins. 20% chance of 19–25 Nature damage. 40 charges
Level 20	Crippling Poison (1)	Coats weapon for 30 mins. 30% chance of slowing movement to 50% for 12 sec.
Level 24 100 skill	Mind Numbing Poison (1)	Coats weapon for 30 mins. 20% chance of increasing casting time by 40% for 10 sec. 50 charges
Level 28 120 skill	Instant Poison (2)	Coats weapon for 30 mins. 20% chance of 30–38 Nature damage. 55 charges
Level 30 130 skill	Deadly Poison (1)	Coats weapon for 30 mins. 30% chance of 36 Nature damage over 12 sec. Can stack up to 5 times. 60 charges
Level 32 140 skill	Wound Poison (1)	Coats weapon for 30 mins. 30% chance of causing 17 damage and reducing healing effects by 55 for 15 sec. Stacks up to 5 times. 60 charges
150 skill	Blinding Powder	Item used in the Blind skill
Level 36 160 skill	Instant Poison (3)	Coats weapon for 30 mins. 20% chance of 44–56 Nature damage. 70 charges
Level 38 170 skill	Mind Numbing Poison (2)	Coats weapon for 30 mins. 20% chance of increasing casting time by 50% for 12 sec. 75 charges
Level 38 170 skill	Deadly Poison (2)	Coats weapon for 30 mins. 30% chance of 52 Nature damage over 12 sec. Can stack up to 5 times. 75 charges
Level 40 180 skill	Wound Poison (2)	Coats weapon for 30 mins. 30% chance of causing 25 damage and reducing healing effects by 10% for 15 sec. Stacks up to 5 times. 75 charges
Level 44 200 skill	Instant Poison (4)	Coats weapon for 30 mins. 20% chance of 67–85 Nature damage. 85 charges
Level 46	Deadly Poison (3)	Coats weapon for 30 mins. 30% chance of 80 Nature damage over

Reqs	Name	Description
210 skill		12 sec. Can stack up to 5 times. 90 charges
Level 48 220 skill	Wound Poison (3)	Coats weapon for 30 mins. 30% chance of causing 38 damage and reducing healing effects by 10% for 15 sec. Stacks up to 5 times. 90 charges
230 skill	Crippling Poison (2)	Coats weapon for 30 mins. 30% chance of slowing movement to 30% for 12 sec.
250 skill	Deadly Poison (4)	Coats weapon for 30 mins. 30% chance of 108 Nature damage over 12 sec. Can stack up to 5 times. 105 charges
Level 52 240 skill	Instant Poison (5)	Coats weapon for 30 mins. 20% chance of 92-118 Nature damage. 100 charges
Level 52 240 skill	Mind Numbing Poison (3)	Coats weapon for 30 mins. 20% chance of increasing casting time by 60% for 14 sec. 100 charges
Level 56 260 skill	Wound Poison (4)	Coats weapon for 30 mins. 30% chance of causing 53 damage and reducing healing effects by 10% for 15 sec. Stacks up to 5 times. 105 charges
Level 60 280 skill	Instant Poison (6)	Coats weapon for 30 mins. 20% chance of 112-148 Nature damage. 115 charges
Level 60 300 skill	Deadly Poison (5)	Coats weapon for 30 mins. 30% chance of 136 Nature damage over 12 sec. Can stack up to 5 times. 120 charges
Level 62 310 skill	Deadly Poison (6)	Coats weapon for 30 mins. 30% chance of 144 Nature damage over 12 sec. Can stack up to 5 times. 135 charges
Level 64 320 skill	Wound Poison (5)	Coats weapon for 30 mins. 30% chance of causing 65 damage and reducing healing effects by 10% for 15 sec. Stacks up to 5 times. 105 charges
Level 68 340 skill	Anesthetic Poison	Coats weapon for 30 mins. 20% chance of 134-172 Nature damage but generates no threat. 130 charges
Level 68 340 skill	Instant Poison (7)	Coats weapon for 30 mins. 20% chance of 146-194 Nature damage. 130 charges
Level 70 350 skill	Deadly Poison (7)	Coats weapon for 30 mins. 30% chance of 180 Nature damage over 12 sec. Can stack up to 5 times. 150 charges

Poison Details

Anesthetic Poison – Very similar to Instant Poison, but generates no additional threat. If I used Instant Poison in groups, this would be a great alternative. Sure, less potential damage but you save energy not having to use Feint as much. However, since I use Deadly/Crippling Poison in groups, this poison doesn't have a whole lot of use.

Blinding Powder – See the Blind skill above. Has limited uses but excels in PvP.

Crippling Poison – Use this in instances. Targets seem to love to run around when low on life and if your Kidney Shot misses, this will help tremendously. You can also use it in PvP to slow people from running away. This poison is listed at 30% chance of hitting but it feels more like 99% chance. When you have it on, you'll nearly always see it affecting your target. Point of fact, you shouldn't use any poison but this one in PvP on the main hand and Mind Numbing on the other.

Deadly Poison – If you don't use stuns, then this is a great poison. You don't really use it in groups however since you'll be killing so fast the poisons don't have time to

go into effect. It has some uses solo but again; you want the creature dead before it really has a chance to come into effect. Instant Poison would be a better choice; especially when you consider this can easily break stuns. It has very limited uses such as long boss encounters.

Mind Numbing Poison – I have yet to find a really solid use for this poison in PvE. Solo, I don't let casters get their spells to work in the first place. The same goes for when I'm in a group. Perhaps there'd be a use for the higher end instance caster types where Kick/Gouge/Kidney Shot have trouble landing and you're fighting them non-stop. All in all though, it's not that useful. It does however make fear a 9 second cast, a spell that I loathe. In PvP, this should be on your off-hand weapon most of the time. It really plays havoc with casters.

Wound Poison – Stacks to decrease the heals they can receive. The only use you'll ever find for this is with elite creatures that can heal and you can't stop them. 5 stacks of the highest level is 50% less healing they are receiving per cast/tick. Another use is on the Emperor in Blackrock Depths when you don't want to kill the princess. Using this

will prevent the princess from healing the Emperor continuously. This is pretty much useless in all other cases that I've experienced.



TALENTS

Talent Overview



One of the interesting features about WoW is that all classes get talents. If you're familiar with Diablo II and its skill trees then you already have a good understanding of talents. Basically, talents improve your character with either passive or active skills. Some areas deal with increased damage, others with increased chance to strike or even an added bonus to a skill. You receive a talent point every time you level up, starting from level 10. That gives you 61 talent points at level 70. There are 3 talent trees (Assassination, Combat and Subtlety), which have 9 tiers, each progressively demanding more investment in its tree. An example would be the Vigor talent in the Assassination tree. It requires 30 points to be spent in the Assassination tree before you can select it. Because of this, there is no way to acquire more than 1 tier 7 talent as you would need at least 62 talent points (31 for the first, 31 for the second).

Every rogue trainer has the ability to wipe out your talent selection for a fee. Select this if you wish to re-select all your talents. The cost starts at 1gold, increases to 2, 3, 4, 5, 10, 15, 20, 25, 30, 35, 40, 45 and finally caps at 50gold. 50 gold might sound like a lot but at level 70 it really isn't that much, that and the fact that you more than likely will not "respec" your talents a whole bunch of times.

I'll repeat again, you can't mess up your character when selecting talents. You can always see a Rogue trainer and restart your talent choices. Feel free to experiment to what best fits your playstyle and worst case, it costs you a few gold to change your mind.

Assassination Tree

This tree deals mainly with increased damage from your rogue skills. It also has a few talents that work with talent points. If you plan on using daggers, this is more than likely the talent tree where you will spend the majority of your points.

Improved Eviscerate

Increases the damage done by your Eviscerate ability.

Requirements: None

Rank	Effect
1	Increase by 5%.
2	Increase by 10%.
3	Increase by 15%.

Remorseless Attacks

After killing an opponent that yields experience, gives you a critical strike chance on your next Sinister Strike, Hemorrhage, Backstab, Mutilate, Ambush or Ghostly Strike. Lasts for 20 seconds

Requirements: None

Rank	Effect
1	Increase by 20%
2	Increase by 40%.

Malice

Increases your critical strike chance.

Requirements. None

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Ruthlessness

Gives your finishing moves a chance to add a combo point to your target.

Requirements. 5pts in Assassination Mastery

Rank	Effect
1	Increase by 20%.
2	Increase by 40%.
3	Increase by 60%.

Murder

Increases damage done to Humanoid, Giant, Beast and Dragonkin

Requirements. 5pts in Assassination Mastery

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.

Improved Backstab

Increases the critical strike chance of your Backstab.

Requirements. 5pts in Assassination Mastery

Rank	Effect
1	Increase by 10%.
2	Increase by 20%.
3	Increase by 30%.

Relentless Strikes

Your finishing moves have a 20% chance per combo point to restore 25 Energy.

Requirements. 10pts in Assassination Mastery

Improved Expose Armor

Increases the armor reduced by your Expose Armor ability.

Requirements. 10pts in Assassination Mastery

Rank	Effect
1	Increase by 25%.
2	Increase by 50%.

Lethality

Increases the critical strike damage bonus of your Sinister Strike, Gouge, Backstab, Ghostly Strike, Mutilate, Shiv and Hemorrhage.

Requirements: 5pts in Malice and 10pts in Assassination Mastery

Rank	Effect
1	Increase by 6%.
2	Increase by 12%.
3	Increase by 18%.
4	Increase by 24%.
5	Increase by 30%.

Vile Poisons

Increases the damage dealt by your poisons, the damage from Envenom and chance to resist dispel

Requirements: 15pts in Assassination Mastery

Rank	Effect
1	Increase by 4% and 8%
2	Increase by 8% and 16%
3	Increase by 12% and 24%
4	Increase by 16% and 32%
5	Increase by 20% and 40%

Improved Poison

Increases the chance to apply poisons to your target.

Requirements. 15pts in Assassination Mastery

Rank	Effect
1	Increase by 2%.
2	Increase by 4%.
3	Increase by 6%.
4	Increase by 8%.
5	Increase by 10%.

Fleet Footed

Increases your chance to avoid movement impairing effects and increases your speed. Does not stack with other movement increasing bonuses

Requirements. 20pts in Assassination Mastery

Rank	Effect
1	Increase by 5% and 4%
2	Increase by 10% and 8%

Improved Kidney Shot

Increase damage done to target affected by kidney shot by all sources

Requirements. 20pts in Assassination Mastery

Rank	Effect
1	Increase by 3%
2	Increase by 6%
3	Increase by 9%

Cold Blood

When activated, increases the critical strike chance of your next offensive ability.

3 min cool down

Requirements. 20pts in Assassination Mastery

Quick Recovery

All healing effects are increased and finishing moves cost less energy when they fail

Requirements. 20pts in Assassination Mastery

Rank	Effect
1	Increase by 10% and reduce by 40%
2	Increase by 20% and reduce by 80%

Seal Fate

Your critical strikes from abilities that give combo points have a chance to add an additional combo point.

Requirements. 1pt in Cold Blood and 25pts in Assassination Mastery

Rank	Effect
1	Increase by 20%.
2	Increase by 40%.
3	Increase by 60%.
4	Increase by 80%.
5	Increase by 100%.

Master Poisoner

Reduces the chance your poisons are resisted and increases your poison resistance

Requirements. 25pts in Assassination Mastery

Rank	Effect
1	Increase by 2% and 15%
2	Increase by 4% and 30%

Vigor

Increases your maximum Energy by 10.

Requirements. 30pts in Assassination Mastery

Deadened Nerves

Decreased all physical damage taken

Requirements. 30pts in Assassination Mastery

Rank	Effect
1	Decrease by 1%
2	Decrease by 2%
3	Decrease by 3%
4	Decrease by 4%
5	Decrease by 5%

Find Weakness

Your finishing moves increase the damage of your offensive moves for 10sec

Requirements. 35pts in Assassination Mastery

Rank	Effect
1	Increase by 2%
2	Increase by 4%
3	Increase by 6%
4	Increase by 8%
5	Increase by 10%

Mutilate

Instantly attack with both weapons, adding 44 dmg to each weapon. Damage is increased by 50% on poisoned enemies.

Requirements. 1pt in Vigor, 40pts in Assassination Mastery, 2 daggers

Combat Tree

The Combat tree deals mostly with weapon skills. It allows you to hit more often or gain a certain benefit to using a certain weapon. It increases some defensive stats as well. Specializing in this tree means you're looking at increasing your chances of doing damage with a weapon and your auto-attack skill, not any actually rogue skill with a couple exceptions.

Improved Gouge

Increases the effect duration of your Gouge ability.

Requirements: None

Rank	Effect
1	Increase by 0.5 sec.
2	Increase by 1 sec.
3	Increase by 1.5 sec.

Improved Sinister Strike

Reduces the Energy cost of your Sinister Strike ability.

Requirements: None

Rank	Effect
1	Reduce by 3.
2	Reduce by 5.

Lightning Reflexes

Increases your dodge chance.

Requirements. None

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Improved Slice and Dice

Increases the duration of your Slice and Dice ability

Requirements. 5pts in Combat Mastery

Rank	Effect
1	Increase by 15%.
2	Increase by 30%.
3	Increase by 45%.

Deflection

Increases your Parry chance.

Requirements. 5pts in Combat Mastery

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Precision

Increases your chance to hit with melee weapons.

Requirements. 5pts in Combat Mastery

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Endurance

Reduces cooldown of evasion and sprint.

Requirements. 10pts in Combat Mastery

Rank	Effect
1	Reduce by 45s
2	Reduce by 90s

Riposte

A strike that becomes active after parrying an opponent's attack. This attack deals 150% weapon damage and disarms the target for 10 secs.

10 Energy, 6 sec cool down, 6yrd range

Requirements. 5pts in Deflection and 10pts in Combat Mastery

Improved Sprint

Chance to remove movement impairing effects

Requirements. 10ts in Combat Mastery

Rank	Effect
1	50% chance
2	100% chance

Improved Kick

Gives your kick a chance to silence the opponent.

Requirements. 15pts in Combat Mastery

Rank	Effect
1	50% chance to silence for 2 secs.
2	100% chance to silence for 2 secs.

Dagger Specialization

Increases your chance to get a critical strike with Daggers.

Requirements. 15pts in Combat Mastery

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Dual Wield Specialization

Increases the damage done by your off-hand weapon.

Requirements. 5pts in Precision and 15pts in Combat Mastery

Rank	Effect
1	Increase by 10%.
2	Increase by 20%.
3	Increase by 30%.
4	Increase by 40%.
5	Increase by 50%.

Mace Specialization

Gives a chance to stun your opponent with a mace and increases weapon skill

Requirements. 20pts in Combat Mastery

Rank	Effect
1	Increase by 1% for 3 secs stun and 2 Mace skill
2	Increase by 2% for 3 secs stun and 4 Mace skill
3	Increase by 3% for 3 secs stun and 6 Mace skill
4	Increase by 4% for 3 secs stun and 8 Mace skill
5	Increase by 6% for 3 secs stun and 10 Mace skill

Blade Furry

Increases your attack speed by 20%. In addition, your normal melee weapon swings strike an additional nearby opponent. Lasts 15 secs.

25 Energy, 2 min cool down

Requirements. 20pts in Combat Mastery

Sword Specialization

Increases your chance to get an extra attack after dealing damage with a sword.

Requirements. 20pts in Combat Mastery

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Fist Weapon Specialization

Increases your chance to get a critical strike with Fist Weapons.

Requirements. 20pts in Combat Mastery

Rank	Effect
1	Increase by 1%.
2	Increase by 2%.
3	Increase by 3%.
4	Increase by 4%.
5	Increase by 5%.

Blade Twisting

Gives your Sinister Strike, Backstab, Gouge and Shiv abilities a chance to daze the opponent for 8sec

Requirements. 25pts in Combat Mastery

Rank	Effect
1	10% chance
2	20% chance

Weapon Expertise

Increases the weapon skill with daggers, swords and fists

Requirements. 25pts in Combat Mastery, 1pt Blade Furry

Rank	Effect
1	Increase by 3
2	Increase by 5

Aggression

Increases the damage of your Sinister Strike and Eviscerate abilities.

Requirements. 25pts in Combat Mastery

Rank	Effect
1	Increase by 2%.
2	Increase by 4%.
3	Increase by 6%.

Vitality

Increases Stamina and Agility

Requirements. 30pts in Combat Mastery

Rank	Effect
1	Stamina +2% and Agility +1%
2	Stamina +4% and Agility +2%

Adrenaline Rush

Increases your Energy regeneration rate by 100% for 15 secs. 6 minute cool down

Requirements. 30pts in Combat Mastery

Nerves of Steel

Increases your chance to resist Stun and Fear effects

Requirements. 30pts in Combat Mastery,

Rank	Effect
1	Increase by 5%
2	Increase by 10%

Combat Potency

Gives your successful off hand melee attacks a 20% chance to generate energy

Requirements. 35pts in Combat Mastery

Rank	Effect
1	Generate 3 energy
2	Generate 6 energy
3	Generate 9 energy
4	Generate 12 energy
5	Generate 15 energy

Surprise Attacks

Your finishing move can no longer be Dodged and the damage you do with Sinister Strike, Gouge, Backstab and Shiv is increased by 10%

Requirements. 40pts in Combat Mastery, 1pt in Adrenaline Rush

Subtlety Tree

The Subtlety tree deals with exactly that, skills that are from stealth mode. This is definitely the most “rogue-ish” of all the talent trees. It can increase your stealth rating, your speed in stealth, the return to stealth from Sap as well as the damage and energy costs of certain skills available in stealth mode. Master of Deception is a talent that nearly every rogue will have as it increases your stealth rank by 3, a GREAT asset.

Master of Deception	
Reduces the chance enemies have to detect you while in stealth mode.	
Requirements: None	
Rank	Effect
1	Reduces the chance enemies have to detect you while in stealth mode.
2	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank1
3	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank2
4	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank3
5	Reduces the chance enemies have to detect you while in stealth mode. More effective than Master of Deception Rank4

Opportunity

Increases the damage dealt when striking from behind with Backstab, Mutilate, Garrote or Ambush.

Requirements. None

Rank	Effect
1	Increase by 4%.
2	Increase by 8%.
3	Increase by 12%.
4	Increase by 16%.
5	Increase by 20%.

Camouflage

Increases your speed while stealth and reduces cooldown

Requirements. 5pts in Subtlety Mastery

Rank	Effect
1	Increase by 3% and reduce by 1s
2	Increase by 6% and reduce by 2s
3	Increase by 9% and reduce by 3s
4	Increase by 12% and reduce by 4s
5	Increase by 15% and reduce by 5s

Sleight of Hand

Increases hate reduced from Feint and decreases chance to be hit with a critical strike

Requirements. 5pts in Subtlety Mastery

Rank	Effect
1	Increase by 10% and reduce by 1%
2	Increase by 20% and reduce by 2%

Improved Sap

Gives you a chance to return to stealth mode after using your Sap ability.

Requirements. 5pts in Subtlety Mastery

Rank	Effect
1	Increase by 50%.
2	Increase by 100%.

Initiative

Gives you a chance to add an additional combo point to your target when using Ambush, Garrote or Cheap Shot.

Requirements. 10pts in Subtlety Mastery

Rank	Effect
1	Increase by 25%.
2	Increase by 50%.
3	Increase by 75%.

Ghostly Strike

A strike that deals 125% weapon damage and increases your chance to dodge by 15% for 7 secs. Awards 1 combo point.

40 Energy, 20 sec cool down, 5 yrd range

Requirements. 10pts in Subtlety Mastery

Improved Ambush

Increases the critical strike chance of your Ambush ability.

Requirements. 10pts in Subtlety Mastery

Rank	Effect
1	Increase by 15%.
2	Increase by 30%.
3	Increase by 45%.

Setup

Gives you a chance to add a combo point to your target after dodging their attack or fully resisting their spell

Requirements. 15pts in Subtlety Mastery

Rank	Effect
1	Increase by 15%.
2	Increase by 30%.
3	Increase by 45%.

Elusiveness

Reduces the cool down of Vanish and Blind.

Requirements. 15pts in Subtlety Mastery

Rank	Effect
1	Reduce by 45 secs.
2	Reduce by 90 secs.

Serated Blades

Ignore targets armor based on your level and increase Rupture damage

Requirements. 15pts in Subtlety Mastery

Rank	Effect
1	Ignore 1.67/lvl and increase by 10%
2	Ignore 3.34/lvl and increase by 20%
3	Ignore 5/lvl and increase by 30%

Preparation

When activated, this ability immediately finishes the cool down on your other Rogue abilities.

10 min cool down

Requirements. 20pts in Subtlety Mastery

Dirty Deeds

Reduces the Energy cost of your Cheap Shot and Garrote abilities

Requirements. 20pts in Subtlety Mastery

Rank	Effect
1	Reduced by 10.
2	Reduced by 20.

Hemorrhage

An instant strike that damages the opponent and causes the target to hemorrhage, increasing any damage dealt to the target by 3. Lasts 30 charges or 15 secs. Awards 1 combo point.

35 Energy, 5 yrd

Requirements. 3pts in Serrated Blade and 20pts in Subtlety Mastery

Rank	Effect
1	3dmg
2	5dmg
3	7dmg

Heightened Senses

Increases your stealth detection and chance to be hit by ranged spells and attacks

Requirements. 20pts in Subtlety Mastery

Rank	Effect
1	Increase and increase by 2%
2	More powerful than rank 1 and increase by 4%

Master of Subtlety

Attacks made while stealthed and for 6s after stealth cause more damage

Requirements. 25pts in Subtlety Mastery

Rank	Effect
1	Increase by 4%
2	Increase by 7%
3	Increase by 10%

Deadliness

Increases your attack power

Requirements. 25pts in Subtlety Mastery

Rank	Effect
1	Increase by 2%
2	Increase by 4%
3	Increase by 6%
4	Increase by 8%
5	Increase by 10%

Enveloping Shadows

Increases your chance to avoid area of attack spells.

Requirements. 30pts in Subtlety Mastery

Rank	Effect
1	Increase by 5%
2	Increase by 10%
3	Increase by 15%

Premeditation

When used, adds 2 combo points to your target. The target must become engaged in combat within 5 sec or the combo points are lost.

10 Energy, 2 min cool down, 5 yrd, Requires Stealth

Requirements: 1pt in Preperation and 30pts in Subtlety Mastery

Cheat Death

Chance to completely avoid an attack that would otherwise kill you

Requirements: 30pts in Subtlety Mastery

Rank	Effect
1	Increase by 10%
2	Increase by 15%
3	Increase by 30%

Sinister Calling

Increase your agility

Requirements: 35pts in Subtlety Mastery, 1pt in Premeditation

Rank	Effect
1	Increase by 3%
2	Increase by 6%
3	Increase by 9%
4	Increase by 12%
5	Increase by 15%

Shadowstep

Attempt to step through the shadows, reappearing behind your target. The damage of the next Ambush, Backstab or Garotte is increased by 20% Lasts 10sec

10 Energy, 20 sec cool down, 20 yrd, Requires Stealth

Requirements: 40pts in Subtlety Mastery

Talent Strategies

With over 65 talents available it can be quite daunting to find the ones that best fit your rogue. The strategies you will use with talents depend largely on the type of rogue you play as. Are you using daggers only? Are you planning on a lot of PvP? Do you use poisons? All these questions and more decide on the utility of talents to your play style. We'll go over the talents once more with more detail to see how they affect the rogue. Some are quite apparent, others less so. I will list my personal rating, out of 5, for each talent.

Assassination Tree

Improved Eviscerate (5/5)

Eviscerate is the 2nd most used skill for a rogue, second only to Sinister Strike. This talent increases the base damage by 15% when maxed. Might not seem like much but when you consider that with this talent and a critical strike, you'll be hitting for over 2000 damage. 15% of 2000 is 300 damage. That's a pretty big chunk.

Remorseless Attacks (2/5)

Guaranteed critical hit after you kill something. This depends obviously if you use daggers or not. If you're in a group, you need to deal the killing blow for this talent to come into effect. Leveling with daggers, this is a great talent. Anything else, you'd best spend your points elsewhere.

Malice (5/5)

5% increase in critical chance? Considering there is no class that attacks as fast as a rogue, this is a great talent. If you have 2 weapons that have a 1.5 second delay (typical daggers) you're swinging 20 times in 8 seconds, at least 1 critical with 5% chance in that sequence. That's only counting auto attack. Fact is, the rogue demands a high critical hit chance with its skill set. This talent is great for such little investment.

Ruthlessness (3/5)

60% chance of getting a free combo point after a finisher. Sounds great, as combo points are really useful. In practice though, it's not all that often where 1 combo point makes the difference in a battle. It does make some battles go faster though and is a great place to spend talent points if you're working to go down this talent tree.

Murder (3/5)

2% increase to overall damage on various target types. All player characters are considered humanoid. The undead type is the only major type not listed but pretty much anything you attack will be humanoid, giant, beast or dragonkin. This talent gets better as you get better. 2% increase gets very noticeable when you start doing 400dps.

Improved Backstab (2/5)

If you use Backstab, this talent is essential. This increases your chance of a critical strike by 30%, so you're looking at 50-60% chance of a critical hit. In groups where you use Backstab, this translates into a ton of damage. If you don't use Backstab, this talent is obviously useless. And really, if you're in this tree and have daggers, you'll be getting Mutilate.

Relentless Strikes (3/5)

25 Energy if you use a 5pt finisher. It's not a whole lot of Energy back but it is practically the cost of an eviscerate. Since the cost is 1 talent point, it makes a good place to put a point to move down the tree. This does make a 5pt Slice and Dice free.

Improved Expose Armor (1/5)

Expose armor loses nearly all use past level 30. The max it will do with this talent is 3075 at level 70. Now to put that into perspective, paladins and warriors will have around 8000-10000 armor. NPCs will have even more. Compared to Kidney Shot where you completely eliminate all chances of you getting hit for 6 seconds it offsets the increased damage you'd get from this talent. Considering it's a skill you won't ever use in a group that has a warrior, it's not worth it.

Lethality (4/5)

Increase opening move critical strike damage by 30%. Very useful since you will be using openers all the time. I personally spam Sinister Strike in battle and the damage I get from this skill is my bread and butter.

Vile Poisons (2/5)

Increases the damage dealt. On paper, this talent sounds really useful. In practice though, it isn't. It's one of those things you only find out by playing. The 15% increase in sporadic damage is not worth the point investment. Well, that is if you use Instant Poison instead of Deadly Poison. If you use both, this talent does gain some merit. The bonus to Envenom is nice but you won't be using that skill as heavily as others.

Improved Poison (4/5)

Increases chance of connecting with all poisons. It doesn't seem like much at first but this talent makes a very big difference in total output. Poisons can account for 10-15% of your total damage in a fight and the more often it hits the better. A great talent and a perfect spot to spend talent points if you wish to move lower in the tree

Improved Kidney Shot (2/5)

More damage when someone is stunned is a good thing. Unfortunately, the targets where this would give the most bosses can't be stunned, making this talent used nearly exclusively in PvP where it's rather low in the tree to acquire. If you are going the Mutilate route, then this is a talent you will be using.

Fleet Footed (1/5)

Movement impairment is very rarely a PvE concern that I'm not quite sure why this is in the Assassination tree. Very little reason to spend points here as there are better places to spend, even if you are PvP minded.

Cold Blood (4/5)

Critical hit on command. This talent is great for PvP and useful in PvE. With preparation and proper control of your rogue, you can hit for over 5K damage in 15 seconds with this talent. Obviously more

useful to do that much damage in PvP where your opponent's hp is lower but even in PvE situations, it's good to have on hand if you want to get a finisher off on a high level creature. If you're at this point in the talent tree you NEED to select this talent. It is not however, the be-all-end-all talent some people make it to be.

Quick Recovery (4/5)

If increased healing effects was the only bonus, this would be a good talent. Saving more energy on missed attacks is just a great addition. 20% gain to healing effects is well worth the investment at this point and only gets better as healers can heal more per cast.

Seal Fate (5/5)

If there was a talent you were aiming for in this tree, this would be it. Considering you'll be hovering near 20-30% chance of a critical strike, you'll be getting combo points like a madman. With the Initiative talent, starting with Cheap Shot and Sinister Strike, you can get 5 combo points in 2 moves. Unleash a 5 point Eviscerate in under 4 seconds. Every 3-4 Sinister Strikes will give you 2 combo points. 3 points for a critical Mutilate. This talent is amazing and only gets better as your critical chance goes up.

Master Poisoner (1/5)

Increased poison resistance is good, especially in certain dungeons. Decreasing the chance of opponents to resist is also good, but this is a really small number. If the overall percentages were higher then this would be a decent place to spend points. There are better options.

Vigor (1/5)

10 extra Energy is not a lot, since it only adds to your available pool at the start of a fight. The only reason to take this talent would be if you're already at this point due to Seal Fate and only have 1 combo point left or you're working towards Mutilate. It is by far the worst 30pt talent.

Deadened Nerves (1/5)

Remember all those times I said you shouldn't be getting hit? Well, this is the talent that goes against that, hence the lower score. In solo work, sure, you'll take some damage but 5 points to save 5% is not worth it. If you're healing every 6-8 fights, you would see a gain after about 100 fights. Onto the next talent.

Find Weakness (4/5)

Now here is a good place to spend points. 10% increased damage on all finishing moves for 10s after a finisher? Similar to the Slice and Dice, you can keep this buff up nearly all the time while in combat. A great addition to your skill set. The only downside is that you need to invest heavily into the tree.

Mutilate (4/5)

One of my favourite skills and probably the safest way to level post 40. The catch is that you need 2 daggers, crippling poison and the target's backside. The combo looks something like Ambush, wait, Gouge, wait, Kidney Shot, Mutilate, Mutilate, Eviscerate. Kidney Shot will activate Find Weakness long enough to get both Mutilates off. In groups this outshines Backstab. 2-3 combo points, more damage and the same energy cost. Of course, for all of this the price is a very large hate generation.

Combat Tree

Improved Gouge (3/5)

Useful in PvP, less so in PvE. A 1.5 second increase is not even enough time for an extra regen of Energy but it is enough to make your opponent panic on their end. Solo wise, it gives you an essentially free combo point as the energy you spend will come back during the stun. Stuns have diminishing returns, so you can't spam it to get a ton of points.

Improved Sinister Strike (5/5)

You can't possibly count the amount of times you will use Sinister Strike over the course of your lifetime. 5 Energy doesn't seem like a lot but using it if you use Sinister Strike 7 times in a fight, that's the cost of an Eviscerate. The biggest bonus though is that it reduces the cost to 40, which is exactly 4 seconds instead of having to wait 6 to regenerate the energy back (since you get 20 per 2 seconds). If you have the hemorrhage talent, do **not** get this talent.

Lightning Reflexes (3/5)

5% increase to dodge is great when you're in solo. That's 4-5 hits per fight minimum. Considering the damage higher-level opponents do, you could be saving 500 damage from that alone, letting you fight longer without healing. This talent plus

Evasion makes you practically unhittable for 15 seconds. Problem is at higher levels; you shouldn't be getting hit at all, making this talent kind of useless at 60. Up until that point though, it's good. Has some use in PvP (Evasion + Blade Furry + Adrenaline Rush is deadly) but you generally don't want to be getting hit.

Improved Slice and Dice (3/5)

If you're in a chainsaw build (see builds below) then this talent is useful. Realistically though, you won't be using Slice and Dice that much through your solo career. In a group, this is probably one of the better finishers. Having it on as much as possible is a 30% increase to auto-attack damage and poison application. It is the cornerstone of a Combat build.

Deflection (2/5)

Same reasoning as with Lightning Reflexes except you can't use it with Evasion. It is used to get Riposte, which is a great solo talent.

Precision (3/5)

5% increased chance of hitting with melee weapons. It's a very good place to spend 5 pts and an extra chance to hit is always a good thing. This pretty much reduces your chance to miss with special attacks against even level opponents.

Endurance (1/5)

Reducing the cooldown of Evasion and Sprint seems like a good thing. Problem is that combat builds don't do well in PvP where those 2 skills shine so you won't ever get here to spend the points.

Riposte (3/5)

When this works it's great. Makes fighting humanoids incredibly easy since a loss of a weapon cuts their damage practically in half. This works great against melees in PvP but you really don't want to be taking too much damage from them in the first place. In solo PvE you can find more use from this talent. Part of the combat tree goes against stuns and simply absorbs the damage. In group PvE, you won't be taking damage so not much point in investing then.

Improved Sprint (1/5)

Breaks snare/root with 2 points. There are trinket/items that do this and don't require 2 talent points. Next.

Improved Kick (2/5)

Only useful if you put 2 points into it and then just barely. Considering that you're only looking at a 2 second silence it really is only useful in PvP. PvE casters tend to stick to 1-2 spells and kicking them once is enough to stop them from casting again for at least 5 seconds. PvP however, it's great against mages that use a ton of spells. It can really mess up a player's tempo.

Dagger Specialization (4/5)

Hello +critical chance. The best "specialization" talent there is, bar none simply because it affects ALL rogue skills. Great. I give this a 4 simply because you need to have daggers to get any use from it.

Dual Wield Specialization (5/5)

50% increase on paper actually turns into 25% increase in off-hand damage. By the time you get this talent you're probably hitting for 40 dmg with the off-hand. You're up to 60 damage with this talent. It does increase your DPS a fair amount and offsets the miss penalty of Dual Wield. This is one of the better talents in the Combat tree.

Mace Specialization (3/5)

Great for PvP. So-so for PvE. Maces tend to have lower damage than swords, which makes Sinister Strike less powerful, not a good thing. Stuns in PvE are rare and therefore you can't plan for it. Sure, it's great when it happens but it will surprise you as much as it will surprise your target. You don't want the fight to last longer with less damage and stuns. You want more damage. Again though, it has its uses in PvP. It is nice that it includes a bonus to weapon skill, which makes a difference for raiders.

Blade Furry (4/5)

20% increase in attack speed is nice for only 20 Energy. Hitting an extra opponent, less so. In solo play, you're only going 1 on 1 anyways. In group play, if you're attacking multiple targets at once, you're getting extra hate generated, which is not a good thing. AE attacks in WoW should only be used on command, not last 15 seconds. That being said, if you know when to use this skill, it is a tremendous boon to your damage output.

Sword Specialization (3/5)

If you're at this point in the talent tree and you use swords, pick this one up. One of the more useful talents in the Combat tree since it's effectively increasing your auto attack damage by 5%. If you're dual swords you'll notice this even more. Useless talent if you don't use swords however.

Fist Weapon Specialization (3/5)

For the longest time, Fist Weapons were tremendously underpowered and rare. Since the BC expansion pack came out, many more Fist Weapons are available and they are high top end damage, making for great Sinister Strike weapons. Consider that this talent works just like Dagger Specialization but you can't use Ambush or Backstab.

Blade Twisting (1/5)

This dazes the opponent, decreasing their movement speed by 50% for 8s. Now, you are a melee class, there is next to no advantage of dazing your opponent as you need to be next to them to attack in the first place. In PvE, only useful for runners, but that's what Crippling Poison is for.

Weapon Expertise (1/5)

If you don't raid things that are 2+ levels above you, there's not much point getting this talent. However, if you raid at all, then it's an ok addition. Since Glancing Blows are no longer reduced with +Weapon Skill, the only bonus is the 0.1% increase to critical chance. Trying to find a really good reason to invest here since the expansion.

Aggression (3/5)

6% increase in base damage is nice. Might not seem like much, but when you consider you're using the skill nearly all the time it makes a big difference in a fight. Throw in a critical hit and the 6% become very noticeable.

Vitality (1/5)

More Stamina is good. More Agility is good. Consider that even at 500 base Sta/Agi you're only gaining 200hp and about 1.5% crit. On to the next talent.

Adrenaline Rush (5/5)

This talent makes it so that you have difficulty spending the energy you have. For 15 seconds, you double your special skill output. Blade Furry + AR means I can take on a level 60 elite without breaking a sweat.

Nerves of Steel (1/5)

On the surface, this appears to be a great talent and anytime you're not stunned or feared is good. First, this only really applied to instant cast spells, as Cloak of Shadows will fear every minute. Orcs have an innate skill that is 2.5x better than this in regards to stun and even then breaks a stunlock rogue every 3 fights. I would like this talent more if it was higher up in the tree or if the bonus was higher. As it stands, 10% just isn't worth the investment.

Combat Potency (3/5)

Finally, a deep talent worth investing in. This is the reason you should have Slice and Dice up as much as possible. With a fast off-hand (which you should always look for), you can get nearly 1 attack a second. Every 5-7 seconds, you get 15 energy, which is a sort of 30% boost to your regular energy generation. Even if you don't think it's great, it's a lot better than some of the other choices at this depth.

Surprise Attacks (2/5)

You can't miss finishing moves. That's good, though you only every had a 5% chance to miss in the first place, against an even level target. The precision talent got rid of most of that worry for you long ago. 10% bonus to Sinitier Strike, Backstab Shiv and

Gouge is nice though. It's a ok investment but the cost to go this deep in the Combat tree seems steep when you look at what you get.

Subtlety Tree

Master of Deception (5/5)

Not taking this skill is a mistake. Gaining 3 levels of Stealth makes life SO much easier there's no way to describe it until you try it out. This talent is almost overpowered considering where it is in the talent tree. Rogues live with Stealth. Having a better version just makes sense.

Opportunity (4/5)

20% increase in damage is great since it works on all damage attacks from behind. If you don't use daggers, the talent is useless though. With daggers, you're looking at a VERY large increase in damage, especially if you're opening with Ambush. Proper talent management means you can be hitting for well over 2000 with a critical strike from Ambush.

Camouflage (2/5)

Moving faster in Stealth is nice in PvP. Moving faster in PvE means you have Improved Sap and need to move to another target asap. A very situational talent and you

can do without it. It does have its uses when you want to run through a zone in stealth, such as Scarlet Monastery. You can get this from an enchant on boots however.

Sleight of Hand (3/5)

Increased the amount of hate reduced with Feint is essential for any raid. It's a very good place to spend talent points if you're going down this tree.

Initiative (4/5)

75% chance of an extra combo point on a Stealth opening move. Might not seem like much but in PvP where combo point generation is key, this is an amazing talent. Thankfully it's quite high in the talent tree and should be a talent you select if you want to maximize combo point generation. Less of a use in group PvE where you don't get the chance to use openers all that often.

Improved Sap (4/5)

If you don't have it, you can be making your grouping life more complicated. It has a few uses in solo play as you can get a good opener off but it's in group play that this talent shines. Rogues sometimes get invites based solely on this talent due to its ability to stun creatures and save you some damage. With instance caps limiting the amount of players, tactics become even more important.

Combined with a mage's polymorph, this can very easily make some instances near trivial. If you do 5man runs, get it. If you don't, ignore it.

Ghostly Strike (2/5)

You can basically have 15% dodge on command. It's quite a large gain and if you have this talent, you should be using it all the time when solo. That being said, it's not a skill you need to have, since it's useless PvE past level 60 and has very little use in PvP since the Energy can be better spend elsewhere.

Improved Ambush (3/5)

Ambush is a very situational skill and as such any talent that only affect Ambush is a risky one. Sure, 45% chance of critical strike is nice to have but you can only use Ambush once every 30-40 seconds anyhow. All of that considered, combined with Remorseless Attacks, you're looking at a 100% chance to crit when grinding.

Setup (2/5)

This talent loses nearly all use at level 60 since you should not bet getting hit. It's a decent filler to get farther down the tree though.

Elusiveness (4/5)

25% less cool down is nice. Personally, I use Evasion whenever my opener misses. Obviously, the shorter the wait between uses, the better. Faster Blind and Vanish is great too as they are essential tools for PvP, hence the above average score. The downside is that it is further down in the Subtlety tree than most would like.

Serrated Blades (3/5)

Ignoring 300 armor per strike is decent enough. On a 5000AC mob, you gain 3% dmg. You get less and less as the armor goes up, well under 1% at 1000AC. However, you have to get it to get hemorrhage.

Heightened Senses (2/5)

Increases your stealth detection radius, which only affects other rogues and feral druids. The bonus to not getting hit is negligible. This talent will save you a few times but I don't feel that this is a solid point investment over the long term.

Preparation (5/5)

Near essential tool for PvP as it can allow you to perform exceptional combos. Limited uses in PvE since the refresh on skills just isn't necessary. Think about it this way, with this talent, you can use Vanish, Evasion, Cold Blood and Blind twice in one fight. If you're going PvP you need this talent.

Dirty Deeds (4/5)

Only useful with 2 points invested but dang, it is useful. In PvP this really shines, as you're strapped for Energy and you will more than likely open with Cheap Shot. In group PvE it's less apparent than while in solo PvE. An extra 20 Energy saves you 2 seconds of waiting for Energy. It makes you a faster killer.

Hemorrhage (4/5)

When you buy the accompanying skills, this talent becomes very nice indeed. In a group, you're looking at least 210 more base damage in 30 seconds or less. In a group, 30 physical hits will happen in about 8 seconds. In a raid, 30 hits happen in about 1 second. Solo, you can get 30 physical hits in about 15 seconds. Might not seem like much, but if you look at it as if you had a +7 enchantment to your weapon and the difference that

makes, you can really see the benefit of this talent. This is not a very efficient PvE talent and should be used for energy management in PvP.

Master of Subtlety (4/5)

Attacks breaking stealth and for 6s after cause 10% more damage. This is very similar to the Find Weakness talent but affects all damage you do. Really shines in PvP where you can 2-shot a cloth class with the damage bonus.

Deadliness (4/5)

As you get more powerful this has a larger and large effect on your damage output. Gaining 75AP on 750 is nice, gaining 200 on 2000 is a lot better. It's just so darn deep in the tree!

Enveloping Shadows (1/5)

Area of effect spells shouldn't be a concern to you. That's what Cloak of Shadows is for, especially considering the low % this talent gives. In PvP I am more concerned with the direct damage I'm taking. In group PvE, it can have some uses but the gain is too small to have a truly noticeable effect.

Premeditation (2/5)

Adds 2 combo points and doesn't break stealth. Sounds good, but you have to be in melee range and has such a long timer. Also only have 5 seconds to attack or you lose the points. Not really an issue since you're so close but it does mean you have to time things properly. This talent is designed for PvP.

between winning and losing. Add to it the 20% gain to Ambush and Garotte (don't bother with Backstab), you're sitting pretty in both PvE and PvP. A very solid "last" talent.

Cheat Death (1/5)

When I first saw this talent, I thought "Wow, this is the true way to get out dying!" I tried it out and realized that when I'm about to die, saving 1 attack is not going to make a difference. Sure, the odd time it might save you because of a poorly timed heal but on the whole, there's really no real gain from this.

Sinister Calling (3/5)

The only downside is the depth of this talent. 15% more Agility is 75 more at 500base. That's an increase to critical, dodge and attack power. All things you want to invest in.

Shadowstep (4/5)

In PvE, you generally have time to manoeuvre around your target. In PvP, positioning is key and the extra quick move behind the target can mean the difference

Talent Build Overview

Now that we've gone over every single skill and talent available to the rogue, it's time to select which talents will best fit your style. This part depends largely on your play style and weapon choice. If by chance, you don't want to keep a talent build, you can always visit a rogue trainer and start your talent choices over again for a certain cost, as listed earlier in the guide. There are plenty of good talent tools out on the web that allow you to try out different layouts. A good rule of thumb is that if you select a talent, max out that talent. Partial points in multiple talents makes you a jack-of-all-trades, master of none.

Again, none of this is set in stone. If at any time you want to try something else or you don't think the talent selection you have already is fitting your playstyle, visit a Rogue trainer to start your talent selection over.

Standard PvP Build

Assassination Talents (24 points)

- Improved Eviscerate – 3/3 points
- Malice – 5/5 points
- Ruthlessness – 3/3 points
- Relentless Strikes – 1/1 point
- Lethality – 5/5 points
- Improved Poison – 3/5 point
- Cold Blood – 1/1 point
- Improved Kidney Shot (3/3)

Combat Talents (3 points)

- Improved Gouge – 3/3 points

Subtlety Talents (34 points)

- Master of Deception – 5/5 points
- Improved Sap – 2/2 points
- Camouflage – 5/5 points
- Initiative – 3/3 points
- Setup – 1/3 points
- Elusiveness – 2/2 points
- Serrated Blade – 3/3 points
- Preparation – 1/1 point
- Hemorrhage – 1/1 point
- Master of Subtlety – 3/3 points
- Deadliness – 5/5 points
- Premeditation – 1/1 points

PvP: Great, PvE: Average, Raid: Low

This build will allow you to easily manage in PvP battles with either swords or maces. You'll be managing Energy use and is the best option for stun-locking and surviving PvP. Its benefits are mainly the use of Cold Blood on stun combos and the ability to recycle your abilities with Preparation. Master of Subtlety and Improved Kindey Shot have a semi-passive damage boost to attacks.

You're looking at some interesting combo options here. The standard stun-lock combo looks like this (see Section 2.4 for what the abbreviations mean).

CS, SS, Gouge, CB, Evis, Blind, Vanish, CS, SS, Gouge, CB, Evis, Blind, Vanish, CS, SS, Gouge, Evis.

That's 2 critical strikes guaranteed from the Eviscerates, more than likely, both will be 5pts each, giving you a possible 5000 dmg from both. It will be less on high armor opponents and you might run into energy issues. Thistle Tea can help with that. You will also require a good amount of Fadeleaf for the Blind Poisons. This combo takes a lot of practice to master as the timing of the stuns is important but if you're able to pull it off, odds are, your target is dead before you're done.

PvP Dagger Build (PvP)

Assassination Talents (34 points)

- Improved Eviscerate – 3/3 points
- Malice – 5/5 points
- Ruthlessness – 3/3 points
- Murder – 2/2 points
- Improved Backstab – 3/3 points
- Relentless Strikes – 1/1 point
- Lethality – 5/5 points
- Improved Poison – 3/5 point
- Cold Blood – 1/1 point
- Improved Kidney Shot – 3/3 points
- Seal Fate – 5/5 points

Combat Talents (5 points)

- Improved Gouge – 3/3 points
- Improved Sinister Strike – 2/2 points
-

Subtlety Talents (26 points)

- Master of Deception – 5/5 points
- Opportunity – 5/5 points
-
- Initiative – 3/3 points
- Improved Ambush – 3/3 points
- Elusiveness – 2/2 points
- Serrated Blade – 3/3 points
-
- Preparation – 1/1 point

PvP: Great, PvE: Low (solo) Average (group), Raid: Low

Now this is what I refer to as a 2 shot build. You're trying to get Ambush to hover near 75% crit chance and Backstab near 60%. With Serrated Blades on a cloth user, this is near guaranteed death. Throw in a Cold Blood Evis for good measure. Reducing the cooldown of the most used PvP skills, Blind and Vanish is great. Preparation just puts the icing on the cake giving you the ability to unleash a very large amount of damage in next to no time. And really, if you need to, you can take down a plate wearer with the following combo, though it requires exceptional timing to pull off and some luck to regen the energy for Evis to go off.

With Seal Fate, you're looking at 5 combo points per Ambush/Backstab combo with a good critical rate. Without Seal Fate, the best you could get is 3.

Ambush → Backstab → Cold Blood → Eviscerate → Blind → Vanish → Preparation → Ambush → Backstab → Cold Blood → Eviscerate → Blind → Vanish → Ambush → Backstab → Eviscerate

Mutilate (PvE)

Assassination Talents (41 points)

- Improved Eviscerate – 3/3 points
- Remorseless Attacks – 2/2 points
- Malice – 5/5 points
- Murder – 2/2 points
- Relentless Strikes – 1/1 point
- Improved Slice and Dice – 3/3 points
- Lethality – 5/5 points
- Improved Poison – 5/5 points
- Cold Blood – 1/1 point
- Improved Kidney Shot – 3/3 points
- Quick Recovery – 2/2 points
- Seal Fate – 5/5 points
- Vigor – 1/1 point
- Find Weakness – 5/5 points
- Mutilate – 1/1 point

Combat Talents (5 points)

- Improved Gouge – 3/3 points
- Improved Sinister Strike – 2/2 points
- Note: if you don't plan on solo work, you can forgo these points and invest in Vile Poisons instead.

Subtlety Talents (15 points)

- Master of Deception – 5/5 points
- Opportunity – 5/5 points
- Improved Sap – 2/2 points

PvP: Low, PvE: Great, Raid: Great

This is the build that shows big numbers but is very costly in energy and requires Crippling Poison (solo) or Deadly Poison(group) on your target. The goal is to get 2 daggers with high top end damage. Whispering Blade of Slaying is a good example with 164dmg at max. Timeslicer with 121dmg at max is not. This is a good build for grinding the levels but you need to time your stuns properly. In a group setting you will shoot out huge spikes of damage, and then slow down while your energy regenerates, so you need to have a good handle on your Hate generation. I select Improved Sap over Initiative because you're getting your combo points from Mutilate already and if you plan on doing any grouping at 70, Improved Sap will serve you much better. The standard combo while solo is

Ambush→Wait→Gouge→Wait→Kidney Shot (need 3 combo points here)→Mutilate→Mutilate→Cold Blood→Eviscerate

In a group, I generally use Ambush→Feint→Mutilate→Mutilate→Cold Blood + Eviscerate. Ambush and then Mutilate at the start of a fight, even with 2 Sunderers on the target will get you on top of the Hate list, use Feint.

At level 70, you will open with over 2000 damage as Relentless + Improved Ambush = 100% crit rate. Mutilate should crit from time to time and receives a bonus from Improved Kidney Shot (9%) and Find Weakness (10%). Cold Blood + Eviscerate is over 2500 damage. And the whole time, you're getting hit for about 2-4 seconds, waiting for Energy to come back. Once you get in the groove with this combo, you're going to find it difficult to try something else.

Combat Daggers (PvE)

Assassination Talents (15 points)

- Malice – 5/5 points
- Improved Backstab – 3/3 points
- Murder – 2/2 points
- Lethality – 5/5 points

Combat Talents (41 points)

- Improved Gouge – 2/2 points
- Improved Sinister Strike – 2/2 points
- Lightning Reflexes – 5/5 points
- Improved Slice and Dice – 3/3 points
- Precision – 5/5 points
- Dual Wield Specialization – 5/5 points
- Sword/Fist Specialization – 5/5 points
- Blade Furry – 1/1 point
- Weapon Expertise – 2/2 points
- Aggression – 3/3 points
- Adrenaline Rush – 1/1 point
- Combat Potency – 3/3 points
- Surprise Attacks – 1/1 point

Subtlety Talents (5 points)

- Opportunity – 5/5 points

PvP: Average, PvE: Low (solo), Great (group), Raid: Great

Daggers benefit the most from talents as do their associated skills. Backstab is already more efficient than Sinister Strike and adding these talents makes it even more so. Throw in some haste with Slice and Dice and Blade Furry, well, you're a wrecking ball waiting to happen. This is by far the most damaging talent build for raiding.

Looking at the talent selection however, you'll notice that the standard Improved Eviscerate, Relentless Strikes and Murder aren't selected. Since Backstab is the bread and butter of this build, you want to pump it up as much as possible. Opportunity and Surprise Attacks give a +30% bonus to damage and Lethality gives a +30% bonus to criticals, which should be at least half the time with Improved Backstab. Quick math on that: your Backstab deals on average 720dmg with a 20% critical rate and no talents. With this build, you will average 1290dmg, which is nearly double from before.

The downside is that you can't effectively solo with this build as backstab is difficult to use over a long term fight. It has some uses in PvP but after the initial attack burst, you have to go toe-to-toe and hope to win.

Combat Sword/Fist(PvE)

Assassination Talents (20 points)

- Improved Eviscerate – 3/3 points
- Remorseless Attacks – 1/2 points
- Malice – 5/5 points
- Ruthlessness – 3/3 points
- Murder – 2/2 points
- Relentless Strikes – 1/1 point
-
- Lethality – 5/5 points
-

Combat Talents (41 points)

- Improved Gouge – 2/2 points
- Improved Sinister Strike – 2/2 points
- Lightning Reflexes – 5/5 points
- Improved Slice and Dice – 3/3 points
-
- Precision – 5/5 points
- Dual Wield Specialization – 5/5 points
- Sword/Fist Specialization – 5/5 points
- Blade Furry – 1/1 point
- Weapon Expertise – 2/2 points
- Aggression – 3/3 points
- Adrenaline Rush – 1/1 point
- Combat Potency – 3/3 points
- Surprise Attacks – 1/1 point

PvP: Low PvE: Good, Raid: Great

Similar to the Combat Daggers build, it is difficult to find proper point placement to get down to Surprise Attacks. However, since you use Sinister Strike a lot more than Backstab the bonus is worth a lot more. You want your main hand to have as high a damage max as possible, to get the most out of Sinister Strike. It doesn't work well in PvP because you're not able to stun as well as other builds, meaning you're going to take damage while dishing it out.

In a group or a raid, you want Slice and Dice up all the time. This will cause Combat Potency to proc more often, generating more Energy for the next Slice and Dice. The core damage output from combat builds is auto-attack damage. The faster you attack, the more damage you do. A combo would be similar to:

Cheap Shot → Slice and Dice→ SS until 5 points→Eviscerate→SS→ Slice and Dice→ repeat

Many rogues use this build as the weapons tend to be easier to find than daggers.

Combat Maces(PvE)

Assassination Talents (20 points)

- Improved Eviscerate – 3/3 points
- Remorseless Attacks – 1/2 points
- Malice – 5/5 points
- Ruthlessness – 3/3 points
- Murder – 2/2 points
- Relentless Strikes – 1/1 point
- Lethality – 5/5 points

Combat Talents (32 points)

- Improved Sinister Strike – 2/2 points
- Lightning Reflexes – 5/5 points
- Improved Slice and Dice – 3/3 points
-
- Precision – 5/5 points
- Dual Wield Specialization – 5/5 points
- Mace Specialization – 5/5 points
- Blade Furry – 1/1 point
- Aggression – 3/3 points
- Vitality – 2/2 points
- Adrenaline Rush – 1/1 point
- Combat Potency – 5/5 points
- Surprise Attacks – 1/1 point

Pretty much the same as Combat Swords but you fill in Vitality from not spending on Weapon Expertise. Maces are the most damaging weapons in the game for Sinister Strike attacks, which this build takes great advantage of.

PvP: Good, PvE: Good, Raid: Great

ITEMS

Being a melee character, a rogue is heavily dependant on items for maximum effectiveness. If you're naked (not that you should be) you can't use any offensive skill, so you're pretty much stuck to auto attack with your fists. A mage could get by, but melees are toast. Obviously the most important item you will have is your weapon. Through your life as a solo rogue you will be taking damage but in groups you shouldn't be. So armor, even though important, is second to weapons.

That being said, World of Warcraft is a game where rogue useable weapons are few and far between. Quite honestly, it has been my experience to find 2-handed weapons in abundance and rarely a sword. Daggers are practically unheard of unless it's from a quest or specific creature kills. Fist weapons are even rarer. I will first go over the details of weapon selection, as it is the most defining characteristic of a rogue.

Daggers Vs. Other Weapon Types

The first and most important thing to consider when selecting your weapon is that Ambush, Backstab and Mutilate are only available if you have a dagger in the main hand (Mutilate requires 2 daggers). If you don't have a dagger in the main hand, those skills become unusable. I will list the pros and cons of weapons below.

Type	Pros	Cons
Dagger	Very fast attack speed Highest hit chance Access to all rogue skills	Lowest per strike damage
Sword	Talent gives multiple strikes Very easy to acquire powerful weapons	Can't use Ambush/Backstab Medium attack speed
Mace	Chance to stun Highest per hit damage	Can't use Ambush/Backstab Slow attack speed
Fist	Comparable to Maces and Swords, talent adds critical chance	Can't use Ambush/Backstab Uncommon

It's easy to see that daggers are the best choice for consistent damage since they attack more often. Swords and maces attack at a slower rate and hit less often, making damage more sporadic. So why do people opt away from daggers then? Sinister Strike is why. This skill has its own timer, so weapon speed means nothing while weapon damage means everything. For example, let's say you have a dagger that hits for 120 damage every 1.5 secs and a sword that hits for 250 damage every 3 secs. They both have the same DPS so in a perfect world, just counting auto-attack damage, they should be the same. Factor in Sinister Strike (at max, it does +98 weapon damage) and you're looking at 218 damage with the dagger and 348 damage with the sword. Nearly a 40% difference in damage and that's just considering base damage, not the bonus you get from attack power, enchantments and critical hits. All of this is completely independent of weapon speed. Backstab, Mutilate and Ambush are the reasons you would use Daggers. Ambush can only be used once a fight and once you're 70 and do the high level content, you'll find you're using Ambush about once every 3-5 minutes. You cannot use Backstab or Mutilate when fighting alone with any degree of ease as you need to be behind your target. In a PvP battle, you won't often get a chance to use

either of these skills. Some of the high level content doesn't allow you to position yourself behind the targets. The simplest reason however is that in the majority of the combat situations, you will be using Sinister Strike a lot more than Ambush or Backstab and you should focus on making that skill do as much damage as possible. You can compare the numbers, if you wish, with the formulas in Section 2.1.2.

All that being said in favor of swords/maces/fists, it's important to remember that daggers are faster and give access to Ambush/Backstab/Mutilate. That means that daggers, in general, will apply poison twice as often as swords will (based solely on auto-attack), which increases your DPS by at least 10% when you initially reach 70. Backstab and Mutilate are amazing tools in groups as you will generally have the target's backside available to you. If you've opted to get Mutilate, then you would need to consider aggro a bit more but the skill truly shines when in a group.

Another factor to consider is that swords and maces are a lot more common than daggers. You will still find daggers but more so in instances and quests. I highly suggest

you try both fighting styles out to see which you like more. Just know that damage-wise against "normal" creatures, swords are the most powerful.

If you were to categorize the weapons based on your playstyle, I would say swords/maces/fists work best for PvP. Daggers work well in a group PvE setting. Swords/Maces/Fists work well with a Combat build for PvE raid instances.

What To Look For And Where

This section is designed to help you look for items throughout your career as a rogue. Obviously, WoW changes all the time and the items are highly subject to change. Though this is a general guide to what you might want to pick up, check out item sites such as www.thottbot.com and wow.allakhazam.com and search for an item that you're looking for and the general area it's found.

I should also point out www.shadowpanther.net as a great resource for optimizing what items you should gear up with. It has a built in AEP listing and gives a good idea of what's available to you.

As stated in the beginning of this guide, you need to know what stats to look for. You will want a balanced of agility and stamina near the 60/40 ratio. If you find you're taking too much damage, then perhaps increase your stamina ratio. As for deciding if you want to sacrifice a stat for an effect, remember that at level 70, 1% increase chance of a critical hit is equal to about 40 agility. Agility also affects dodge, parry, your avoid rate and armor value. There are sets out there where you can collect tons of +% for a critical hit but you are sacrificing elsewhere. I will list such special items below.

Agility also affects Dodge chance and armor values. 1 Agility is equal to 2.5 Armor. 20 Agility is equal to 1% Dodge at level 70.

Basic understanding of weapons in WoW is important. Items with gray names are sub-standard and should only be picked up to be sold. Items with white names are regular items and should only be used from level 20 and below. They do not appear as loot, or at least I have not experienced it. Items with green names are considered rare and will be what you will be equipping from levels 20-60, the bare minimum will be fully equipped in rare items. These items drop

from any type of creature, though more often from humanoids. Items with blue names are considered unique and are very uncommon as drops from regular creatures. Unique items are extremely rare on regular opponents and you will really only start to find them in instances against elite opponents or in high level quests. Items with purple names are epic items and you will perhaps find 1 by the time you reach level 60. They only drop from the most difficult creatures in WoW. Items colored red or orange are considered legendary and artifact and to this point in the game, only a scarce amount have appeared.

Similar to Diablo II, there are also item sets. If you collect the whole set, you will get added benefits. Make no effort to collect the sets until you're in your 50s as you will outgrow all of your gear until that point. That being said, there are item sets for each class in the highest instances and making an effort to collect these is a good idea. As a rogue, you're looking for Shadowcraft armor initially.

Also making an appearance from Diablo II are socketed items. These currently only seem to appear from level 60 on and have various colored gems that can be used. Red, Yellow or Blue are the main colors. You will

find Purple, Green and Orange gems however, that will meet their basic counterparts. For example, Purple works as Blue or Red. Additionally, there are Meta gems, which require a combination of colored gems to activate their bonus. These are colorless and generally appear in headgear. There are currently very few of these gems available however. A list of noticeable rogue gems follows.

- Red - Bright Living Ruby +16AP
- Yellow - Smooth Dawnstone +8Crit, Rigid Dawnstone +8Hit
- Blue - Solid Star of Elune +12STA
- Orange - Enscribed Fire Opal +5STR/+5Crit, Glinting Fire Opal +5AGI/+4Hit, Deadly Fire Opal +8AP/+5Crit
- Green - Jagged Talasite +4Crit/+6STA
- Purple - Shifting Nightseye +4AGI/+6STA, Brutal Tanzanite +10AP/+6STA, Pulsing Amethyst +10AP/+6STA
- META - Swift Skyfire Diamond +24AP/Minor Speed (2Y,1R), Swift Windfire Diamond +20AP/Minor Speed(2Y,1R), Brutal Earthstorm Diamond +3MeleeDMG/StunProc(5R,5Y,5B)

Items listed below are in a short format. Weapons are listed with the name followed by (damage / speed in seconds). Nearly all these items are Bind on Pickup so you need to be there to loot it.

It's common to see Rogues at 70 with over 400 Agility and 350 Stamina. That in turns equates to 10% critical chance, 20% dodge chance, 800AC boost and 3500 hit point boost. That's a fair chunk. At 70, you should be aiming to get 7000HP above all else, then get to 1200Atk. From that point, you're going to be very difficult to kill and be dealing out a large amount of damage. Remember that enchants can help greatly with improving your stats as explained later on.

A final note, when hunting for items to drop from humanoids, is to focus on trolls. They seem to have the highest chance to drop leather and agility items, at least from my experience. If you are hunting in an instance, they take 15 minutes after you exit to reset. To make this go faster, when in an instance, get a friend to invite you. Leave the instance and then leave the group. This should reset the instance. Do not leave the group while in the instance as you will get bugged.

Levels 1 to 20

It really doesn't matter what gear you use at this point. I do suggest doing the rogue quest at level 10 for the Blade of Cunning though as it's easy for all races to do. You'll more than likely be replacing it in a day or 2. You'll start collecting the odd green item, but it'll mostly be white gear.

Levels 20-30

Dagger

- Blackfang (17-35/1.5) – This is a random drop and easy to pick up in the Auction House for cheap. You might even have it drop for you.
- Prison Shank (21-39/1.8) – Drops in the Stockades instance off Bruegal. The instance is good for levels 25-30. BoP
- Meteor Shard (23-43/1.8) – Drops in Shadowfang Keep off Arugal. Easier for Horde to find. BoP

Sword

Oddly enough, for this level gap, there are no good swords that are easily acquirable from a specific creature. Just visit the AH and kill humanoids.

Leather

Not much here either from specific creatures. Find a tailor and get some Dark Leather items. Again, hunting humanoids works well.

Levels 30-40

Dagger

- Toxic Revenger (27-51/1.9) – Viscious Fallout (30+) in Gnomeregan. You can solo this guy pretty easy at level 35. Just run in with stealth, drop from the first floor to the ooze floor and find him. Reset the instance until you get it. Best bet is to pair with another Rogue and get one each.
- Tigerbane (27-51/1.9) – Random drop in Scarlet Monastery.
- Black Menace (31-58/1.5) – Complete the Scarlet Monastery quest In the Name of the Light.

Sword

- Black Knight (26-49/1.9) – Basil Thredd in Stockades. You're not likely to solo this guy in your 30s due to the amount of people around him.

- Electrocutioner Leg (26-49/1.7) – Electrocutioner 6000 drops this in Gnomeregan. This is a good instance to do and killing this boss should be part of it. If you don't get it, don't worry though.
- Sword of Serenity (46-86/2.2) – Complete the Scarlet Monastery quest In the Name of the Light.

Leather

- Dusky leather set. Get a tailor to make these for you, they carry a nice agility bonus and can last you through the 30s until Nightscape items
- Triprunner Dungarees – Get for completing the quest to kill Thermaplugg in Gnomeregan. These will last you a long time. BoP
- Best bet though, is to do multiple runs of Scarlet Monastery. This is by far the best place to get gear for the 30s and low 40s

Levels 40-50

Dagger

- Coldrage Dagger (31-58/1.5) – Drops off Amnennar the Coldbringer in Razorfen Downs. I suggest getting the quest Bring the Light from the cathedral in Stormwind as it rewards a decent sword listed below
- Gahz'rilla Fang (35-66/1.8) – Drops off Gahz'rilla in Zul'Farrak.
- Satyr's Lash (39-74/1.7) – Drops Lord Vyletongue in Mauradon. One of the better daggers you'll find for a while.

Sword

- Phantom Blade (59-111/2.6) – Get a Weapon specialized blacksmith to make this for you.
- Thrash Blade (66-124/2.7) – Complete the Corruption of Earth and Seed quest in Desolace, which requires a trip to Mauradon.

Leather

(I'll list the important stats since you'll be using some for a while)

- Albino Crocscale Boots (AC: 105, Agi: 20, Sta: 5) – Drops off Rotgrip in Mauradon

- Fleshhide Shoulders (AC: 95, Agi: 6, Sta: 15, Str: 5) – Drops in Razorfen Downs off Glutton, who is only 40+
- Fungus Shroud Armor (chest AC: 148, Agi: 25, Sta: 10) – Meshlok the Harvester in Mauradon. The best tunic for a while.
- Sandstalker Ankleguards (feet AC: 95, Agi: 17, Str: 6) – Drops off Zerillis in Zul'Farrak.
- Get a leatherworker to create a Helm of Fire (AC: 118, Agi: 17, Sta: 10). Awesome helm.
- Get the same leatherworker to create the Gauntlets of the Sea (AC: 85, Agi: 7 heal for 300-500 – 30mins)

Levels 50-60

Pre BC expansion, level 60 items were all about running instances. You can still do this if you want but I highly suggest you treat this section as you did 40-50. Once you hit level 58 or so, the first quests available in the Outlands will make any 5 man item (and some 40 man items to be honest) look like a twig. Though I generally don't advise spending a large amount of time buying things from the Auction House from 57 on up, it's a good idea to completely refit yourself.

Dagger

- Hunt Black Rock Depths(BRD) or Black Rock Spire (BRS). If you don't have Satyr's Lash, get it now, as it really is the best dagger until you find something in BRD.
- Scholomance has a Demon Blade (46-87/1.8) that adds to agility that you might want to swap in
- The Keris of Zul'Serak that drops in LBRS is a very nice dagger for a long time.
- Felstriker drops off of Rend in UBRS, though it's a rare drop. When it procs for 3 seconds of crits, be mindful that you will most likely draw aggro.
- Bonescrapper drops from the Baron on the live side of Stratholme. You'll be running this zone almost as frequently as UBRS as it can be done in less than 1 hour.

Sword

- Again, BRD/BRS for a new sword as the Thrash Blade is still really good.
- Strathholme has a chance of dropping the Assassination Blade (71-132/2.7), which is pretty good. Increases crit chance by 1%.

- Farming the Rend event in UBRS can give the Dal Rend's Set, which is a good set of swords

Mace

- Buy a Mass of McGowan from the AH. It's a very good weapon for a long time.

Leather

- Try searching for the Cadaverous leather set(chest, belt,gloves,legs,feet), which drops through Scholomance
- Other than the set above, you really should just check the Auction House for gear and hunt humanoids in Winterspring/Eastern Plaguelands

Levels 60-70

Tiered Rogue Armor Sets

You're not going to find this in a week. It requires a lot of work to complete and get all the items listed. There are 4 set combinations, Dungeon (acquired in 5 man instances), Raid (10+ man instances), Faction (Get Revered or Exalted) and PvP (Get a lot of Honor Points).

I would suggest you aim for a single set combo. Sure, it's nice to mix and match but when you complete a set, you gain some nice bonuses.

Dungeon Tier

Notes: Nearly all of Tier 1 and 2 can be replaced at 60 from items in the Auction House. Tier 3a is statistically better than 3b and is miles easier to acquire.

Shadowcraft Armor set (8 pieces) Tier 1

- Tunic (General Drakkisath - BRS); 58 AC: 176, Agi: 26, Sta: 13
- Pants (Baron Rivendare - Strathholme) ; 56 AC: 150, Agi: 25, Str: 12, Sta: 12
- Shoulders (Cannon Master Willey - Strathholme); 55 AC: 127, Agi: 22, Sta: 9
- Head (Darkmaster Gandling - Scholomance); 57 AC: 141, Agi: 20, Str: 13, Sta: 18
- Gloves (Shadow Hunter Vosh'gajin - BRS); 54 AC: 105, Agi: 14, Str: 9, Sta: 9
- Boots (Rattlegore - Scholomance); 54 AC: 115, Agi: 21, Sta: 9
- Bracers (Smolderthorn Shadow Hunter - BRS); 52 AC: 71 Agi: 15, Sta: 7
- Belt (Blackhand Assassin - BRS); 53 AC: 93 Agi: 14, Str: 9, Sta: 10,

Total stats: AC: 978 Agi: 157, Str: 43, Sta: 87

- 2 pieces: +200 AC

- 4 pieces: +40AP
- 6 pieces: Chance on hit to restore 35 energy
- 8 pieces: +8 all resists

Darkmantle Armor set (8 pieces) Tier 2

This gear can only be had once you acquire the Tier 1 gear and then you need to quest for these pieces. All told, it costs about 400g to get the entire set. Quests listed here.

http://www.wowwiki.com/Dungeon_Set_2

- Tunic : AC: 185, Agi: 31, Sta: 15, To Hit:2%
- Pants : AC: 160, Agi: 25, Str: 15, Sta: 15
- Shoulders : AC: 136, Agi: 24, Sta: 10
- Head : AC: 150, Agi: 26, Str: 18, Sta: 13, Crit: 1%
- Gloves : AC: 108, Agi: 22, Str:12, Sta: 9
- Boots : AC: 127, Int: 24, Sta: 10
- Bracers : AC: 79 Agi: 15, Str: 7, Sta: 7
- Belt : AC: 102 Agi: 17, Str: 10, Sta: 13

Total stats: AC: 1047 Agi: 184, Str: 57, Sta:

97, Crit: 1%, To Hit: 2%

- 2 pieces: +8 all resists
- 4 pieces: Chance on hit to restore 35 Energy
- 6 pieces: +40AP

- 8 pieces: +200 AC

Assassination (5 pieces) – Tier 3a

- Shoulder; AC:219, Agj: 25, Sta: 24, Atk: 42, 2 Yellow – Talon King Ikiss, Sethekk Halls
- Legs; AC: 256, Agi: 40, Sta: 33, Atk: 44, Hit: 22 – Murmur , Shadow Labyrinth
- Hands; AC: 183, Agi: 25, Sta: 24, Atk: 50, Hit: 17 – Aeonus, Black Morass
- Chest; AC: 292, Agi: 28, Sta: 21, Atk: 54, 2 Red, 1 Blue – Pathaleon the Calculator, Mechanar
- Head: AC: 237, Sta: 25, Atk: 66, Crit: 25, 1 Yellow, 1 Meta – Harbringer Skeyriss, Arcatraz

Total Stats. AC: 1305, Agi: 118, Sta: 132, Atk: 256, Crit: 25, Hit: 39

- 2 pieces: Cheap Shot and Kidney Shot gives 160 Haste for 6 sec
- 4 pieces: Eviscerate and Envenom cost 10 less Energy

Wastewalker (5 pieces) – Tier 3b

- Shoulder; AC:219, Agj: 25, Sta: 13, Atk: 34, Hit: 16, 1 Red, 1 Blue – Warlord Kalithresh, Steamvault (H)

- Legs; AC: 256, Agi: 31, Sta: 27, Atk: 28, Hit: 19, Resilience: 4, 2 Red, 1 Blue – Aeonus, Black Morass (H)
- Hands; AC: 183, Agi: 32, Sta: 33, Atk: 16, Hit: 17, Dodge: 3, 1 Red, 1 Yellow – Kargath Bladefist, Hellfire Citadel
- Chest; AC: 292, Agi: 28, Sta: 36, Atk: 56, 3 Yellow – Keli'dan the Breaker, Blood Furnace(H)
- Head: AC: 237, Sta: 30, Atk: 56, Crit: 22, Hit: 18, 1 Blue, 1 Meta – Epic Hunter, Escape from Durnholde (H)

Total Stats. AC: 1305, Agi: 120, Sta: 139, Atk: 198, Crit: 25, Hit: 39

- 2 pieces: Increase Hit Rating by 35
- 4 pieces: Attacks have a chance to grant 160 Atk for 6 secs

Raid Tier

Notes: Tier 1 and 2 can be fairly easily replaced during the leveling from 60-70 and are located in 40 man zones. Tier 3 is still useful at 70, though certain parts will be replaced. Tier 4 is statistically better than Tier 5 and easier to acquire. Actually, not considering the gem slots, Dungeon Tier 3a is comparable to the Raid Tier. 1-3 were designed for the game at 60, 4 & 5 are designed for the game at 70.

Nightslayer Leather(8 pieces) Molten Core

Tier 1

- Belt; AC: 113, Agi: 17, Str: 9, Sta: 18, Fire: 7, Crit: 1%
- Gloves; AC: 125, Agi: 18, Str: 12, Sta: 17, Fire: 7, To Hit: 1%
- Bracelets; AC: 88, Agi: 20, Sta: 15
- Boots; AC: 138, Agi: 26, Sta: 18, Shadow: 7
- Shoulder Pads; AC: 150, Agi: 26, Str: 3, Sta: 12, Shadow: 7 To Hit: 1%
- Pants; AC: 175, Agi: 33, Str: 10, Sta: 15, Shadow: 10 Crit: 1%
- Cover; AC: 163, Agi: 20, Str: 6, Sta: 19, Fire: 10, Crit: 2%
- Chestpiece; AC: 200, Agi: 29, Str: 10, Sta: 10, Fire: 10, Crit: 1%

Total Stats: AC: 1152, Agi: 189, Str: 50, Sta: 134, Fire: 34, Shadow: 24, Crit: 5%, To Hit: 2%

- 3 pieces: Reduces the cooldown of your Vanish ability by -30.0 sec.
- 5 pieces: Increases your maximum Energy by 10.
- 8 pieces: Heals the rogue for 500hp when they use Vanish

Bloodfang Leather(8 pieces) Blackwing

Lair/Onyxia Tier 2

- Belt; AC: 126, Agi: 20, Str: 13, Sta: 15, Shadow: 10, Crit: 1%
- Gloves; AC: 140, Agi: 20, Str: 19, Sta: 20, Fire: 10, Shadow: 10, To Hit: 1%
- Bracelets; AC: 98, Agi: 23, Sta: 13, To Hit: 1%
- Boots; AC: 154, Agi: 25, Str: 6, Sta: 17, Fire: 10, Dodge: 1%
- Shoulder Pads; AC: 169, Agi: 25, Str: 6, Sta: 17, Fire: 10, Dodge: 1%
- Pants; AC: 197, Agi: 37, Str: 11, Sta: 17, Fire: 10, Arcane: 10, Crit: 1%
- Cover; AC: 183, Agi: 27, Str: 19, Sta: 25, Frost: 10, Shadow: 10, Crit: 1%
- Chestpiece; AC: 225, Agi: 26, Str: 12, Sta: 17, Fire: 10, Nature: 10, Crit: 1%, To Hit: 2%

Total Stats. AC: 1292, Agi: 203, Str: 86, Sta: 141, Fire: 40, Frost: 10, Nature: 10, Arcane: 10, Shadow: 30, Crit: 4%, Dodge: 2%, To Hit: 3%

- 3 pieces: Increases chance to apply poisons by 5%
- 5 pieces: Improved threat reduction of Feint by 25%
- 8 pieces: Chance on hit to strike for 283-317dmg and heal rogue for 50hp/s for 6s

Bonescythe Leather(8 pieces) Naxxramas

Tier 3

- Belt; AC: 142, Agi: 24, Str: 23, Sta: 20, Crit: 1%
- Gloves; AC: 158, Sta: 20, Crit: 1%, AP : 66, To Hit: 1
- Bracelets; AC: 111, Agi: 26, Sta: 14, Crit: 1%
- Boots; AC: 171, Sta: 18, Crit: 1%, AP : 64, To Hit: 1%
- Shoulder Pads; AC: 186, Agi: 22, Str: 22 Sta: 15,Crit: 1%, To Hit: 1%
- Pants; AC: 221, Agi: 32 Str: 31, Sta: 25, Crit: 1% , To Hit: 1%
- Cover; AC: 205, Agi: 30, Str: 18, Sta: 29, Crit: 2%, To Hit: 1%
- Chestpiece; AC: 262, Agi: 26, Sta: 13, Crit: 1%, AP: 80

Total Stats. AC: 1456, Agi: 134, Str: 94, Sta: 170, Crit: 10%, AP: 210, To Hit: 6%

- 2 pieces: Chance on hit of healing you for 90-100hp
- 4 pieces: Backstab, Sinister Strike and Hemorrhage criticals give 5 Energy
- 6 pieces: Reduces threat form Backstab, Sinister Strike, Hemorrhage and Eviscerate
- 8 pieces: Eviscerate has a chance per combo point to give a 100% crit chance on your next Backstab, Sinister Strike or Hemorrhage.

Netherblade (5 pieces) – Tier 4

- Shoulder; AC: 201, Sta: 24, Crit: 21, Atk: 44, 2 Red – High King Mulgaur, Gruul's Lair
- Legs; AC: 234, Agi: 38, Sta: 34, Hit: 22, Atk: 76 – Gruul the Dragonkiller, Gruul's Lair
- Hands; AC: 167, Sta: 30, Hit: 14, Crit: 21, Atk: 64 – Curator, Karazhan
- Chest; AC: 268, Agi: 28, Sta: 25, Atk: 86, 1 Red, 1 Yellow, 1 Blue – Magtherion, Magtherion's Lair
- Head; AC: 271, Sta: 36, Hit: 18, Crit: 29, Atk: 74, 1 Red, 1 Meta – Prince Malchezaar, Karazhan

➤
Totals Stats. AC: 1141, Agi: 66, Sta: 149, Hit: 54, Crit: 71, Atk: 344

- 2 pieces: increases the duration of Slice and Dice by 3sec
- 4 pieces: your finishing moves have a 15% chance of generating a combo point

Deathmantle (5 pieces) – Tier 5

- Shoulder; AC: 284, Agi: 29, Sta: 13, Atk: 40, Dodge: 20, 1 Red, 1 Blue
- Legs; AC: 332, Sta: 34, Hit: 15, Crit: 24, Atk: 110
- Hands; AC: 237, Agi: 30, Sta: 28, Hit: 20, Atk: 58
- Chest; AC: 379, Sta: 16, Hit: 10, Crit: 25, Atk: 100, 1 Yellow, 2 Blue
- Head; AC: 308, Agi: 30, Sta: 28, Atk: 72, 1 Red, 1 Meta

Total Stats: AC: 1540, Agi: 89, Sta: 119, Hit: 45, Crit: 49, Atk: 280, Dodge: 20

- 2 pieces: Eviscerate and Envenom cause 40 more damage per combo point
- 4 pieces: Your attacks have a chance of causing your next finishing move to cost no energy

Faction Tier

Notes: I am not going to list the individual items for pre-BC items, simply the totals. The reason is simple, you need to grind a lot of faction and it can take much much longer to acquire these sets than it would Dungeon or Raid sets. Since people no longer run these faction grinds, there's no point for the large list.

Nozdormu – Deathdealer (5 pieces) – Temple of Ahn'Qiraj

Total Stats: AC: 982, Str: 94, Agi: 157, Sta: 112, Crit%: 3, Hit%: 4

Cenarion – Veiled Shadows (Ring, Back, Dagger) – Temple of Ahn'Qiraj

Total Stats: AC: 50, Str: 15, Agi: 45, Sta: 15, Hit%: 2, 65–121, 1.8spd

Zandalar – (5 pieces) – Zul'Gurub

Total Stats: AC: 419, Str: 27, Agi: 49, Sta: 54, Crit%: 2, Hit%: 1, Atk: 44

PvP Tier

Notes: There are really 2 sections here.
Regular PvP, ie Battlegrounds and Arena PvP.
The former you can participate at any time,
the second you need to be in a group to do.

Battleground – Field Marshall (6 pieces)

Total Stats: AC: 1469, Agi: 144, Sta: 168, Crit:
42, Hit: 60

Arena – Gladiator's Vestments (5 pieces)

Total Stats: AC: 1432, Agi: 137, Sta: 214, Crit:
55, Resi: 110, Atk: 110

Best Weapons

Dagger

➤ Gladiator's Shanker (PvP)

Dmg: 127-191, Speed: 1.80, Sta: 21, Hit: 8,
Crit: 14, Resi: 9, Atk: 28

➤ Macilhazeen (Prince Malchazaar, Karazhan) – Raid

Dmg: 123-186, Speed: 1.8, Sta: 13, Hit:
13, Atk: 46

➤ Whispering Blade of Slaying (Murmur, Shadow Labyrinth) – Group

Dmg: 109-164, Speed: 1.90, Sta: 21, Atk:
26, Dagger: 15

Sword

➤ Gladiator's Slicer (PvP)

Dmg: 183-275, Speed: 2.60, Sta: 21, Hit: 8,
Crit: 14, Resi: 9, Atk: 28

➤ Spiteblade (Netherspite, Karazhan) – Raid

Dmg: 153-287, Speed: 2.70, Agi: 12, Sta:
13, Atk: 42

➤ Edge of the Cosmos (Pathaleon the Calculator, Mechanar) – Group

Dmg: 130-247, Speed: 2.60, Sta: 13, Crit:
16, Atk: 30

Mace

➤ Gladiator's Pummeler (PvP)

Dmg: 183–275, Speed: 2.60, Sta: 21, Hit: 8,
Crit: 14, Resi: 9, Atk: 28

Fist

➤ Gladiator's Right Ripper (PvP)

Dmg: 183–275, Speed: 2.60, Sta: 21, Hit: 8,
Crit: 14, Resi: 9, Atk: 28

➤ Big Bad Wolf's Paw (Big Bad Wolf,
Karazhan) – Raid

Dmg: 142–264, Speed: 2.50, Agi: 15, Sta:
16, Crit: 18

➤ Reflex Blades (Dalliah the Doomsayer,
Arcatraz) – Group

Dmg: 135–252, Speed: 2.70, Sta: 13, Hit:
16, Atk: 32

High End Instance Run Gear

Burning Crusade is a tad different currently than the original WoW. Before the expansion, a player and guild's progression was a combination of tactics and gear, with a larger focus on the latter. What this meant is that if you were starting the game and reached 60 while nearly all guilds were in Blackwing Lair or above, you could never really join them without first doing the original 40 man zone, Molten Core.

In the expansion, the difference between raiding and grouping is one of tactics. Yes, gear does play a factor but not to the same extreme. Here's an example. Before BC, the best non-raid dagger was about 45dps. Molten Core was about 58 and Naxx was 73. Each a 20–30% increase on the former. In BC, the best non-raid is 71 and the first raid is 85, about a 15% improvement. Also, since raid groups are limited to 10–25 people, a lot more focus is presented to group tactics and less on sheer numbers.

Your general focus at 70 should be to reach 8000hp and 1200atk. The items I will list below can be attained in non-heroic 5-man instances or quests.

Chest

- Wastewalker Tunic of Assassination (Pathaleon the Calculator, Arcatraz): AC: 292, Agi: 28, Sta: 21, Atk: 54, 2 Red, 1 Blue
- Vest of Vengeance (Keli'dan the Breaker, Blood Furnace): AC: 232, Agi: 27, Sta: 18, Hit: 11, Atk: 42, 1 Red, 1 Blue, 1 Yellow

Feet

- The Master's Treads (Random World Drop, check AH): AC: 191, Agi: 24, Sta: 19, Hit: 16, Atk: 48, Stealth: 1
- Felboar Hide Shoes (Quest in Shadowmoon Valley): AC: 191, Agi: 19, Sta: 15, Hit: 9, Atk: 68

Hands

- Wastewalker Gloves (Kargath Bladefist, Shattered Halls): AC: 183, Agi: 32, Sta: 33, Atk: 16, 1 Red, 1 Yellow
- Handgrips of Assassination (Aeonus, Black Morass): AC: 183, Agi: 25, Sta: 24, Hit: 17, Atk: 50

Head

- Helm of the Claw (Quest in Coilfang Reservoir): AC: 237, Agi: 25, Sta: 21, Hit: 14, Atk: 66, 1 Yellow, 1 Meta

- Stealther's Helm of Second Sight (Quest in Shadowmoon Valley): AC: 226, Agi: 24, Sta: 18, Hit: 13, Atk: 66, 1 Red, 1 Blue, 1 Yellow

Legs

- Warpscale Leggings (Warp Splinter, The Botanica): AC: 256, Agi: 32, Sta: 31, Hit: 14, Crit: 21, Atk: 56
- Leggings of Assassination (Murmur, Shadow Labyrinth): AC: 256, Agi: 40, Sta: 33, Hit: 22, Atk: 44

Shoulder

- Mantle of Perenolde (Epoch the Hunter, Escape from Durnholde): AC: 197, Sta: 24, Hit: 23, Crit: 23, Atk: 20, 2 Red
- Shoulderpads of Assassination (Talon King Ississ, Sethekk Halls): AC: 219, Agi: 25, Sta: 25, Atk: 43, 2 Yellow

Waist

- Burning Blade Devotee's Cinch (Quest in Nagrand) AC: 141, Sta: 33, Hit: 22, Crit: 22
- Feralfen's Skulker's Belt (Quest in Zangarmarsh) AC: 133, Agi: 19, Sta: 27, Atk: 36

Wrist

- Spymistress Wristguards (Quest in Shadow Labyrinth): AC: 128, Agi: 18, Sta: 15, Hit: 15, 1 Red
- Brightdawn Bracers (Quest in Netherstorm): AC: 109, Agi: 13, Sta: 18, Atk: 36

Back

- Cloak of the Inciter (Blackheart the Inciter, Shadow Labyrinth): AC: 76, Sta: 15, Hit: 16, Crit: 18, Atk: 30
- Delicate Green Poncho (Quest in Nagrand): AC: 66, Agi: 14, Sta: 19, Hit: 14, Atk: 28

Neck

- Talon Lord's Collar (Quest in Shattered Halls): Sta: 19, Hit: 21, Atk: 38
- Jagged Bark Pendant (Warp Splitter, Botanica): Agi: 26, Sta: 15, Atk: 30

Ring

- Ravenclaw Band (Talon King Ikiss, Sethekk Halls): Agi: 20, Sta: 15, Hit: 13, Atk: 30
- Conquerer's Band/Naliko's Revenge (Quest in Shattered Halls): Sta: 27, Crit: 18, Atk: 34

- Ring of the Exarchs (Auchenai Crypts) Agi: 17, Sta: 24, Atk: 34
- Longstrider's Loop (Nexus-Prince Shaffar, Mana Tombs): Agi: 16, Sta: 15, Hit: 11, Atk: 32

Trinket

- Hourglass of the Unraveller (Temporus, Black Morass): Crit: 32, Chance on crit to increase Atk by 300 for 10s
- Abacus of Violent Odds (Pathaleon the Calculator, Mechanar): Atk: 64, Use: Increase haste by 260 for 10s
- Core of Ar'kelos (Quest in Netherstorm): Atk: 52, Use: Increase Atk by 200 for 15s
- Bladefist's Breath (Quest in Hellfire): Crit: 26, Use: Increase Atk by 200 for 15s
- Ogre Mauler's Badge/Uniting Charm (Quest in Nagrand): Atk: 48, Use: Increased Atk by 185 for 15s

Weapons

- D: Whispering Blade of Slaying (Murmur, Shadow Labyrinth) 109-164/1.90, Sta: 21, Atk: 26, Dagger: 15
- D: Hungering Spinneripper (Harbinger Skyriss, Arcatraz) 103-155/1.80, Sta: 13, Crit: 16, Atk: 30

- S. Edge of the Cosmos (Pathaleon the Calculator, Mechanar) 103-243/2.60, Sta: 13, Crit: 16, Atk: 30
- S. Illidari-Bane Broadsword (Quest in Terokkar) 135-252/2.70, 93Atk vs Demons
- M. Master Smith's Hammer (Quest in Netherstorm) 108-202/2.60, Agi: 9, Sta: 7, Atk: 20
- M. Terrok's Nightmace (Talon King Ikiss, Sethekk Halls) 100-187/2.00, Sta: 25, Mace: 19
- F. Reflex Blads (Dalliah the Doomsayer, Arcatraz) 135-252/2.70, Sta: 13, Hit: 16, Atk: 32
- F. Stromreaver Warblades (High Botanists Freywinn, Botanica) 80-149/1.60, Sta: 13, Crit: 21, Atk: 22
- Thrown. Mark V's Throwing Star (Quest in Netherstorm), Agi: 7, Sta: 10, Hit: 7, Atk: 14

Though you don't specifically need these exact items but they are relatively easy to acquire in 5 man groups and will keep you going for some time

Using a combination of the items listed above, reaching 8000hp and 1200Atk should be simple enough.

Resists vs Stamina

Some people say rogues need a certain amount of resist to do certain encounters. As the game stands, this simply isn't true. If you were to get 250 resist, you would still only have a 25% chance to completely resist a spell, 80% to resist 50% or more dmg. Stamina on the other hand will simply absorb the damage. Cloak of Shadows gives you a 90% chance to resist all spells every 60sec.

I will use Molten Core creatures here, since this is generally where people say you need 250 fire resist as a rogue. Of all the attacks you can take as rogue fighting from behind on normal creatures (not the bosses or their guards), you can resist 5 attacks. There are 7 melee attacks that will hit people who are fighting from behind and are NOT getting aggro. Stamina will combat the fire attacks and the melee attacks while 250FR will not.

All of the above being true as a general rule, it is still a good idea to have a few resist items lying around in your bags. There are the odd occasions where a bit of resist gear

will come in handy (Soccrates in Arcatraz for one). It's a good idea to keep the resist items you find while leveling. You can always throw it on for that one fight.

Enchants and You

Enchanting is a very powerful profession. It takes a lot of money to master and a lot of time to get the very rare recipes. Usually if you're in a guild there is someone who can help you out though if you supply the materials. There are also enchants that you can purchase or quest for. I will explain those here as well. Enchants only work on certain armor slots and certain weapon types.

Head

- Lesser Arcanum of Consitution (World Drop) + 100hp
- Lesser Arcanum of Voracity (World Drop) + 8Agi
- Glyph of Ferocity (Cenerion Expedition, Rev) Hit: 18, Atk: 24
- Glyph of X Warding (Mutliple Factions, Honored) +20 resist to X

Shoulder

- Greater Inscription of the Blade (Scriyer, Exalted): Crit: 15, AP: 20
- Greater Inscription of Vengeance (Aldor, Exalted) Crit: 10, AP: 30
- Inscription of the Blade (Scriyer, Honored) Crit: 13
- Inscription of Vengeance (Aldor, Honored) Atk: 26

Back

- Greater Agility (Enchanting) +15 Agi

- Dexterity (Enchanting) Agi: 12
- Fortitude (Enchanting) Sta: 12

Chest

Exceptional Stats (Enchanting): +6
Str/Agi/Sta

- Exceptional Health (Enchanting): +150hp

Wrist

- Fortitude (Enchanting) +12Sta
- Assault (Enchanting) +24Atk

Hands

- Superior Agility (Enchanting) + 15Agi
- Assault (Enchanting) + 26Atk

Legs

- Netherclef Leg Armor
(Leatherworking) Agi: 12, Sta: 35
- Clefthide Leg Armor
(Leatherworking) Agi: 10, Sta: 30
- Nethercobra Leg Armor
(Leatherworking): Crit: 12, Atk: 45
- Cobrahide Left Armor
(Leatherworking) Crit: 10, Atk: 40

Feet

- Boar's Speed (Enchanting) Sta: 9, Speed: 7
- Surefooted (Enchanting) Hit: 10

Weapons

- Mongoose – Chance to increase agility by 120 and attack speed
- Major Striking – +7 damage
- Potency – +20 Str
- Crusader – Heals you for 75–100hp and increases your strength by 100 for 15 seconds. Happens once a fight.
- Lifestealing – Does 30dmg to target, heals you for 30. In a fight, you can see this proc about every 10 seconds or so.
- Fiery Enchant – Does 40 fire damage. Procs every 5 seconds or so. Since it's fire though, it is resisted by a lot of the higher end content who live in an active volcano.
- +15 Agility – Should be put on the offhand as it's a passive upgrade.

I would suggest the Lifestealing enchant as you will save yourself a lot of healing in fights. If you find you take no damage and want to increase your damage output, then +7 damage will be your best bet. The mongoose enchant requires epic disenchanters,

so you're not going to see it available for a while. Most weapon enchants start at about 100g, so save it for a weapon you know you'll keep for a while.



Professions

Throughout your travels you'll come across a ton of trade skill items available to you, either through your guild, friends or your own manufacture. It's important to understand how professions affect you as a rogue and what best fits. There are professions and secondary schools of trade. You can only select 2 professions and as many secondaries as you want. The professions are: Alchemy, Blacksmithing, Enchanting, Engineering, Herbalism, Jewelcrafting, Leatherworking, Mining, Skinning, and Tailoring. The secondary schools are First Aid, Cooking and Fishing.

For a power leveling rogue, you will select Skinning and Mining as your two professions as they generate the most money by far. The only problem with skinning is that you need to hunt beasts, and they do not drop money or items. This simply means you'll need to spend a lot of time in the Auction House selling and buying to keep equipped and perhaps spend some time pick pocketing humanoids for junkboxes.

Profession Details

Aside from Fishing, Cooking and First Aid, you can only select a combination of 2 of the following professions. Every rogue should get First Aid. Cooking and Fishing can be raised together at a later date and can provide some significant boosts at level 60.

Alchemy – Used to make potions. Requires Herbalism to actually be useful though. Many potions are used in different trade skill but you'll find the most use from the Agility potions and healing potions.

Blacksmithing – You can use about 4 items total in this profession. Requires Mining as well. Not suggested at all.

Enchanting – Enchant your equipment and others with some pretty amazing bonuses. Requires green or better items to disenchant to increase skill though and therefore the most expensive and difficult skill to raise.

Engineering – The only skill where 90% of the items can only be used by fellow engineers with enough skill. Can make bombs (which can stun your opponent for 3 seconds, so great for PvP) and a large variety of unique items. Jumper Cables can resurrect someone, Shrink Ray reduces attack

power by 250, and Death Ray inflicts a ton of damage. Can also create pets to help you out in battle. Requires Mining to increase the skill. This should be the profession you select at 60 as well as enchanting. The major reason for being an engineer is that you can buy 99% of all the craftable items from every other tradeskill BUT engineering. You need to be an engineer to use engineering items.

Herbalism – Used to collect herbs. They can be sold to others or used with the Alchemy skill. The hardest skill to raise as herbs are difficult to find.

Jewelcrafting – The art of cutting gems. A fair amount of items between 60-70 have gem slots and you need this skill to cut them. You don't need the skill to put them in your gear though and none are bind on pickup. Having 1 or 2 Jewelcrafters in a guild is sufficient for most. If you're interested in starting the skill, it costs about 500g to get to 300 skill, the point where you actually start to cut gems. Still another 75 skill to go after and it's a long road.

Leatherworking – Can make some amazing gear. If you were not to take mining, you should take this skill and make your own gear from level 35 on up. Armor

patches can add 160 armor, which is like a new chest piece. Requires Skinning to raise the skill. This is a close second to Engineering.

Mining – Great to make cash. Used with Blacksmithing and Engineering as well. Can be a pain to raise at certain points, but finding ore is not a big issue.

Skinning – The best skill to make money from. Leather is used in a lot of professions and sells for a ton of cash. Best used with Leatherworking, though with Mining you make even more money.

Tailoring – Used mainly by mages because the gear is cloth only. Can make bags however, which everyone needs. Not suggested for a rogue though.

First Aid – Take this skill. Live it, love it. Since you will be killing humanoids, they will drop the items required to raise this skill. This nearly eliminates any downtime. Hunting Humanoids gives all the items necessary to use this skill. If you are skinning, you won't find any First Aid items and would switch over to Cooking instead.

Cooking – Get this skill to 60 at least. You can make Thistle Tea (+100 Energy, 5 min cool down) at that skill level which is a great rogue item. Going past this skill level requires the hunting of beasts (which you would be doing if a skinner) and can save some downtime later on. Can also give stat boosts to stamina and spirit. The easiest way to raise this skill to 60 is simply to take Fishing and cool all the fish you catch. The reason I don't expect you to put a whole lot of thought into raising this skill is for the fact that you will be hunting Humanoids and getting bandages that are much more effective than food. As you level however, keep all the recipes you acquire. At max level, you can make some pretty amazing items, one such gives 30 stamina or another that gives 20 agility.

Fishing – A time sink if there ever was one but my favourite nonetheless. If you've got nothing to do, just plop your line in and start fishing. Combined with cooking, this is a good way to keep a buff on you during combat as you can simply cook the fish you catch.

Suggested Professions:

From 1-40 I highly suggest you get 2 gathering professions. Personally, I enjoy herbalism and mining as I don't hunt beasts with my rogue. I say gathering because you want to get as much cash as possible for your mount at 40. All other professions cost money to increase.

At 70, you have a few options. I don't suggest Enchanting if you're in a guild. Someone else will have it already. Leatherworking has some amazing patterns that you can make a few gold with or equip, but once someone buys something, they won't necessarily come back. Engineering is a great profession to have as the high end trinkets can do some cool tricks and you NEED the skill to use the items. Alchemy is just an amazing thing to have. Everyone uses potions and uses them a lot and will always bring money in. Having herbalism just increases profits by a ridiculous amount. Personally, I have mining/engineering on my rogue and herbalism/alchemy on my alt.

GROUPS

WoW is unique in that you can get to level 70 completely solo without a terrible amount of trouble. However, groups are where it's at for instances with the best loot. It's important to know your role in a group and to stick to it. Also very important, is knowing what you can do and can't do. This section deals with the aspects of grouping, what to look for and the pros and cons of it.

Mastering The Pull

The most important part of a group is pulling, which is the ability to draw enemies to a safe place to kill them. Make no mistake about it, pulling is an art and it will take you time to truly understand the intricacies. A few pre-requisites if you will. Have Crippling Poison on your main weapon at all times. This poison is very useful if things go wrong and even better when things go right. Secondly, I highly suggest the Improved Sap talent. It allows for a lot more maneuverability when pulling and choice.

Using Distract Properly

The first step is something that not a lot of rogues use properly; the Distract skill. Sure, you use it solo when you want to get a Pickpocket or an Ambush off but rogues rarely use this in a group. I'm here to show you otherwise. It is a great tool in an instance where there are large groups of moving targets. There are times while you will be in combat and you'll notice wanderers coming around that will jump in and make things complicated. You can buy 15 seconds to the fight with a well placed Distract. Anything not in the green circle will not be affected.

Here's the general idea behind Distract Pulling. Follow near the group while in Stealth and drop the Distract so only a few turn around to look and the others will walk away. Use this time to Sap one opponent and draw the others to the group of casters. At this point, I suggest having the tank attack with a ranged weapon to draw the opponent that is not sapped and once they start running, turn on auto-attack. Make sure you have crippling poison here as it will make the target run slower to the group and allow for more ranged damage. More than likely, the target will slowly run towards the group giving ample time for ranged damage

and allow the main tank to get ready to take the aggro off you if you have any. If they are a caster, they might just stand there and cast. In that case, use Kick on them and they will run towards the group. Remember to use the Feint skill after the tank hits the enemy a few times. Rinse and repeat. If you have the Improved Sap talent, you can easily split up wandering groups in half, sap one in the half and draw the others to you. Essentially, you can take a group of 5 people and split it so that you're only pulling 1 at a time to the group. No other class can do this.

In PvP, you can use distract to stop someone in their tracks, as long as they are not in combat. This can really cause havoc in Warsong Gulch.

Targetting and Group Skills

If you're going to be pulling it's also a good idea to be group leader. This way you can assign symbols to your targets. To do this, select your target and right-click their profile. You can assign a few different symbols so the rest of the group can have an idea of who to target and in what sequence. Explain your symbols at the start and it will make a run go smooth.

You also need to know your groups skills. Do you have a warlock to banish? A mage to polymorph? A secondary tank? Sap only works on Humanoids. Polymorph only on Beasts and Humanoids. Mind Control (Priests) only works on Humanoids. Shackle Undead (Priests) only works on Undead. Banish (Warlock) works on Demons and Elementals.

Take all of that into consideration when assigning targets. No use is assigning a Polymorph to a demon or a Banish to a beast.

Using Sap

Sap is one of the rogue's greatest tools. It is used nearly solely to pull groups of multiple enemies. Improved Sap is a talent you should have if you plan on ever pulling. You can get by without it but it does complicate things. With the talent, you can have someone else pull the target to the group and you never get hit. Without the talent, you're going to get hit and hit a lot. It isn't so much an issue at lower levels, but when targets start hitting for 300-600 damage, you want to avoid getting hit.

Also, selecting the proper target is important. Make sure you sap the pure melees first. They have the most hit points and take the longest to kill and should be left for last. If there are no pure melees then sap the least annoying target. An example of this is the hunters in Zul'Farrak. They can cast Hex, which turns you into a frog and you can't do anything. Many times you will be faced with a choice of a caster or a hunter. Sap the caster even though they would easily die. If you miss the sap then you're attacking the caster and your group will kill it before the hunter. If you succeed, then pull the hunter to the group and destroy it asap. If you miss Sap or don't return to Stealth, hit that Evasion button. It will more often than not save your life.

In high level instances, Rogues pulling is common place. You would Stealth behind an opponent, Sap them and let someone hit another to pull to the group. This is why Improved Sap is such a great talent, since you will not get attacked after the initial Sap. Normally, you will simply sap the opponent that takes the longest to kill and kill the opponent with the least hit points first. Sap melees, kill casters. 2 rogues with Improved Sap can clear nearly any 3 man pull.

Group Strategies

Let's face it. You're eventually going to have to group to get that item you're craving. After level 40, there are very few items you can acquire alone that are really great. The rogue is one of the most diverse classes in the game. You need to know exactly what works best against what enemy and what you can do in a group to make things go by smoother.

Pure Melee Groups

This usually happens when you're in a quick group to finish a quest. You don't have a full-time healer or caster to help. Pure melee groups do not work in an instance. You have to decide based on your group mates, what tactic is best.

If you don't have a paladin things are a little different, since they have mild healing abilities and are still considered melee. Basically, you have a great damage group but you need to take the least amount of damage possible. Have the warrior pull and open with Cheap Shot(CS) and use Kidney Shot(KS) once you get to 5 points. Only use KS once though, as it has diminishing returns and will not work twice on the same opponent. If you have another rogue in the

group, let them do all the damage while you concentrate on stunning. It's better to each have a specific role then to just do whatever you feel like.

If you have a paladin, things change a tad. You can opt to have the paladin use their aggro reducing aura and go for full damage or have them use their attack-increasing aura and go all out for damage. The problem with the 2nd option is that you will be getting hit. There is no class that can stop a rogue from getting aggro when that aura is in effect. Since a paladin can heal, it's best to take down the enemy as fast as possible and get healed after the fight.

If you're with a hunter and no paladin, make sure their pet has the growl skill (growl is a hate generating skill, meaning the pet will be the tank). If they don't, you're going to get hit a lot so prepare for that. Opening with Ambush is a good idea here simply because the hunter can do a ton of damage with their ranged weapon and you want the target to die as fast as possible. I prefer to use Kidney Shot here because the damage from Eviscerate is easily offset with the hunter's damage. Matter of fact, grouping solely with a hunter is a good thing

if the pet can hold aggro for long enough. A hunter's DPS(damage per second) is amazingly high and is second only to the rogue.

If you're in a group with a fellow rogue, I highly suggest you both use CS but not at the same time. One of you opens with CS and starts attacking normally. When the first CS wears off, the second rogue opens with CS and then you both attack. You're looking at near 10 seconds of no damage against you with some really high damage against the target.

Generally though, in a pure melee group you're going to want to use stuns as much as possible. It's great because the group can tear through creatures without too much trouble and the damage inflicted on the group is greatly reduced.

Pure Caster Groups

These groups are more common in the higher levels as AE (Area Effect) killing becomes more effective. Basically, pure caster groups are all about instant damage and do not have the hit points to take excessive damage. They are all ranged attackers. Regardless if you have a priest or not, it's all about the offensive spells.

Make sure you have crippling poison on, this is very important as you don't want the enemy running around. In this case, you want to open with CS and then KS once the target moves towards the casters. With Initiative, you'll usually have a 3-4 second stun after opening which is more than enough time for the casters to kill the opponent. Try stunning in a group of casters and I near guarantee you will make their friend's list after an enemy drop.

Since most caster groups are AE groups (Area Effect spells), they want the targets to stick close together and not move around. Crippling Poison and stuns keep targets immobile and very slow, helping the group tremendously.

Balanced Groups

This is generally what you're looking for in an instance. It consists of a healer (priest/shaman/paladin/druid), a tank (warrior/druid/paladin) and a DPS unit (rogue/hunter/mage/warlock) with 2 others. Sometimes you'll be in a group with a priest, paladin and 3 rogues. This can be a great thing.

Ideally in a group, you will be the only rogue. You will also be the designated puller in most cases. If you're not, I highly suggest you ask to become the puller and get some practice in. As a puller, follow the steps I described in section above.

If you don't pull or you are a secondary rogue then you will have an interesting choice that depends on the group dynamic. Try one style for a few kills then swap to the other and decide which works best. I suggest starting with stuns, that is, opening with CS and letting a 5pt KS off for 10 seconds of stun total per kill. Very effective and gives priests the ability to do other things than heal all the time. This tactic is especially lethal against casters, more so when combined with Kick.

The second style is to Ambush and Backstab then finish with Eviscerate, so a pure damage rogue. You'll want instant poisons on your daggers in this style as well. If you are fighting a caster, remember to use Kick. It has a very low energy cost and works just like a 6 second stun as casters do very little melee damage. If there are a lot of targets attacking your group and you know your Eviscerate will be wasted on a target, opt instead for Slice and Dice. It will allow you to increase your DPS against the next target.

In higher level encounters, where targets have very high hit points and armor you might want to completely swap off to DoTs. If you find you are doing very small amounts of damage, try opening with Garrote and finishing with Rupture with Deadly Poison on both daggers. Not uncommon to see 400+dps.

If you are grouped with another rogue, ask them what poisons they are using and what fighting style they are going to use. More than one rogue using crippling poison is a waste, as is more than one rogue who's using stuns. That is, unless you plan out your stuns and one of you always open with CS first while the other waits 5 seconds to open with another CS and you both ignore KS (which after 2 CS would be severely weak) allowing you to still have nearly 10 seconds of stun and 5 point Eviscerates each. Talk to the other Rogue so that your attacks don't overwrite each other.

Good Group Buffs

If you're in a group, might as well take advantage of the buffs other classes can give you. Here's a listing per class of buffs you should try to have on as much as possible, in the order of use.

Priest

Fortitude – Various levels but the top one gives 79 Sta for 1 hour

Shadow Protection – Gives 70 Shadow Resist for 20 mins

Paladin

Blessing of Might – +220 Atk for 5mins

Salvation – Reduce Hate Generation by 30%

Blessing of Kings – +10% to all stats

Devotion Aura – Adds 861 AC

Fire Resistance Aura – Adds 30 Fire Resistance

Druid

Mark of the Wild – +340 AC, +14 all stats, +25 all resistances for 30m

Shaman

Note: Totems do not stack with main-hand poisons

Windfury Totem – 20% chance on attack of causing an additional attack with an extra 445 Atk

Flametongue Totem – Each hit with the main-hand causes 20-60 additional fire damage

Experience Areas For Groups

There's no question here, instances are where you want to be when in a full group for maximum experience gain. Elites opponents give you a ton more experience than regular opponents and in a group are just as easy.

Levels 1-20

I highly advise against grouping with anyone until you're well into your teens. At this point of the game, very few people know how to use their class and skills properly and honestly, you're going to die a lot because of it. That being said, there are a few times you will want to group to get chain quests out of the way, Defense of the Lands in Loch Modan is one example.

If you're Alliance, I suggest heading to Loch Modan or Westfall in the teens, then head to Redridge until you're level 20. Yes, if you're a night elf, you need to travel far but there are no non-night elves in Teldrassil or Darkshore and you're missing out on grouping with mages, warlocks and paladins.

If you're Horde, the Barrens are where it's at. You don't need to group much at all here but you can head into the Wailing Caverns instance for some decent experience.

More than likely, you'll be level 20 in less than a week. If you start on a Friday night and play through the entire weekend you can hit 20 by Sunday if you know what you're doing. Grouped with a healer you'll tear through everything with ease and no downtime.

Levels 21-40

At this point you will have a good grasp of what you can and can't do as a rogue. You will acquire the last of your rogue skills and get to try out different combinations. You will also get to actually see some use from your talents as you'll be deep enough into the trees to access some of the stronger talents.

As an Alliance you're looking at Duskwood and the Wetlands for 20-30, Stranglethorn Vale(STV) for nearly all of your 30s. The quests in STV require groups and give some excellent rogue items.

As Horde, you're more than likely still in the Barrens for a few levels. Head out to Stonetalon Mountains and 1000 Needles for the rest of your 20s, in that order. For the 30s, I also suggest STV through Gromgol as there are some very nice quests to complete for some good gear.

Near the end of your 30s, I highly suggest heading to the Scarlet Monastery(SM) as there is a quest that will give you either a good dagger(Black Menace) or sword(Blade of Harmony). The Tigerbane also drops here. There's nothing wrong with simply doing SM until you hit 40.

Before you hit SM, hit Gnomeregan and get to the end to kill Thermaplugg to complete the quest to get Triprunner Dungarees. You'll keep these pants well into your 40s. You can also pick up the Toxic Revenger.

I won't go into super big details for these levels as they are very fast to get through, 20-30 will be a week's worth and 30-40 about the same. Playing 4 hours a night you should easily get at least 1 level per session if not more. Just do as many quests as you can.

Levels 41-60

This is when the rogue truly stands out. There is very little difference between Horde and Alliance either as they usually each have their own outpost in most zones. I won't go into too much detail here because this is the Groups section and you really will only be grouped for the end of the 50s.

You should head to Badlands for the early 40s and knock off Uldaman by level 45. Head off to Feralas to complete some easy quests then up to Mauradon. Make sure you collect as many quests as you can for this instance and go through it multiple times. There is some very good rogue loot here so kill all the named opponents a few times.

After you've done your run of Mauradon, head to Tanaris and knock of Zul'Farrak. There are about 9 quests for this zone alone and you can probably do 7 of them in 1 run that lasts 2 hours. It's best done at level 48+ and you will have a great chance to practice your Distract Pulls here.

Later on, you can head to the Sunken Temple to run off a few quests, which is by now an easy instance. From 50-55 there's not much going on group wise but you can head to Ungoro Crater and both the East and West Plaguelands. From 55 on up, its Blackrock Depths, Black Rock Spire, Stratholme and then Scholomance, in that order of difficulty.

These instances used to be the cream of the crop. Remember, since the expansion pack these instances now have a lot of difficult finding groups as they require a fair amount of skill and gear to complete. Feel free to visit them but be aware that nearly every single item you acquire here can be replaced by the Auction House at 60.

Levels 60-70

In the expansion pack there are a lot of additional 5 man instances to do, 13 to be exact. You can join a LFG (Looking for Group) and keep questing alone rather than sit around waiting for a group. Press the "I" button to enter this screen. I'll describe the instaces in more detail later on in the guide but a quick look follows.

60-64

Hellfire Ramparts, Blood Furnace, Slave Pens

65-69

The Underbog, Mana Tombs, Auchenai Crypts, Sethekk Halls

70

Hellfire Ramparts, Steamvault, Shadow Labyrinth, Mechanar, Botanica, Arcatraz

SOLO



ell played, the rogue is the most effective solo player in World of Warcraft. You can play and have virtually no down time whatsoever making experience gain very fast. Let me state here that questing in WoW is where a lot of the best items and experience is gained but that questing is not necessarily the best way to level up. In fact, it more often than not slows down your leveling ability with all the running around you need to do. After about level 35 you will still have quests to do, but it will be more effective to grind as they tend to send you across zones to talk to people. Once you have access to the Outlands, questing becomes a viable way to level up again as there is an abundance of quests along the way.

Solo Strategies

There are a lot of ways to play the rogue character. Some are more effective than others. Just randomly using skills is not effective. There should be a pattern to your combat so that you can get a "groove" when

fighting. This way, everything is instinctive rather than you having to think to use a skill. Always a good thing when your reflexes make you select the right skill in a flash.

Ambush/Poison/Mutilate

Obviously, this is a dual dagger setup. This follows the Mutilate talent build and is very effective killing up all through your levels. The basic idea is to get to the opponents back and open with an Ambush, using Sinister Strike until you get 5 combo points and unleashing an Eviscerate (with Cold Blood if you have it). With proper talents, you can get 3 combo points off the opener. Instant Poison should be on both weapons.

Once you have access to Mutilate (level 40) the combo changes a bit. Ambush, wait, Gouge, wait, Kidney Shot, Mutilate, Mutilate, Eviscerate. You need to use Crippling Poison on the main hand here. This is a very effective way of not getting hit and dealing out some big numbers. You won't kill as fast as a Combat build but you won't need to heal anywhere close to as much.

This build works very well when you're hunting creatures even or lower than you. When you deal out over 2400dmg in an Ambush, that's a huge chunk out of your target's hit points. It does not work very well on creatures above your level or on elites due to high armor resisting the damage from Ambush/Mutilate. It is my favourite build to level with but it is also the one that requires the most attention.

Cheap Shot

This build works with any type of weapon, though I would highly suggest a sword/mace for the increased damage from Sinister Strike. This build works great all the way to 70. You will open with Cheap Shot, which with Initiative will give 3 combo points 75% of the time. During these 4 seconds of stun, get as many combo points as you can so that you can get an Eviscerate off as soon as stun breaks. With Seal Fate, you can get the Eviscerate off before the stun breaks (3 from Cheap Shot, 2 from Sinister Strike). Combined with Cold Blood, this build is really devastating.

Applying Instant Poison is a good idea as well, looking at 10-15% damage increase. Even with the best poisons, you will be re-applying before the timer runs out on grind

(killing for maximum experience gain) runs. The general idea is to take no damage for 4 seconds while trying to get the mob's hit points to near 50%. You can take creatures on your level and take no damage with this build. Works exceptionally well against casters who will more than likely be dead by the time you Eviscerate.

This build works well into the 60s as you are offsetting the damage given to you with the 4 second stun to start. Against high armor opponents, the 4 second stun gives you more than enough time to get more damage than if you used Ambush. This build is also very effective in instances with groups. Eventually you reach a point where the enemies hit points are so high that your damage isn't going to get them to 50% before the stun wears off and you're going to take a minor beating.

Great for soloing when you can't find any daggers. You have a consistent damage output and can fight any creature type with the same combo.

DoTs

This is a very situational way of fighting. Against casters it's not all that effective as they'll be dead before the DoTs wear off. It can work better against high armor opponents as your regular attacks won't do a ton of damage. However, the higher you get, the more hit points targets have. If you're doing 400 DPS with DoTs and the target has 8000 hit points and stuns aren't an option, well you have 20 seconds of being hit to work through.

Making Money

You want to get a mount at 40 but 90 gold seems like a king's sum. Well, if you're just playing normally and grinding, odds are you will be lacking the cash at 40. If you make an effort to collect certain items however, you will be richly rewarded.

Professions

I highly suggest taking mining and herbalism. You really don't need trade skills if you're in a guild and if by chance you want to pick one up later, you can always drop one collection skill for a fabricating one (engineering or leatherworking for example).

Going the mining route you will want to hunt near mountains and hills. You won't find too many mineral deposits in the open fields. Best bet is to hunt in caves. 90% of the time you will be fighting humanoids, the spawn is easy to read and there's a ton of minerals to collect. Just collecting it through your leveling should be enough. The Alterac Mountains in your 30s is a good place to mine, or mining the southern wall of Duskwood. In the 40s the Badlands are great to mine as you'll nearly always have an available mine on your map. Tanaris is next on the list. Ungoro Crater is great once you hit 50 as well. Remember to fight along the mountain side (usually the zone borders) and you'll be set. It also makes fighting safer, since you don't have to watch your back as much. Mines are heavily spread out in the Outlands but Hellfire, Nagrand and Blade's Edge Mountain are your best bets.

Herbalism is my 2nd choice because of the amount of herbs consumed making potions. Since most servers have a high population of 70s, potions are used all the time. Collecting herbs can make a tidy sum of money and you're not going out of your way to collect anything. It's usually exactly where you're hunting.

Some suggest that Enchanting is a good trade to make money from. Now, since the goal is to get to 100gold before level 40, I can assure you that Enchanting will not do that. The costs are quite high to increase skill gain and you're required to disenchant "green or better" items for parts. Instead of selling those items for cash, you break them down.

From personal experience, I would avoid trying to make money from any skill that makes final products. It takes time and money to make an item and usually for only a few silver more than you made it for. Collection skills (mining, skinning and herbalism) are what people need to keep supplied. People don't replace their items all the time but crafters continuously need supplies to create new items.

Once you reach 70, Enchanting and Jewelcrafting currently make the most money. Expect to spend upwards of 1000g on each to train them however.

Looting

Humanoids have the best chance of dropping items bar none. Sure, we've all found cool items on beasts but the chances are a lot lower. If you're grinding off

humanoid casters you will find a lot of green items drop. Rule of thumb, if you see an item with a white name drop and it's stackable, keep it. Stacks of 20 can really help out.

In Stranglethorn Vale (STV) there are trolls that drop Flasks of Mojo. Keep these and sell them on the Auction House. They sell for about 1gold for 4. Also, you will be fighting goblins in the Venture Co. Basecamp. Keep the Wildvine that drops!!

Once in the 40s, there are some interesting areas to fight. In Tanaris, there are bandits that have a high chance to drop Scorpion Leather patterns as well as Mageweave. They also have a perpetual quest to collect water skins, which you should be doing to get extra experience. In the mid 40s, head to The Hinterlands and the Altar of Zul. Killing only the Soothsayers is really easy experience and similar to the bandits, there is a troll necklace quest that gives 390xp per 5 collected. There's a very good chance of greens dropping and a rare troll pops from time to time, Retherokk the Berserker, who always drops a green item. Some people will say the Tanaris ogres are better. Ignore them and do the trolls. To me, this is the best place to make money in the entire game. Wildvine

drops from this location and can sell for 15g for stacks of 20 with little effort. If you grind from 45-50 here, you can leave with a few hundred gold from items and wildvine.

In the 50s, money just seems to be rolling in from everything you kill. Grey items sell for above 1gold to a vendor, so keep every weapon you loot. Again, humanoids tend to have the highest drop rates for weapons in the game. Sure, Demons/Undead can drop items but no where close (in my experience) to true humanoids. Once you hit 60, I suggest killing level 55 humanoids for their items. They are easy kills and you won't need to heal much as you will overpower them. At 60, you can hunt in Tyr's Hand. The humanoids are elite but rather weak. They regularly drop 20s per kill and since they are elite, they have a high chance of dropping green/blues compared to other creatures. The downside is that there are a lot of people here getting cash too.

From 60-70 there are a few general rules to abide.

- Buy/make/get 16 slot bags
- Keep all "Motes". Shadow, Water, Fire, Earth, Air, Mana. You can combine these into Primals which sell for 20-30g depending on type and your server.

- Stacks of 20 grey items sell for about 2g per stack.
- White Items (ie Netherweb Silk) can sell for some pretty crazy prices depending on your server. The Silk on mine sells for 10g and has a 20% drop rate.
- When selecting a Quest Reward and you can't use any, take the Plate option or the 2-hand weapon option. Both tend to sell for more.

General rules for maximizing gold gain.

- Keep your bags organized and with very few items. Some people claim to greatly increase drop rates when their bags are low.
- Hunt Humanoids that drop items. By this, I mean they regularly drop something as well as cash. It could be food, grey items, what not. These are usually placeholders for other items. Personally, I aim for creatures that drop at least 1 item every other kill.
- Stay out of instances. Most of the time, you need to group to get anything decent. If you feel able to stealth into an instance and kill something solo, by all means try it out. Grouping reduces your cash intake because you have to split it 5 ways.

- Using the AH, use the suggested starting price as a gauge to set the buy-out. If the item starts at 1g, then have a 5g buyout.

That being said, know what is actually useful. A cloth item with agility and strength is completely useless to cloth wearers. Pay attention to the stats. Here's a quick list of what classes look for.

Warrior – Plate with Str + Sta

Paladin – Plate with Str + Sta

Hunter – Leather/Mail with Agi + Sta

Druid – Leather with Sta + Agi/Str/Int (this depends on their talent selection)

Mage – Cloth with Int + Sta/Wis

Warlock – Cloth with Int + Sta/Wis

Priest – Cloth with Int + Sta/Wis

Shaman – Mail with Int + Sta/Str/Wis

Keep all stackable “white” items. They generally sell for a lot of cash.

If you spend a play session (3–4 hours) simply hunting for items, you can expect to get 3–4 green items drop, maybe even more. I also highly suggest checking out www.thottbot.com for certain items and see where items that are world drops are more commonly found. The Krol Blade for example, is found in the Plaguelands and Ghosts in Winterspring. Concentrate on those enemies for maximum gain.

Netherweave Silk currently drops from nearly all humanoids 62+. Each stack can get you 5g or more. Some people farm elementals for Motes, also an effective way of making cash. Netherweb Silk is by far the easiest way to make money, if you have the ability to cleanse poisons and heal. It drops every 4–5 kills in Terokkar Forest, just south of Veil Shalas and can sell for 10g per.

Questing

Quests give cash and item rewards. From 1–40 questing can be a good way to supplement your income; the quest in Stranglethorn Valley are a good example. Once you reach the Outlands however, things change a bit. If you do the solo quests as you can from 60–70, you are guaranteed to amass at least 1000 gold. Once you hit 70, any quests left over will give you more cash as you can't gain experience anymore. So a quest that would give 8g at 69 would give 20g at 70.

Without much effort I have made over 3500 gold from 60–70 combining quests, dropped loot and random world drops.

Experience Areas

This is mainly taken from an Alliance perspective but still works for Horde characters. Past level 40, both factions share pretty much the same quests. I'll say from the start that questing is going to be most of your experience gain from 1-30. I'd say 75% of every quest you get will be soloable and the other 25% requiring a full group to complete. I am not against quests per-se, simply that a rogue that is grinding is more effective from 35-50 without quests due to the amount of running involved. At 50, there are some good options until 55ish. Once you can access the Outlands (58+), quests are a great way to supplement experience gain.

The main targets you're looking for are low hit point and low armor humanoids. These are generally casters. Goblins, trolls, undead are good targets. Ogres, naga and such large variety are not as good since they tend to hit harder even if they do have low hit points and armor. If they take too long to die, change targets. If you have to heal after every fight, change targets. If they don't drop money and you can't skin them, change targets.

A final note on this, the Pick Pocket skill. Humanoids in levels 42-52 have a chance of having a Sturdy Junkbox and levels 52+ have Heavy Junkboxes. You need these to increase your Lock picking skill, so remember to use Pick Pocket as much as possible. Not only can you get some good cash from it, the skill gain is near essential as the only other way to increase Lock picking is expensive and very long to do. There is really no need to Pick Pockets before creatures level 42+ though, as the cash gained really isn't a whole lot. It's really only from the Alterac Ogres that you really notice any real money coming from Pick Pocket.

As for experience rate per level, it can vary greatly. What I've personally experienced however is the following:

20-30: ~18K/hour

30-40: ~25K/hour

40-50: ~30K/hour

50-60: ~40K/hour

60-70: ~100k/hour

Obviously, this can vary depending on your playstyle and the amount of rested experience you use. Personally, I did 1-60 in under 7 days /played and 60-70 in just over 2 days /played.

Levels 1-20

Levels 1 through 10, stay in your home zone. There are tons of quests to do and you are close to town when you die. Don't leave until you're level 10 as there's simply an abundance of things to kill up to that point and grinding is great. At level 10, go to the main city and the rogue trainer. They will give you a quest to get the Blade of Cunning. Do this quest now, as the dagger is quite effective. You can also start using different weapons at this point by training in certain cities. If you have mining or skinning, start it now. You will see your first gold by level 8 if you do either profession by selling on the auction house in Ironforge/Ogrimmar. You can get to level 10 inside 1 day.

From 11-20, it's pretty much the same thing. Horde are in the Barrens and Silverpine Forest, doing quests while the Alliance is in Loch Modan and Westfall. Again, the professions can make a good buck here, so keep at it. Near the end of the 20s you will be able to do your first instance. I suggest you do it simply for the chance to get better gear. There's always a chance some stuff will drop by doing the instance but odds

are the reward for killing the end boss is what you really want. Getting to 20 can take a few days if you quest a lot. If you simply grind, you can finish all of this in 2 days.

You can get to level 20 in a weekend if you don't mess around.

Levels 20-30

Get your Poison quest done now. Alliance, it's easy to solo. Horde, get some friends. Make Instant Poison and see the difference in your damage output.

Alliance, you will be hunting in Redridge Mountains and Duskwood. The undead in Raven Cemetery are quite good to kill as they are humanoid and easy prey. Can always move on to the Nighthanes (SE corner) in the later 20s. Finishing off the Ogres (West of the road to STV) is easy in the high 20s. All humanoid with a few casters thrown in. If you're in Stormwind, do the Stockades a few times. There are a half dozen quests to kill all the named in there and the experience is really good from 25-29. The instance is so small it will take about 30 minutes per run.

Horde can do Stonetalon on the Goblins and Kobolds. Then move onto Thousand Needles and killing Centaurs. You can also head to Hillsbrad Hills (on a non-PvP server. PvP servers, this is a zone you will be killed in non-stop) and kill some Farmers and Gnolls.

Not much instance wise, nor gear wise. I suggest just grinding for 2 levels and going back to town only to train and dump your items on the Auction House. Also look for upgrades to your weapons. There's a fair amount of leather gear available at these levels as well.

Levels 30-40

First, go to the Auction House and buy all the pages to the Green Hills of Stranglethorn quest. Once you have them all, head to STV and the Hunter's Camp to turn it all in for some great experience (10K if memory serves) and a decent enough reward.

STV is really where it's at for the 30s. There is just simply an abundance of quests here that all stack and give good rogue rewards. The animal mastery series is really good and you can knock off the first 2-3

quests in each series alone. The bosses at the end require a group but the rewards are well worth it. Head to Booty Bay and get some more quests there.

Grind-wise, there's the NE Kurzen Compound that has relatively easy opponents from 30-33. After that, head to Venture Co. Basecamp and kill goblins. They are casters, so really easy kills if you can catch them before they start casting on you. They are good from 33-36. After that, head to the middle of the zone and the east side of the road. There are trolls here to kill that don't have a damage shield. If you were hunting trolls in the low 30s, you would notice some are shamans and that damage shield would just destroy you. The higher level ones don't use it for some reason. They can get you to level 40. They drop Flasks of Mojo that sell well in the Auction House.

In the late 30s, you can head to the Alterac Mountains and kill the Ogres. They have really low hit points and armor and therefore die with ease. There are a few quests you can knock off in Hillsbrad that bring you here as well. If you're a skinner, the Yetis are great. They are humanoids that you can skin. Great!

To note, STV has a rogue trainer, so you don't have to go back to the main town to train. You might want to leave STV at 35 and come back near 38. It will make things easier quest-wise.

Gnomeregan has a very beautiful pair of leather pants for killing Thermaplugg (Quest). You'll be using them until you get an upgrade in Mauradon. Doing Scarlet Monastery(SM) and killing the bosses gives you either a good sword or dagger (Quest). Heck, just doing SM runs is a good way to get some new gear as the drops rates are quite high and the areas pretty small. The experience is decent enough but you're here mainly for the gear.

Levels 40-50

If there was a "hell level" this entire block would be it. It just seems hard to find any good gear for this area and it hinders your experience gain. There are a lot of quests you can polish off here and some easy collection ones as well.

Badlands have a fair amount of collection quests to do and the Ogres in the SW corner offer good cash. Also the first Sturdy Junkboxes will drop here. You can do all of the quests solo except Tremors of Earth. Do

this quest with at least 3 other people, it gives you the Blazewind Breastplate which will be your BP until the 50s. Just doing quests, you can shoot through to 42.

Head to Feralas and do a few quests there. There are some gnolls to kill in the south area as well as some ogres west of that. Get the simple quests done and then head to Tanaris, where the real gains are. Yetis are decent enough. I would not stay too long though, as mobs wander a lot here and you get adds frequently.

Kill the Wastewater Bandits. They have really low hit points for melee types and occasionally drop water satchels. There's a quest in Gadgetzan (the main town in Tanaris) where 5 of these give ~300xp and the quest is repeatable. Kill these guys until you're 45. They spawn all over the east side of the zone and have chests that pop with them. There are some "rogue" bandits that are in stealth but you should be ok if you pay attention to your combat indicator (where your level is indicated, it turns to a X of swords when in combat). Very easy to kill, have a chance to drop Scorpion patterns, mageweave out the wazoo (good for first aid, or sell a stack for 1g on the AH) and decent item drops.

Once you hit 45 or 46, head to Hinterlands. You probably have a fair chunk of quests for this zone anyways. Head to Aerie Peak and start the quests available. At 45 you should be able to complete every quest here. Make sure you start the Saving Sharpbeak quest line, as well as the Ancient Egg quest, both requiring groups to complete. The Saving Sharpbeak quest gives the Gryphon Rider's Stormhammer; a great weapon to have.

Grinding though, there is no better place in all of the game. From 45 to 50 you head to the Altar of Zul and kill Soothsayers(10 of them). They are casters with really low hitpoints and long cast times. They occasionally drop Wildvine, which you should keep as it sells for nearly 1gp each. They usually drop Troll Necklaces which when turned in, in groups of 5, gives 390xp. With 4 empty 12 slot bags, I kept one solely for Troll Necklaces that stack up to 20. They have a good chance of dropping items as well, including the rare pop of a named troll. The biggest hurdles here are the 3 roaming wolves. When they attack you, just Vanish. It isn't worth the time killing them until 49 as they spawn quickly. In an hour you'll have memorized the wolves' movement pattern and where the Soothsayers are. You

will likely finish levels 45-50 faster than you did 43 and 44. I was getting near 40,000xp/h here once I understood the patterns.

Dunemaul Compound in Tanaris isn't too bad either as the ogres have a better chance of having Junkboxes on them. They do hit hard however. I would only consider this if the trolls are camped.

Ghosts in Azshara are reportedly silver mines and there are a lot of casters. They tend to be camped by higher levels though.

Instance-wise, do Uldaman for the quests once you hit 43. There's not much item-wise and the creatures spawn so close the experience isn't too good. Do Zul'Farrak for some decent leather loots (Scorpashi items). There are about 9 quests that deal with this area, including the Ancient Egg and Saving Sharpbeak quests. Razorfen Downs are pretty good here too, with decent gear but it's a low 40s zone. Mauradon should only be done near the end of the 40s as they bosses can be really hard and the "orange" side of the zone is deadly to anyone under 50. In fact, if you can, avoid the "orange" side of the zone completely. It causes a very large amount of lag, everything seems to poison you or have a damage shield.

Levels 50-60

Ah, you can feel the end! The 50s are really all about that last push so you can do Blackrock instance runs. You also get the final super powerful skills. Eviscerate now does at base damage what you were hitting for in criticals in the 40s.

At 50, head to Ungoro as it has a ton of collection quests available. It is entirely a beast zone however and there is no cash that drops but there is still a chance of items dropping. Doing all the quests from Marshall's Refuge (that are non-elite) can get you 2 levels in a day. It really is ridiculous the amount of experience you can gain from this zone with no effort. Bring a Mithril Casing, you need it for a certain quest.

The Blasted Lands have 5 quests that stack for a temporary stat buff to each stat. Personally, the quests that need stuff from Basilisks and Vultures are not worth the effort as the drops are way too slow. They are also repeatable for the experience. The Ogres are also decent experience and start to drop the Heavy Junkboxes. Level 51-53 is a good spot on these. Again, they can hit hard compared to other humanoids.

Felwood has some good kills at Jaedenar, on the demons. At this point you should have your set weapons until you do high level instances, so put Demonslay on both. This gives a chance of stun and 100dmg hit on all demons, which Felwood is full of. With the enchantment, it's incredible the amount of kills you can rack up. Decent for the lower 50s. Actually some people stay here longer with demonslay because the kills become almost trivial, killing non-stop without the need to heal. I highly suggest killing the furbolgs to get to unfriendly with the Timbermaw. It saves a big hassle getting to Winterspring.

Azshara is also a good area to run though at this point with dual Demonslay weapons. The west side of the zone has some satyrs to kill which are pretty easy to keep clear, though they tend to have imp minions. The northern part of the zone has more Satyrs near level 51 if you find the west camp slow.

The mid 50s allow you to move to Winterspring. In the SW corner, there's a Dwarf lady who gives a decent cloak just for walking from one end of the zone to the other. The town also has a fair chunk of

quests to complete, which aren't too bad. The really good spot though is Lake Kel'Therill. It has more ghosts which are easy kills until about level 58.

The Plaguelands are the final area to hunt in. The West from 52-55 and the East from 55 to 60. They are just full of undead to kill. Mainly though, you're here for the Argent Dawn faction, which can only be gained when you're under level 60. Might as well get it done before that final level up. If you're looking for demons to kill, the East has a lot of hounds but that's pretty much it.

The end of your travels will be in Blackrock Stronghold. Getting the basics of the spawn will kill you a few times but once you get the hang of it, the experience is golden. Half of it is casters, which are perfect for killing. You will more than likely hit 60 here.

Instances next. You want to finish off everything in Mauradon before 55. The Trash Blade (from killing the princess) is an excellent sword, only being beat by a rare world drop or killing Rend in Blackrock Spire. Finish up any quests left for the

Sunken Temple as well, there are a few that give some decent rewards. There are quests for this instance all over the world, so don't be surprised when you find a new one.

Blackrock Depths and Blackrock Spire are where you will spend your upper 50s. The drops here are ridiculously good and require you to have a skilled group. Mess up just a little bit and you wipe.

You will want to finish the 50s so bad that you're more than likely to just plow through in a week.

Levels 60-70

Actually, you can start here at 58 and I suggest you do. The experience gain is about 30% higher in the Outlands and there's an abundance of quests. First thing I suggest you do is get the FP in your homebase in Hellfire, then ride to Shattrah in Terokkar Forest (SW from Hellfire). There are zero class trainers in Outland and Shattrah has a portal to all major cities making transport back to Azeroth a lot easier. Just make sure you bind in the Outlands.

From 60-62 you'll be in the Hellfire Peninsula. It's an ok zone overall. You'll want to avoid the boars though; they have a permanent damage shield. There are plenty of quests here that you should pick up in your home base. I suggest you pick them all up, even the group quests. There are always groups trying to knock something down and if you can join in, that's usually 10,000xp per turn in, plus a few of them have some very nice rewards (Overlord and Drillmaster are good).

From 62-64 you'll be in Zangarmarsh. I really like this zone for some reason, everything looks good. Again, a large amount of quests to complete here, very few of them are group necessary though.

64-66 is Terokkar Forest. Lots of humanoid quests here and the choice between Stryker and Aldor faction. From personal experience I have found it a lot easier to raise Aldor than stryker. As for rewards, neither have really good rogue items, minus their shoulder glyphs, which are similar. However, you might have a tradeskill you want to get a recipe for, so check out this link for the listing of rewards [http://www.wowwiki.com/Comparison of Aldor and Stryker rewards](http://www.wowwiki.com/Comparison_of_Aldor_and_Stryker_rewards). As for the zone, keep all the feathers you collect from the

Arokkar you kill. Faction turn-in. There are also some truly cool group quests here for some nice weapons and armor (Bone Wurm is one).

66-68 you'll be in Nagrand. Even more quests and a lot of running around. Very similar to Stranglethorn Vale to be honest and probably where you'll collect the largest amount of elemental motes. Make sure you do the Ring of Blood group quest. Some nice weapons come from that and there seems to always be a group running that quest.

68-69 is for Blade's Edge Mountain. Can be difficult to traverse and not as many quests as previous zones. However you get a nice Star Wars reference here. Lots of creatures to kill on the east side and ogres through the middle. Quests in the NW section can be painful if you die as the graveyard run is the longest I have ever seen. Only a very small amount of group quests here, all dealing with Ogres in the northern section.

68-70 is Netherstorm. I love this zone. Lots of humanoids to kill and a ridiculous amount of quests. Lots of group quests as well, which I would seriously avoid doing

until you've been 70 for a while. If you've been regularly doing quests, you will hit 70 here and still have a good 20-30 quests left over.

69-70 is Shadowmoon Valley. Even though Netherstorm and Shadowmoon are supposed to be the same level, Netherstorm is miles easier, hence Shadowmoon for last. A fair amount of quests, most against the legion. Killing the Blood Elves here is not worth the effort involved. Lots of deaths for no good reason.

Grinding Overview

Though I suggest doing some quests along the way, the fastest way to get to level 60 by far, is just sitting down and grinding your way through. After about level 35, quests make you walk all over for rare drops; really not worth it in most cases. Once you hit 50, you'll run across some very long linked quests that need you to visit high-level instances for some nice gear. Of all the classes, only the mage comes close to the rogue in grinding speed. Other classes need to take quests because grinding isn't as fast. That being said, quests in Ungoro are worth it since you need to grind off the creatures anyhow - 2 birds with one stone. Though

grinding is by far the fastest way to get to 60, it is also the most boring and anti-social. Thankfully, once you hit 60, there's very little reason to grind as quests will generally give more experience and point you in a new direction. Quests in the Outlands give between 10,000 and 20,000 experience. Considering a single kill without rested is about 500xp, you can see the advantages here.

Quests I do suggest doing are.

- All the animal mastery quests in STV(30-35). You get good leather armor rewards from these.
- Scarlet Monastery quest to kill the 4 leaders(35-40). You get a choice of a superb sword or dagger.
- Quest to kill the Thermaplugg in Gnomeregan(33-36). The Triprunner Dungarees are pants that you'll be using for at least 15 levels after you acquire them
- Quest to kill the Princess in Mauradon(48-52). The Thrash Blade is one of the best swords in the entire game.
- All quests in Ungoro(50-52). All collection quests and you can get 2 levels from these quests alone. Just remember to bring in a Mithril Casing. Also, start the long but

important Linken's Quest. It gives you a boomerang (trinket) that can unarm/stun opponents. With rested experience, you can get around 60,000xp/h in Ungoro.

- All single player quests in Outlands

Suggested Grinding Areas

Overall, you want to focus on humanoids (and some undead). They drop cloth that's used for First Aid, so you can basically heal yourself indefinitely. They also give a chance to Pick Pocket a junkbox, used to increase Lock picking. Finally, they drop money and have the highest chance of dropping a cool item (green or better). As for types, you want to focus on casters who, when combined with kick and gouge, are dead before you know it. You can try humanoid ranged attackers as well since at close range they do very little damage and have low hp. If you take skinning, you can level exclusively off beasts and make money but your lock picking skill will suffer and you'll need to buy cloth to use First Aid.

These are generally designed for only one person to grind in. If someone else is there, move to another area. There are plenty of good areas to try out as well. Just remember,

Humanoid/Undead and casters are what you're looking for. And above all things, avoid casters who have damage shields (shaman usually). They destroy rogues.

From levels 1 through 30, you're basically stuck in your starting zones. Since there are so many, I don't think there's a giant need to explain that here. 1-20 is pretty simple and quick. Horde from 20-30 do Hillsbrad, Alliance does Wetlands and Duskwood. Quests are still good at this point.

30-35. Stranglethorn Vale (get all the Green Hills pages from the AH before going)

- Start the animal mastery quests and do a new tier every level
- Kurzen's Camp (30-33)
- Venture Co. Basecamp (33-35).

35-40. Alterac Mountains/Hillsbrad Hills

- Do the Murloc and Naga quests. They are just south of Southshore. You can just kill Naga if you want too (33-35)
- Alterac Ogres. Can't miss them. (35-40)

38-40. Stranglethorn Vale

- Jatailai Troll camp (38-40). Keep the Mojo and sell at AH.

40-42. Badlands

- Ogre compound in SW corner.

40-45: Tanaris

- Wastewater Bandits, in the north-east corner. (40-45). Keep the water satchels.

43-45: Feralas

- Naga south of Feathermoon and Isle of Dread (43-45). There's a quest to kill them, so pick it up if you can. Gnolls are also good but they are near the Horde camp.

45-50: The Hinterlands

- Altar of Zul trolls. Kill Soothsayers. Axe Throwers if you're getting too fast. Keep the Troll Necklaces. Keep the Wildvine and sell on AH(45-50). Best XP spot in the game in my opinion.

47-50: Azshara

- Ghosts at start of zone, or at end of road (47-50).

47-50: Tanaris

- Dunemaul Compound. Ogres are easy enough to kill but some can hit really hard. (47-50)

50-52: Ungoro Crater

- Marshall's Refuge. Do as many of these quests as you can and you will get 2 levels off them. Really easy exp for just running around. Any quest that wants you to kill Pterrordax you should not take. Start the Linken's Quest.

- Perfect place for skinner to grind is just East of the Refuge killing Gorillas or the SE corner killing Raptors.

50-54: Azshara

- Demon Satyrs North of ghosts and in the top North (50-54). They have minions though not tough ones.
- Blood Elves(50-52) on the North East corner. They are mostly casters but have very low hit points and no one is ever around to compete with.

50-54: Felwood

- Demons Satyrs in Felwood. Middle-west of zone (50-54)
- If you don't have Demonslay, kill Ironwood Stompers (50-54)

54-60: Winterspring

- Ghosts on the lake. Lower central part of zone (54-56). Can easily be farmed if you have the quest called The Ruins of Kel'Theril (just don't loot the shards you dig up) as it spawns 2 ghosts every time you mine. Easy kills. Good loot.

54-58: West Plaguelands

- Hunt Scarlets in the middle of the zone. (54-58)
- Grind for Argent Dawn faction in the fields.

56-60: East Plaguelands

- Demon Hounds across south end of zone (56-60)

- Mossflayer and Eyeless in middle of zone (56-58) and north-east (58-60). They spawn with chests.
- There are a lot of Kill X quests which you should pick up.

58-60: Burning Steppes

- Orcs around Stronghold. Takes a few tries to get used to though. Best place bar none as half are casters (58-60)

58-62 – Hellfire Peninsula

- Orcs around path of glory
- Undead south of Honor Hold
- Voidwalkers in South West

62-64 Zangarmarsh

- Bog Lords in South Caves, very low HP
- Kill the Sporebats for a nice buff

64-66 Terokkar

- Sunfury Elves in North East. Very easy kills, rings they drop sell for 1g per
- Arakkoa around the zone, feathers sell well

66-68 Nagrand

- Lost at Sunspring Post
- Ogres just North of Halaa, Northwing Cleft. Keep the beads

68-69 Blade's Edge

- Ethereal above Razor Ridge

69-70 Netherstorm

- Manaforges, except Ara
- Etherium Staging Grounds


69-70 Shadowmoon Valley

- Illidari Point & Legion Hold
- AVOID Ruins of Baari, currently very buggy

While going through this, make an effort to do the quests I mentioned above. In general, leave elites alone. They are simply not worth the effort involved, unless that is; you are camping for a specific drop.

INSTANCES AND ELITES

Overview

nstances are a big part of World of Warcraft. You won't experience one until your late teens but once you do, you will see what WoW really has to offer. These areas are designed to allow groups to complete stories in the game. Each area has it's own theme and opponents, who are nearly completely elite monsters, most of whom attack in groups.

Instances are where you find some of the best items in the entire game. As a matter of fact, odds are you will have all of your equipment at level 60 that come from instances. The last enemy is usually very large and has a wide set of attacks that you would not find on normal creatures. They tend to take between 30 mins and 4 hours to completely clear one, with the average being about 2.5 hours.

Groups in these zones usually need to be very balanced to succeed and in the higher level instances, players really need to know what they are doing as even a small error can wipe the group out.

There are also Raid Instances that are for groups of 20-40 level 60s. I won't go into any major details about that simply because by the time you get to the point of doing those areas you should know every inch of the rogue class from this guide.

Instance List

Name	Max Players	Level	Zone
Ragefire Chasm	10	13-15	Orgrimmar (Horde only)
Deadmines	10	18-22	Westfall
Wailing Caverns	10	15-21	The Barrens
Shadowfang Keep	10	18-25	Silverpine Forest
Blackfathom Deeps	10	20-27	Ashenvale
The Stockades	10	23-28	Stormwind (Alliance only)
Gnomeregan	10	29-35	Dun Morogh
Razorfen Kraul	10	25-31	The Barrens
Scarlet Monastery	10	35-40	Tirisfal Glades
Razorfen Downs	10	35-40	The Barrens
Uldaman	10	40-47	Badlands
Maraudon	10	48-52	Desolace
Zul'Farrak	10	44-50	Tanaris
The Sunken Temple	10	52-57	Swamp of Sorrows
Blackrock Depths	10	52-60	Searing Gorge/Burning Steppes
Dire Maul	5	56-60	Ferelas
Blackrock Spire	15	58-60	Searing Gorge/Burning Steppes
Stratholme	10	60	Eastern Plaguelands
Scholomance	10	60	Western Plaguelands
Zul'Gurub	20	60	Stranglethorn Vale
Molten Core	40	60	Blackrock Mountain
Onyxia's Lair	40	60	Dustwallow Marsh
Blackwing Lair	40	60	Blackrock Mountain
Naxxramas	40	60	Eastern Plaguelands

Name	Max Players	Level	Zone
Hellfire Ramparts	5	60-61	Hellfire Peninsula
Blood Furnace	5	62-64	Hellfire Peninsula
Shattered Halls	5	70	Hellfire Peninsula
Slave Pens	5	62-64	Zangarmarsh
Underbog	5	63-65	Zangarmarsh
Steamvault	5	70	Zangarmarsh
Mana Tombs	5	64-66	Terokkar Forest
Auchenai Crypts	5	65-67	Terokkar Forest
Sethekk Halls	5	66-68	Terokkar Forest
Shadow Labyrinth	5	70	Terokkar Forest
Mechanar	5	70	Netherstorm
Botanica	5	70	Netherstorm
Arcatraz	5	70	Netherstorm

Though I do suggest visiting as many instances as possible, it's best to stick to the ones closest to the zones you are in and not making too much of an effort to spread out until your 50s. That means Alliance will do the Deadmines, Stockades, Gnomeregan and Scarlet Monestary. The Horde will visit Ragefire, Wailing Caverns, Shadowfang, Razorfen Kraul and Downs as well as Scarlet Monastery.

The Stockades should be done multiple times as it's a really small instance. Scarlet Monastery follows the same rule. All others should only be done once, if at all. Uldaman is an optional instance that I personally don't care much for. Zul'Farrak is a relatively small instance with good drops that should be done once. Mauradon should be repeated until you kill the Princess and get the Satyr's Lash dagger. Once you get access to the shortcut, use it to do item runs as you can hit Landslide, Princess, Rotgrip and Tinkerer (in that order) all in one run that'll last an hour. Sunken Temple should be done simply for the quests as the drops aren't super for the level and it's rather out of the way.

You'll be spending a lot of time in Shattered Halls, Shadow Labyrinth and all 3 instances in Netherstorm just for the faction. Once you hit Honored with the given factions, these are the only places you can go to raise it further. You need revered to access the Heroic versions, which is a more dangerous version of the same dungeon with better loot. Currently the only way to gain faction with Honor Hold past honoured is Shattered Halls, so expect to see a LOT of it.



Instance Strategies

This section is meant simply to point out certain facts that you need to be aware of for certain instances. Generally the concept is simply. Break the spawns with Sap/Polymorph, take down casters/healers first. Bosses have a tank on them and you spend your time not getting aggro. Every instance excluding UBRS, Scholomance, Stratholme, Molten Core and Onyxia you should have crippling poison applied. Here we go.

Deadmines

- Shredder does a ton of damage and spawns a goblin that does even more damage.
- When you kill a named creature or open a door, about 3 minutes after a patrol will come from behind (this does not apply when in the boat area).
- Van Cleef will summon aid continuously if all his guards are dead. Best bet is to have a tank handle him and kill 2 of the adds, then take out VC.

Gnomeregan

- Kill the Alarm Bots before everything else, they will summon help

- Stay behind all the mechs as they usually have a front breath attack that does a ton of damage
- When you reach the saboteurs, they drop bombs that do a lot of damage. See one drop, run back out of range.
- Final boss is a pain. You should have the ranged attackers also looking out for the bomb dispensers. If they activate, have them hit the buttons to shut it off and save a lot of damage.
- Take a peek for the Toxic Revenger and finish the quest to get the Triprunner Dungarees.

Scarlet Monestary

- Unless you are at 175 Lockpicking you need to enter the right wing of Scarlet Monestary to kill Doan to acquire the Scarlet Key. You need to do this wing if you are working on the quest to acquire the Black Menace/Sword of Serenity
- Herod summons about 30 non-elites after he dies. Use AE to kill them.
- The last one to enter is the Cathedral where you will need some good pulling skills to clear out the actual Cathedral.

- In the right wing of the Cathedral is a sconce (torch on the wall) that you need to twist to find another mob that drops greens.
- Clear out everything before attempting Mograine. Killing him results in Whitemane to appear who will heal Mograine and attack you.

Uldaman

- There are a lot of quests for this zone, meaning that you'll be here for a while. There is a backdoor in the NE corner of the Badlands.
- Everything is pretty straightforward if not for the need of running around a lot.
- Last boss summons a lot of junk. Disregard it and kill him and the spawns will go away

Zul'Farrak

- Hunters in this zone will cast Hex, a 20 second spell that turns you into a frog.
- The Divino-matic Rod quest can be done simply by going PvP and killing the NPCs at the top then waiting for the ones at the bottom to come to you. If you are too close to the stairs you will aggro all of them and wipe

- The witch doctor will summon all corpses in the graves to attack you
- Antusul will summon a lot of basilisks, need to keep him away from the group and handle the additional spawns

Mauradon

- You need to kill Lord Vyletongue and Noxxion to get the parts needed to create the staff for the shortcut into the falls
- Vyletongue drops Satyr's Lash and has 4 stealthed guards
- Orange side is deadly with the poison the maggots spew and the horrid video lag. The only reason to go to orange side is for a quest and to kill Noxxion for the staff
- Celebras has a lot of tree friends. Ignore them as he summons more and kill him then the trees.
- Tinkerer has a deadly flamethrowing attack from the front only.
- Landslide summons rock allies. Ignore them and kill him, they will despawn when he dies

- Princess casts fear and an AE knockback spell. If you see her cast the AE, run away and save the damage. Ideally you want a pet to tank her while the rogue adds more damage, everyone else is ranged damage
- Rotgrip drops Albino Crocscale boots and should be killed after the Princess by dropping down into the water

Blackrock Depths

- The dogs here ALL see through stealth
- The Shadowforge Key quest starts in Molten Span, the NPC can only be seen while dead. The architect is beyond the Ring of Law.
- General Angerforge needs to be tanked while everyone else kills his guards. He then needs to die quickly so that the rest of the guards walking in don't kill you. When they appear, AE them and have the rogue kill the healers/ranged attackers
- Golem Lord room needs to be entirely cleared before engage. Order goes Red Golem, Blue Golem, Golem Lord
- Ambassador Flamelash means NO AE
- Don't talk to anyone in the bar, unless they have ! above their heads
- To get Phalanx to open the door, buy 6 ales and give them to Rocknot

- Do not open all the vaults in the vault room. Leave the last one alone, have the tank open it and die, then pull the spawns one at a time
- The Lyceum spawns ultra fast and needs AE to clear. Find the 2 Flamekeeper, loot the torches and run to light the torches to open the doors. You have 3 minutes to do this from the first looting
- Stay out of the flames when fighting Magnus, they do more damage than him
- If doing Princess quest on Emperor, have a pet offtank the Princess and pull the Emperor away. This is the only place where Wound Poison is effective.

Scholomance

- The bone golems need to be chain stunned. Need to kill Rattlegore to move on.
- Ghouls make a poison cloud when they die. Stand in it for the duration and you'll be dead
- In Vectus' room, do not talk to anyone
- In the multi stage area with 6 rooms, pull everything outside
- The top left room with Lorekeeper Pokelt needs to be completed with AE

- The Ravenian can be pulled without aggroing the water next to him, usually
- Bonewarders will AE cleave for 800dmg. Do not fight more than 1 at a time.
- Darkmaster Gandling appears when Lucia is dead. He will randomly port someone into one of the 6 rooms (that's why you clear them) along with 4 non-elites. Kill them and head back to the fight. He drops the class head items

Stratholme

- Left side is Scarlet Side (humans), right side is Undead
- Kill the Courier on left side to get the postbox keys. If you open enough, the Postmaster spawns
- Kill the conjurers first, above all else. Then the Battle Mages.
- When on the Cannonmaster, designate people to operate the cannons to kill the additional attackers
- There are certain areas in the Scarlet Side that when cleared will spawn undead who rush in behind you

- When killing Balnazaar, everyone in the room. When he dies, the entire Scarlet Side becomes full of undead and Timmy the Cruel spawns outside
- Baroness will possess someone until they are at 40% health then leave.
- When killing Abominations, heal up before the last pull as this will summon Ramstein.
- After his deaths, a bunch of non-elite rush in, 4 minutes after that the doors open again and some large undead guards will attack. He drops the class leggings.
- The Baron's room is safe on the left side if you're 58+, when you engage he closes his doors

Lower BRS

- Key to Upper BRS quest starts before first bridge. Stick to left wall, climb up rubble and talk to the NPC. Need to do multiple runs killing Voone, Ommok and Wyrmathalak
- Shadowhunters can drop Shadowcraft Belts and Gloves
- Shadowhunter Vosh'gajin drops the Shadowcraft Gloves
- Bijou's Belongings are in the tent area before the spiders on the ground. You cannot solo to it and cannot see it in a raid.

- The Crystal Spiders need AE. Kill the little ones before the large ones as they spawn more little ones once they die
- The Ogre event after the spiders can kill any group. Make sure you are prepared before clicking on the pile of skulls (the pikes are near Ommok, looks like they are brimming with electricity)
- Wyrnthalak throws people in the air, so pull him underneath the rock bridge he stands on, that way you hit the top of the rock and don't get damage
- If everyone is 55+ you can just move East and jump off the platform into the arena. When you jump, stick to the right wall and drop all pets
- The room before the Beast needs some good offtanking as there are 6 creatures to pull. Kill the Fire Tongues first
- The Beast casts knockback on his target and AE fear. Start with a tank and have paladins heal him until the group attacks. This way the aggro stays on tanks during fear. If he drops Finkle's Skinner give it to a skinner with 300 skill and then skin the Beast. Has a chance to drop Skin of the Beast and spawn a gnome NPC that starts the Bloodthirst BP quest

Upper BRS

- You need to complete the key quest from Lower BRS first to be able to access this area, or have someone that already has the key
- Kill the summoners first. Kill all the prison cells to open the next way.
- When you start the Pyroser Event, have everyone in the room as the doors close. AE the orcs
- Try your best to avoid all the eggs. Touch one and about 8 dragonlings spawn
- In the General's room, same rules apply as with the room before the Beast. After the first group kill, a patrol will come by. Same after second group pull.
- General needs to be off-tanked and the guards need to be pulled away so no one gets the General's DoT by accident. Kills both adds then the General. Only 1 blood drops per raid. General drops the class chest items. Generally, a tank takes the general, a

hunter pulls one guard away into the Beast's room and the raid takes the first guard. Hunter comes back, kill the 2nd then everyone on Drakk.

Dire Maul

- There are 3 entrances to this instance. East, North and West. North and West are joined together once inside.
- All dogs see through Stealth
- Lethendris can be farmed with 2 rogues.
- There are class books that drop here for a trinket. The rogue one has 10FR and 2% to hit.
- Librams also drop in this zone

Zul'Gurub

- Designed for 20 players.
- Need to kill 5 high-priests to be able to effectively kill Hakkar. You can do it in any order.
- Nature resist is recommended as there are a lot of poisons
- Hakkar life-siphons very 30 seconds or so. Easiest way to kill him is to pull a Son of Hakkar, everyone gets poisoned and Hakkar with siphon that away and lose 10% of his life.

- To acquire items from ZG, you need to loot the various drops and turn them in for rewards(5 pieces per class), which is also based on your faction.
- You should try and acquire the Belt of Preseved Heads and the Zandalorian Hero Medallion.
- If you have 300 fishing, there's a quest to summon an additional boss in the waters. You'll need a mudsunk lure.
- This zone is meant as a step up from UBRS and into Molten Core.

Molten Core

- The attunement quests starts near the entrance to BRD. You need to enter Molten Core and get a fragment at the entrance. A rogue can do this solo, with some hard work.
- There is a lot to be said about this instance but from a rogue's perspective you want to enter the area with 4000hp unbuffed and with a lot of bandages. Attack everything from behind even if you use swords. Some targets randomly change targets, it's not anyone's fault. The

first few bosses can be competed with a balanced group of 30 that are well equipped. Success depends largely on guild communication.

- Most bosses need to be offtanked while their guards are killed.
- Ancient Core Hounds must be killed within 10 seconds of each other or they will respawn. So it takes 5 tanks and a lot of target switching to do this event.
- Majordomo needs some good timing. Kill 1 elite, then 4 guards, then the rest of the elites. As you are killing, each member left over gets more powerful. Once the guards are gone, Majordomo gives up.
- Ragnaros has a very strong fire attack, so put on the fire resist gear(200 unbuffed). Every 3 minutes, he summons 8 guards and submerges. After 90 seconds, he comes back regardless if they are dead or not. The goal is to kill him before he submerges twice.

Onyxia's Lair

- There is a LONG chain of quests to complete before this. It starts here <http://www.wowwiki.com/DrakefireAmulet>

- Same rules for a rogue as with Molten Core. Fire Resist is actually more useful here. Expect to die a few times while killing her.
- Avoid the hatcheries!!!!
- She has 3 stages. The first is pure melee, with some fire breath on the front. Use autoattack & slice and dice only. Keep the DPS fairly low. The second comes at about 65% and she starts to fly. Only ranged attacks work and she can cast a huge AE fireball in the middle of the room. Basically, everyone stands equal distance from each other. Stage three starts at 25% back to pure melee. The ground erupts lava in the cracks, which you can avoid and she can cast AE fear.

Blackwing Lair

- The attunement for this quest is simple enough. Kill the Quartermaster just outside of the entrance to BRS, then head to the opposite side of the entrance and talk to the Orc. You'll need to kill Drakk inside UBRS and touch the crystal orb behind him. Very easy.
- The Suppression Room is about the only place in the game where you'll use Detect/Remove Traps.

- Never stand behind an opponent, always on their side. Nearly every boss has some massive attack for their back end.
- When attacking Vael, you need to pull out all the stops. You basically have 3 minutes to kill him or the raid wipes.
- The instance can have 2 or 5 possible types of dragonkin. Black, Blue, Bronze, Green and Red. They affect Chromaggus and Nefarian encounters heavily.
- Chromaggus debuffs everyone according to the following. Black=Fire Damage + 100%, Blue = 70% movement, 50% casting and 50 mana drained/s, Bronze = random 4 second stun (hourglass sand is the only cure), Green = 50% healing, 250dmg/5s, Red = 50dmg/3s, heals Chromaggus on death. 4 of the 5 can be debuffed and should once you have 3 on you.
- Nefarian is a 3 stage event. First one, he summons 42 elite dragonkin, according to the 2 types of the instance. Black = Fire/Shadow Resist, Blue = Drains mana, lowers attack speed, Frost/Arcane Resist, Bronze = Reduce attack speed, Arcand resist, Green = Stun and Nature resist, Red = Fire resist. Stage 2 he'll summon

random players. Rogues get summoned in front of him for 30 seconds, immobilized. Stage 3, all the elites repop as normal undead. Once they are dead, back to stage 2.

Naxxramas

- People are just starting this instance. Lair of Lich Lord Kel'Thuzad.
- To attune, talk to an NPC in Light's Hope Chapel in EP. The requirements change based on your faction with Argent Dawn but can all be purchased from the AH.

Outlands

Instant Poison should be on your offhand at all times, unless indicated otherwise. If you're using Mutilate, I would suggest Deadly Poison on your main hand weapon, Instant otherwise. Both hit 95% of all targets in instances, including bosses. Crippling does not and should only be used if you have concerns about runners.

Hellfire Ramparts

- First boss is easy, comes with two adds. Drop them, then the boss

- Second boss, the one on the drake. Kill the 2 guards around the circle first, then kill the Orc. Once he's dead, stay away from the front end of the dragon. Fire resist comes in useful
- Third boss summons felhounds from time to time. Kill them when the spawn and the boss should go down quick. If you get affected by his Curse, back away until it's gone. It does about 400dmg/tick to nearby players.

Blood Furnace

- First boss is a pretty straightforward DPS fight. He can Mind Control a party member, has a melee AE knockup attack, an AE poison attack and a nature spell that knocks you up in the air. His hit points are low enough for this to be only a small factor.
- Spawns after 4 consecutively more difficult spawns of orcs. Last wave has 3 elites and 2 non elites, so good crowd control is essential. Can't use sap because you're already in combat. The boss himself isn't all that hard.

He drops a poison ring on the ground, which the tank needs to pull away from. A minor AE poison attack as well.

- You first need to deal with the 5 warlocks in the room. Fear is a good choice as well as shadow resistance. If you can group them together for some AE, that's good too. Once they are gone, the boss comes out. He has a front cast shadowbolt spell, so everyone but the tank behind him. At certain intervals, he'll stop attacking, become immune to damage and start an AE blast. Run out of that quickly. Should be a relatively easy fight after warlocks are gone.

Shattered Halls

- You need 350 LP to get in here or the key that drops in Blood Furnace
- First boss spawns little pools on the ground that hit for 1K per second. You can move around them. At 20%, he does a Whirlwind attack, which you need to move out of the area, wait, then go back in.
- Second boss

- Third boss is a lot of fun. Everyone should stand in their own corner, tank in the middle. When the spawns arrive, knock them out and then get back on the Orc. He does a Whirlwind attack which you need to avoid.

Slave Pens

- First boss is a shaman and will drop totems. Kill them in this order: Healing, Stoneskin, Earthgrab. Don't attack his Fire Totem, simply move out of range. He has a direct attack spell but that should only hit the tank.
- Second boss has a nasty bleed buff that will last until it is dispelled or you die. Also has a frost spit AE attack for about 1600dmg. Rest is rather simple for a rogue.
- Last boss has a geyser attack when he goes on all fours and an AE poison bolt attack that hits for about 2500dmg. If you free the Naturalist Bite before the boss, he gives a good buff (110 Nature Resist, 5% all stats) that will help with the poison attack.

Underbog

- First boss spawns mushrooms from time to time. After about 5 seconds, they explode and leave a cloud for about 2s, which contains a nasty DoT. Just pull him around up until 20%. At that point, he roots himself and casts an AE spell that heals him for 4x the damage done. Move out of range, let him cast and burn him down. At 10%, he breaks root and resume avoiding the mushrooms.
- Second boss has some nasty front end attacks, stay behind him. Even behind him, you'll get hit for about 500dmg but it's much better than the front.
- Third boss is a hunter type. If no one is in melee range, he casts Aimed Shot for about 1500dmg. He has a multi-shot attack that does about 1500dmg. He has an AE shout that reduces nearby opponents AC by 75%. He also randomly places a freeze trap that freezes everyone, then runs to range and uses Aimed Shot. Let the tank build aggro for the first shout, and then go in for the kill. Kill his pet bear after the fight.
- Final boss casts Chain Lightning for 2000dmg, then hits 2 additional targets for 50% less each time. Cast a static attack, similar to the Eredar

boss in Hellfire Ramparts. Keep range and it will lessen the effect. Casts a float type spell that lifts you in the air and out of combat. Keep spread out to avoid the various attacks and you should be good here.

Steamvault

- First boss comes with 2 elementals. They should be dealt with first. Boss casts Lightning Cloud, which you can mitigate with Cloak of Shadows or run away.
- Second boss is a mechanical one. Every 25% hp, he spawns little gnomes that heal him but they have low HP. Hit them to stop the casting and then when disposed of, back on the boss.
- Third boss summons energy for 12s from a nearby tank, every 30-45s. When he starts, you need to kill the tank ASAP or he goes into a frenzy and will kill everyone. It takes about 4 tanks to kill him.

Mana Tombs

- The first boss has an AE pulse shadow attack (1500dmg per sec) that will last 5 seconds over 30yds, which Cloak of Shadows can eat. When he

glows green, stop attacking as he will have a damage shield up. Avoid the blast and the shield and you should be ok.

- As an Earth Giant, the second boss has your standard Earthquake attack with stun (800dmg). He can also randomly imprison a target for 5s, dealing 50% of your total HP damage. If your priest can heal through the prisons, you should do fine.
- The last boss starts with 3 beacons and summons an additional one every 10-15s. These beacons cast an arcane missile attack and will spawn a caster if they aren't destroyed quickly. The trick here is to take down all 3 original beacons or you will wipe.

Auchenai Crypts

- The first boss can "pull" you towards him, which will apply a bleed debuff on you (Dwarves can negate this with their racial). He can also place a beacon under a melee attacker that after 5s will explode in blast waves for about 1500dmg.
- Final boss can create a shadow copy of a random player. This shadow has all the abilities and hit points of the player and needs to be taken down

ASAP. The "shadowed" player during this time does 50% dmg and healing. He randomly casts a shadow spell to a target for 1100dmg and has an AE Fear ability. At 15%, he summons a copy of himself with a Mortal Strike ability. It's best to just off-tank the double and continue on the boss.

Sethekk Halls

- First boss is easy enough. He summons 3 waves of 4 random elementals. Get them together and use AE. Don't attack the boss until the wave is completely gone. He also has a few direct damage spells for about 800dmg and has a chain lightning spell that does more damage the more people it hits.
- Last boss can be a pain if you are not positioned properly. The easiest way is to have him tanked next to a pillar with casters beside the next pillar. When he blinks and starts casting (6000 if it hits you), get behind a pillar to break Line of Sight. He also casts polymorph. If you can avoid the cast after blink, this boss is easy enough.

Shadow Labyrinth

- First boss is a Felguard. Once the room in front of him is cleared, he starts walking around. He casts fear every 30 seconds or so and has a poison front-cone attack. Stay on his back and you should be fine.
- Before second boss is a room similar to the Cathedral in Scarlet Monestary. There are 10 pulls total of 4-6 creatures. Sap + sheep + fear is essential for this to work. There are also 5 orc assassins running around that can attack without warning. Don't engage the boss without all of them dead.
- Second boss is a long fight. He will mind control the entire party for 15s every 40s. He has an area effect knockback and charges everyone. Basically, you want to use all your cooldowns ASAP (Cold Blood, Trinkets etc..) because when you're mind controlled you WILL use them. Remove poisons from your blades to save some damage on your teammates.
- Third boss spawns Voidwalkers that slowly run to him. Once they get to him, they heal him for 2000 and damage you for 4000. Every 30s or so, he teleports back to his start area

and casts Hellfire, which you simply need to run out of. It gives the rogue a good 10s to take care of some wandering Voidwalkers. After the first teleport, you need to draw the boss to the south hall along one of the walls to avoid the Voidwalkers. All DPS should focus on the boss and ignore the adds.

- Fourth boss (Murmur) can't move, which works in your favor. He casts a debuff (Touch of Murmur) which after 10 seconds will blow you up for 4000 and the people around you. When you have it, run away from the group. He also casts Sonic Boom. Takes about 4 seconds to cast and will do about 6000 damage, so run to a wall to get out of the way. Cloak of Shadows will absorb it the first time. Sprint will get you out the second time. Be quick on the draw.

Mechanar

- Gryo-Kill has a front-cone attack. Rest of it is rather simple.
- Iron-Hand has a front-cone attack and a Jackhammer attack (his legs have purple rings around them). That attack will kill you if you stay within melee range.

- Third boss is entirely optional. He continuously spawns bombs that will do 2000dmg to everyone around. When his shield turns red, he reflects all melee damage. The trick is to slowly pull him back to the entrance and turn off attacks while he has the red shield up.

- Fourth boss spawns with 2 fire elementals at either side of the room. When the fight starts, the fire eles will randomly select a target and slowly walks towards them. If you know that you are the target, keep the elemental away from the group as it leaves a flame trail on the ground. Ever 30s or so, the elemental switch targets, so you need to keep paying attention.

- Last boss spawns after 6 waves of creatures are killed. Blood elves, Robot, Blood elves, repeat. Once you engage him, you he will spawn little elementals every 45s or so, who need to be killed asap. He can also mind control people randomly. As long as the elementals get killed, he will go down quickly enough.

Botanica

- First boss is rather simple. Once she's at about 20%, she spawns 4 elves to assist, one of which is an elite healer. If you have a mage, have them sheep the caster and take care of the others. Back on the boss, then kill the mage.
- Second boss can be a major pain. Every 30s or so, he will transform into a tree and spawn 3 flowers. He will channel from those flowers and heal himself for about 20% of total life. The trick is to keep him on the bridge and when he turns into a tree, cut back behind the bridge to the left. That will break line of sight and pull the flowers to you, breaking the heal as well. Take care of them and back on the boss. You have about 4-5 tree transforms to kill him or you'll run out of mana on the casters. Wound Poison is useful here.
- Third boss is a demon. He casts a Hellfire AE pulse spell that you can absorb with Cloak of Shadows. If you can't use it, run back a bit, the range is smaller than the graphic. He also will sacrifice the second most hated target, which is either you or the

priest. This will drain your life and heal his. Avoid the Hellfire and drop his life. Wound Poison is also useful here.

- Fourth boss is interesting. Tank him where he is and do as much damage as you can quickly. He will teleport back to his starting area and that will spawn 2 flowers. Kill those and get back on the boss. Nothing terribly complicated but you will be doing a lot of running.
- Last boss is a real pain. He summons 6 treants that after 20s will heal him for about 25% health. He also has an AE warstomp attack that does about 2000 damage and stuns for 5s. If you can, keep him halfway to the bridge and deal with the treants away from warstomp. Let the ranged attackers deal with this boss and you deal with the adds.

Arcatraz

- The first boss spawns void circles on the ground that deal about 1000dmg/sec, avoid them. He casts Seed of Corruption, which will do about 4000dmg to you and your

group, so move away from them when you have this. He also has a shadow nova spell that you can eat with Cloak of Shadows

- I suggest Dalliah as the second boss. She has a whirlwind attack that you should avoid. She starts casting a heal right after, which you can interrupt with a kick. She casts a debuff that causes her to be healed when you do. Make sure your healer knows about it. Long fight but relatively easy.
- Soccothrates is the next boss. He has a permanent fire aura, which does about 1000dmg every 3 seconds. He also charges people and leaves a flame trail behind him which will kill you in 3 seconds. Avoid the fire trail and get as much damage in as possible. You need to kill him very quickly to save on healing.
- Last boss is on the 4th wave. 1st is a Warp Stalker/Imp, 2nd is a friendly NPC, 3rd is a dragonkin. He can mind control people randomly, as well as mind rend (stun + 5000dmg over 3 seconds). At 66% and 33% he spawns a clone with about 10,000hitpoints. Kill those quickly then get back on the boss.

Escape from Durnholde

- Notes: Get the quest for this area first, you need it to move onto the next area, Black Morass. This entire instance deals with the escape of Trall. Thrall can die 2 times and will reset. After his third death, you fail.
- The first boss is a standard warrior. Whirlwind, Intimidating Shout (Fear) and Mortal Strike. Avoid the Whirlwind and you should be good.
- Second boss comes with 2 adds. Offtank the warrior and kill the healer first. Warrior next then take down the boss. He can cast Heal, which you should Kick through. He can also cast a 6s stun on his main target. The fight can be long if you can't break his heal castings.
- The last boss is a drake and comes with your standard from AE cone breath attack. He has a DoT that can be removed with Cloak of Shadows, an AE knockback and an aura that removes all of the player buffs over time, so any buffs you do have will be gone within 10s or so. You first need to deal with 3 waves of dragonkin, then the boss drops down to start the fight.

Black Morass

- Notes: This instance deals with Medivh opening the Dark Portal to the Outlands and is for all intents and purposes a non-stop fight for about 30m. You must complete Escape from Durnholde before being able to enter. Make sure you pick up the quest and have a Chrono Beacon on your hotbar. Use these chrono beacons on the mini-bosses 13-17 to speed up the kills.
- There will be 18 portals that open; each one has a mini-boss that channels to keep the portal open. You have about 2 minutes between portal openings before the next one appears, usually more than enough time. At portals 6, 12 and 18 a boss will show instead of a mini-boss. After a boss you have between 20s-1m to rest up and drink.
- The first boss is relatively simple. He has an arcane blast that you can resist with Cloak of Shadows as well as an AE attack that reduces combat/movement speed by 60%.
- The second boss is where most people have trouble. He has a debuff that reduces healing by 10% and can stack up to 10x on the target. If the tank

has too many of these on him, you will be forced to off-tank (just turn on Evasion) for a few seconds. He can also self-haste.

- The third boss is a pain. He has an AE front cone sand attack (Cloak of Shadows can eat it) for about 4000dmg. He will freeze time for 4s every 30s or so. As long as your tank is kept topped up on health at all times, you should be good. Poorly timed heals will kill you.

Dealing With Elites

There's a reason they call them elites, they hit hard, and have high hit points and armor along with some nifty moves you won't find elsewhere. Every instance is populated by elite creatures and more often than not, they are in groups. Having a firm understanding of how a rogue works in a group is important to be successful.

Elites that you find out in the wild (non-instance) are usually just named versions of some regular variety creature. They tend to be a bit more difficult than a normal version, harder to find yet are not close to the difficulty you'd find in an instance. The exception to this is the very high level elites

you find guarding certain areas (such as almost all dragonkin). They are meant to keep you away from certain unfinished zones.

As a rule of thumb, a rogue can solo an elite that is 2 levels under them. Of course, this can change depending on the type of creature you're fighting. A giant for example will trample you easily but a caster will fall as quick prey. It's usually best to attempt an elite with a friend as 2 people can easily take on a similar level elite creature. Always use evasion when tanking an elite.

Stun is usually a very good tool to use against elites since they have such very high armor that most of your skills do little damage. If you're stunning them, then the rest of the group can get their damage skills to attack and they are not getting hit. This is a very good thing. Some people think Expose Armor would be useful here but it really isn't. Creatures have such a high armor value that Expose Armor has very little effect and it prevents Warriors from using Sunder Armor, a tool they need to gain aggro. So stun attacks are key.

That being said, the bosses of most instances cannot be stunned. In those cases, it's best to start with Garrote and throw on a Rupture as your other attacks will not do nearly as much damage. In later stages, bosses will survive 2 or more Rupture attacks due to their high hit point values.

To go over elites again: A rogue can solo them outside of instances with relative ease if they are 2 levels below them. In an instance, it's best to stun elites due to their very high armor rates as special attacks will and can get highly resisted. If stun is not an option, then use DoT attacks. Finally, do not ever use Expose Armor – not only does it have very little effect but it prevents Warriors from doing their job properly.

PvP



vP is a big part of World of Warcraft. About 50% of the servers are PvP in fact. There is an important factor to consider compared to regular combat; your opponents do not follow set patterns. 90% of the time it will be skill and luck that decide combat, not just overwhelming numbers. Every class has its advantages and disadvantages in combat and your job is to exploit them. I will go over the other classes in the game and see what you can do to counter.

In all cases, I suggest only having Crippling Poison on your main hand and Mind Numbing on the off. The added bonus from Instant Poison is nice but PC opponents love to run away, especially casters. The only classes that will stand toe to toe with you are Warriors, Paladins and other Rogues. Everyone else wants to get far away from you, don't let them. Delaying casting is a good thing.

General PvP Information

Preparation

You need to be well equipped if you want to do some serious PvP. Ensure that you have enough ingredients for Vanish, Blind and your Thistle Tea. Carrying around Tubers and Healing potions is vital as well. Keep some good bandages on hand for when you have the chance to breathe. Make sure that you have the proper gear on as well. Since PvP and PvE are so different, many rogues have different sets of gear depending on what they want to do.

Have lots of crippling poison. I put this in its own paragraph because so many rogues forget about it. You must have this on your weapon at all times in PvP. Some people like using Mind Numbing in the other hand, makes fear take 9 seconds to cast.

There are trinkets that allow you to escape charm/fear/polymorph (Insignia of the Alliance/Horde) available from the Battlegrounds vendors. Useful tools that require very little time to acquire.

Battlegrounds

If you're doing any battleground combat, only do it at the following levels, 19, 29, 37-39, 45-49, 70. Why you ask, because BGs are divided into 10 level sections; 10-19, 20-29 and so on. If you show up at level 20 and are fighting 29s, you're useless. As you get higher, the discrepancy gets smaller and smaller. Once you hit the 60s, I seriously advise you to get to 70 before entering. Since that last group has people that have been PvPing for months, they are guaranteed to be much much better equipped than you can possibly be, you would be more like a mosquito to someone who has tier 3 or better gear.

You generally want to be in a team with another rogue. One of you will always be on the opponent's backside, tearing through. It's common to see groups of 4-5 rogues in the larger BGs as they can sneak around the opponents and cause some heavy surprise damage. You will find yourself generally right behind the enemy's main attack force. The less people see you, the more damage to the casters in the back.

As a general rule, on pretty much every server I've played on, Horde has the advantage in PvP. Their racial abilities are PvP focused and the shaman is better in PvP than a paladin.

Warsong Gulch

Designed for 10 people per side, it's your classic Capture the Flag event. This BG is available starting at level 10. It's considered courteous to hold the opponent's flag at your base until you are able to recover yours. The average battle lasts 30 minutes though I've seen some over an hour.

As a rogue, you don't want to be carrying the flag. You can't stealth with it equipped and don't have the hitpoints to get very far. Leave that to the Paladins and Druids. Your role here is to get the casters in the middle of the field for the most part. You are the best class to retrieve a flag from an opponent due to stealth attacks. You'll often be 1vs1 or 2vs2, so it's a great place to practice combat techniques.

If you see a flag runner, use distract if you can. Most times they will stop in their tracks, giving you time to catch up. This zone requires Crippling Poison for that exact reason. If you find yourself chasing a flag

runner, remember that you can stun and snare them. Use your mount or Sprint to catch up and just past them. Stealth and Cheap Shot. If you can't use Stealth, Gouge by quickly jumping and turning in the air. Having Crippling Poison will have a large effect on their speed. Worst case, you can try for a SS/Hemo and then Kidney Shot for a 2 second stun.

Arathi Basin

It's designed for 15 people per side and starts at level 20. The goal is to control specific locations on the field and acquire 2000 resources from them. You can play one of two roles. Either you're a guard with another member or you're part of the advanced fighting force. I personally prefer the advanced attack as you tend to die less often than defending against an onrush of 8-10 players. I find most fights here are 3vs3, though if you're part of a defensive team, you might be 2vs10. The battles lengths vary tremendously due to player skill. I've seen some last 10 minutes as I've seen some last 2 hours. Most though tend to be over in 30 minutes.

Alterac Valley

It's pretty much a raid zone in itself as it takes up to 40 players starting at level 50. I highly suggest waiting until you're 60 to do this BG. The goal is to kill the opponent's leader, slowing moving your way across the field capturing spawn points and destroying towers. It's very similar to RISK. Battles last at a minimum an hour and some last days (I actually saw one last over a week). Most are complete in 2 hours.

Generally, I like grouping with 2 other rogues and a druid. You can be an advanced force and take out every single other spot on the map if no one from the other side shows up. An alternative is to stand in the back lines of the opponent and take out the casters. This doesn't work really well though, since you basically have to go through 20+ opponents to get back to your main force. You'll find that there are many bottlenecks and that you can have fighting at one location for hours. You need excellent coordination to win this BG.

Pick your fights

This is very important. If you just go around and attack anything that moves you're in trouble. You want to aim for people that are already engaged with someone else. Examples are casters that are currently casting, hunters whose pets are already attacking and so on.

You should also factor in the world geometry. Since many attacks require line of sight to succeed, fighting indoors and close quarters is to your advantage. I personally like to hide near shrubbery or just around a corner. Even if they detect you in stealth, they can't see you, giving you the chance to move into a better position.

Do not let someone fear you. Learn to recognize the casting (get a UI mod if you want) and stop it. Fear will destroy rogues as it takes you out of melee range for a long time.

If something goes wrong, Gouge and Vanish away.

Stun Lock

This technique came around when Battlegrounds first came out and is widely used due to its power. It follows the simple principle where your enemy is constantly stunned while you use small moves to gradually remove their health. This tactic was extremely cheap in the early days but with the diminishing returns of stuns, you need to be reasonably quick in dealing your damage. Here's the general idea of the combat.

Cheap Shot → SS → Gouge → Kidney Shot → SS → Thistle Tea → SS → SS → SS → Gouge → Cold Blood → Eviscerate

Looking at the combo, it seems rather simple to execute but you need to have exact timing on the stuns as your enemy will be constantly pressing an attack while they are stunned and the split second delay will break your combo. You also need to monitor your energy use throughout as you may need to use a Thistle Tea to regenerate if things go wrong.

The deadliest combo requires a specific talent build to accomplish and can only be done every 10 minutes. Obviously, this doesn't work in Battlegrounds and is meant for outdoors random PvP.

Cheap Shot → SS → Gouge → Pause → Cold Blood → Eviscerate → Blind → Vanish → Regen ~8 seconds → Cheap Shot → SS → Gouge → Preparation → Cold Blood → Eviscerate → Blind → Vanish → Regen ~8 seconds → Cheap Shot → SS → Gouge → Eviscerate

This one takes extreme control in timing and requires that you not miss a single attack. You could exchange waiting for popping a Thistle Tea to get your Energy back.

I strongly urge that you get a stun monitoring UI, such as StunWatch. It will show a progress bar for the stun duration, not entirely accurate all the time but much better than counting in your head.

Rogue

The rogue's biggest advantage in PvP is stealth. It's also the biggest disadvantage as many tactics are lost if they get detected. A rogue can unleash a very high amount of damage in a very small timeframe so it's best to not let them attack you at all, especially not from the back. The solution? Stun your opponent.

Since most rogues will be stun lock rogues, you're basically waiting for them to mess up and get in a Gouge and Vanish/Run away. Then come back and demonstrate how it should be done.

Druid

Druids are very good in PvP. They have a very large amount of spells and physical attacks at their disposal. Their damage shields are especially deadly since it's based on the number of times they get hit, and no class hits faster or more often than a Rogue. They also have the ability to cast regenerate on themselves, offsetting a very large amount of damage you can possibly inflict.

If you fight a druid and they turn into an animal, you've pretty much won the fight as they won't be able to cast.

If they are in caster form, remember the Kick attack. It stops casting of that spell line for a set amount of time. It will not interrupt instant cast attacks though. They will most likely try to kite you with a snare, so you need to snare them and keep in very close quarters.

Basically, if they have a damage shield on, you're looking at taking a large amount of damage without them even hitting you so try to stun them to offset the increased damage.

Hunter

Hunters are a pain simply because they have a pet. Pets can do a very large amount of damage to you and hunters can kite you all over the place with speed decreasing shots. It's even more annoying when they attack with their pet before they shoot you as it takes time figuring out where they are. The only telltale sign is perhaps a puff of smoke from a gun, as bows have no indication. This makes hunters deadly if they stay near foliage. You need to Sprint and Gouge/Blind and get going on the damage.

If you are faced with one, kill the Hunter and not the pet. Sure, you can take a lot of damage from the pet but even if you kill it, the Hunter will have you to no life in a flash. If they start kiting you, you're pretty much up the creek as they do a tremendous amount of damage from range.

Thankfully, the Hunter is very weak at close range. Make sure you hit the pet with Crippling Poison if the opportunity presents itself. A pet that moves slowly means you can get away from its damage fairly easily.

Mage

Mages are the only other class that can compare to us damage wise. The good thing is that they have little to no HP and armor. Mages love to use Polymorph and Frost Nova so they can move out and attack us from range. Obviously, Polymorph can be stopped with a Kick or a Gouge. Frost Nova is an instant attack though, and the only counter that I know of is to use a ranged attack. Bombs are great here as they can stun the mage for 3 seconds. If you don't have any, use your ranged attack that will slow down their casting time.

When you use Kick, there is a cool down time, same with Gouge. Try to not use the skill back to back, as you will be open for attack while you can't use the skills.

The stun combo works great here as well, but Mages can Blink out of a lot of our stuns. This can be fairly easily offset with Crippling Poison as you can catch up to them quickly. You might be tempted to use Mind Numbing

Poison but it really is not as effective as Crippling Poison and mages have a lot of instant cast spells that aren't affected by it. Line of Sight is very important to mages, so stay on their backs even if you don't have a dagger, that way, they can't hit you.

Even if you're caught off guard, the odds are in your favor when 1on1 with a Mage. Just remember than you can interrupt their attacks and you'll be fine as you can dish out a lot of damage in a short period of time.

Paladin

They're the bane of the Rogue, heck of all PvP. Paladins have nearly all the benefits of Warriors and the ability to heal at the touch of a button. They can use Divine Shield, which gives them 12 seconds to heal themselves without taking any damage at all. Very deadly and it's Instant Cast, so you can't interrupt it.

If you don't finish off a Paladin with the Stun Combo, odds are you're dead. Point of fact, about the only combo that does work on them is a stun combo due to the fact that they have such high armor values. It's not

uncommon to see some with 7000armor, giving them near 50% damage absorption, practically eliminating the use of Backstab and Ambush.

Mind-Numbing poison can be useful here on their healing spells. You're basically hoping to drain their mana reserves as these fights can take forever.

Priest

With all their healing abilities, you'd think a Priest would be a deadly opponent, dragging the combat on for a long time. Fact is, they are very weak in PvP and do less damage than Mages. They do have an instant heal that heals for about 1400dmg but with a 30 minute cool down, it's not something you need to really worry about. They are only cloth wearers and 1400 damage is practically the same damage you'd do with a non-critical Eviscerate. Their deadliest attack has to be their ability to Fear, making you run away for 8 seconds. Fear can destroy a Rogue, especially in the middle of a combo.

That being said, a good priest will cast Fear and DoT you, then heal to full. Use your trinket as soon as you're feared. I find that a lot of priests are used to the "heal-only" mode and are relatively soft targets. Those that know what they are doing however are a sight to behold.

Mind Numbing Poison could be an option here since Priests don't gain anything from running around. Also, try to stay behind them, as Line of Sight is what they need to cast on you.

Shaman

The deadliest opponent in PvP bar none. With their damage shields, instant cast spells, multiple totems (magma and earthbind), heals and fairly decent melee ability, a rogue should just leave them alone. I've taken a few on and died even though I had more levels.

Regardless if you can get the Stun Combo to work, you're still looking at 200dmgx3 from their damage shield. Their instant cast spell is 550dmg, it also only has a 6 second cool down. In a 30 second fight, that's over 3K in damage that you can't stop. A fire totem can do 40dmg per 2 seconds, which

would also break a Vanish. If you mess up the stun or get caught off guard, you're in for a rough ride. If they don't have a damage shield up, you have a decent chance of taking one down. If they are guarding something, expect 4 totems and no way to reach them without stealth breaking and being snared.

This is also the main reason you avoid shaman with damage shield in PvE. They run through a Rogue in no time.

Warlock

Ahh, another pet class. Warlocks should be treated like all other casters. Interrupt their casts. Their only instant cast damage spell which you need to worry about is Death Coil. It hits for 470 damage and heals the caster for the same amount but has a 10 minute cooldown, so it's not something you'll see very often. You can interrupt nearly all of their casts with ease, as they tend to take time to come into effect. Mostly damage over time spells as well. Their deadliest spell by far, is their Fear spell. It can make combat a real pain since you can't control yourself. Undead have an advantage here, since their racial ability makes them immune to the effects.

As much as you'd think a pet would be a problem, it truly isn't. The Imp would be your deadliest foe, being able to nuke from a distance. Voidwalker is simply a tank, and really doesn't hit hard enough to be a problem. Pets can be sacrificed to have some uninterrupted spell casting for a short time. Rarely will you see a Succubus and as long as they are not on your back, don't worry. Felhunters are nothing to fret since you have no spells and that's about all they're good at taking down. Sap works reliably on Warlock pets and essentially removes them from the fight altogether.

Just concentrate on the Warlock and they'll go down eventually. Some Warlocks have ridiculous amounts of health but as long as they don't fear you, it's not so bad. Being a pet class means they have very little defensive skills. Even if you don't get a stun combo to work, just your standard melee will drop them.

Warrior

Very similar to Paladins, minus the ability to heal. This makes them a bit easier but they can unload a ton of damage, all instant strikes. Overpower comes into effect when you dodge and you can't stop it, not too good

for Rogues. They can also Rend your armor, reducing it by 450 and it stacks up to 5 times. That's basically putting you at 0 armor if you think about it. They have Thunder Slap that can reduce your attack speed by 10% and a few skills that increase their next swing by 100dmg or more.

Did I mention that their armor values are through the roof, especially with a certain talent?. Don't be surprised to see a Warrior with 8000armor, which equates to a 60% damage reduction.

The problem lays simply in the fact that they can make a fight last a long time, which is not good for a Rogue. Open with stuns to keep the damage they can inflict on you to a minimum and if after the combo they are still alive, you might be able to stand toe to toe with them. You might even want to throw in a Kidney Shot to finish the combo instead of an Eviscerate, just to keep them stunned that much longer. If you don't kill the Warrior in the stun lock, you're likely to die shortly after.

TRICKS OF THE TRADE

Interface Mods & Customization

The standard interface for WoW is great, one of the best out there. Of course, it's also homogenized so that all classes can use it equally, so let's customize it a bit. My two favorite locations for finding Interface Mods are <http://ui.worldofwar.net> and <http://wow-en.curse-gaming.com/files/addons/> Both offer a large selection of mods. Here are the ones I currently have active

- Jubei's AEP – Used to have a quick glance at AEP values for items. When leveling, this is a very useful tool as you'll see jumps of 20-30% in some items. At 70, you can use it to judge between 2 near identical looking items.
- TitanBar – Not terribly rogue-specific but an amazing overall mod. Adds a small toolbar at the top of your screen that monitors your location (/loc)

essential for all those quests. You can always add more mods to it as well, such as a Poison counter or DPS meter.

- MetaHUD – This removes your player frame, the enemy frame and adds some semi-circles to the middle of your screen to display health/energy and combo points. I play in Widescreen and not having to look away from the action to know what's going on is a great advantage. Also can tell you at a glance the classification of a target (Humanoid, Demon, etc...) to help with Crowd Control assignments.
- SpellAlert – Advises you when your target is casting and what it's casting. Very important for PvP as you can decide whether to interrupt or not. Also useful for boss encounters so that you can time your escape/Cloak of Shadows.
- SWStats – A simple damage meter. Good to see how you compare to other members in your group or to monitor your DPS.
- KLHThreatMeter – Essential in a raid. It monitors your threat(hate) level against a target. On fights that last 3+ minutes, you want a good control of your hate so that you don't get hit.

- Poison Pouch – Allows you to apply a poison to a weapon in 2 clicks.

External Tools

I personally use a Nostromo N52 in addition to my keyboard. I have a 5 button mouse as well, with Run Speed, Stealth and an /assist macro mapped to the extra 3 buttons. Having everything available without having to move my wrist makes combat miles easier. I don't have to fiddle to find the right key to use. I have mapped [TAB] to one button on the Nostromo to more easily select targets and the other 14 buttons are mapped to skills. This isn't a necessary tool but one that I think is a good investment if you want to do any serious PvP.

Macros

Since the expansion the formatting of macros has changed drastically. There are tons of new ways to get macros to work and I suggest you read about it on the official forums

<http://forums.worldofwarcraft.com/board.html?forumId=11114&sid=1>

Self-Bandage

/use [target=player] Heavy Netherweave
Bandage

Ambush if in stealth, else Mutilate
/cast [stealth] Ambush; Mutilate

Gouge and then bandage yourself
/cast Gouge
/stopcasting
/cast [target=player] Heavy Netherweave
Bandage>

Raising Lockpicking

This is a very important skill for rogues to learn and master. It is limited to your level *5, so you really can't train to max once you get the skill, not that you could anyhow. Some important things to know about Lockpicking, mainly what you can pick and at what skill.

Creature levels to pickpocket junkboxes

Lvl 22-32 Battered Junkboxes
Lvl 32-42 Worn Junkboxes
Lvl 42-52 Sturdy Junkboxes
Lvl 52+ Heavy Junkboxes

Skills required to pick boxes

Battered Junkboxes(25-100)
Worn Junkboxes(100-175)
Sturdy Junkboxes(175-250)
Heavy Junkboxes(250-?)

Heavy Bronze Lockbox
Ornate Bronze Lockbox
Iron Lockbox (75-?)
Strong Iron Lockbox (125-?)
Steel Lockbox (175-?)
Reinforced Steel Lockbox (225-never)
Mithril Lockbox (225-never)
Thorium Lockbox (225-never)
Eternium Lockbox(225-never)

Skills for Doors

Gnomeregan (150-200)
Scarlet Monastery (175-250)
Searing Gorge Gate (225-never)
BRD Prison Cells (225-never)
BRD Shadowforge Gates (280-never)
Scholomance (280-never)
Stratholme (300)

Others

Engineered Practice Locks (1-75)

Location of Footlockers

Hillsbrad Foothills – Durnholde Keep
Redridge Mountains – Lake Everstill
Ashenvale Forest – Zoram Strand
Stonetalon Mountains – Windshear Crag
and Associated Mines
Wetlands – Murloc Camps
Desolace – Sar'theris Strand
Badlands – Angor Fortress
Swamp of Sorrows – Pool of Tears

Searing Gorge – The Slag Pit
Tanaris Desert – Lost Rigger Cove
Azshara – Bay of Storms
Eastern Plaguelands – Tyr's Hand (elite)
Zangarmash – Twin Spire Ruins

You can see that there are milestones of a sort, 175, 225, 250 and 350. To compare that to rogue levels, you're looking at levels 35, 45, 50 and 70. Now, there are many ways to increase your skill, with Pick Pocket being one of the better ones. Hence one of the reasons you are hunting Humanoids, to get Junkboxes. An important thing to know about Lockpicking is that skill-ups from locked doors are on timers. You can only gain a skill-up once then you need to wait 20 minutes to get the next one. There are ways to get around this though. One way is to successfully pick a junkbox/practice lock in between attempts. Another is to pickpocket a target, which has a 50% chance of resetting the timer. You can make an effort to collect junkboxes/practice locks and then head to a door and go nuts practicing though pickpocketing is the better solution.

Footlockers are static locked boxes you can find in the areas listed above. The area is comparative to the skill level you have. So if you have 80 lockpicking you'd want to head to Wetlands and if you were near 200 skill, then you'd go to Azshara.

The alternative is to simply stand in town and tell people you will pick their lockboxes for free. The lockbox can be in the do-not-trade window and you will still gain skill. Problem is, you need to be on at peak times and most servers are very laggy during these times, making it very frustrating.

The quickest way to increase your Lockpicking skill is as follows.

Skill	Where
1 – 80	Lockpicking quest you get at level 16
81 – 125	Bottom floor of the pirate boat in Ratchet. Need to select the skill and click on the chest
125-175	Tower in Westfall can be picked. Need to be at least lvl 35 to kill the stuff that pops.
176 – 225	Scarlet Monastery doors (Cathedral and Armory). Bring junkboxes/practice locks to reset timer OR pick the pockets of nearby enemies
225 –280	Searing Gorge Gate. Bring junkboxes/practice locks to reset timer OR pick the pockets of nearby enemies, kill them and repeat.
280-300	There are 3 doors near the front (Shadowforge Gates) that you can pick, and then reset the instance.
300-350	Zangarmarsh – Twin Spire Ruins. There are about 20 or so locked chests lying around. Probably the easiest skill levelling you'll do. There is absolutely zero reason for you not to have maxed LP at level 70.

Taking On Bosses Solo

The best part about a rogue is that they can take on boss characters alone with little to no trouble. Some quests require you to kill a named character that can have some pals nearby. Fret not the rogue is prepared!

For taking on boss-types with friends around you have a few options. If they are humanoid, simply sap one then hit the boss. This works best with Improved Sap as you're not assaulted with attacks. Nail the boss with a Garrote and turn on Evasion. Now, start walking backwards and pull the boss towards a safer area to fight. If you pull far enough away (about 2x the distance of ranged attacks) anything that might have started fighting with the boss will run back to the spawn point. Combined with Evasion, you're going to barely get hit at all while pulling back and when Sap breaks the boss will be long dead. Heck, you could even just stand there, turn on Evasion, kill the boss then use the Vanish skill.

For instance bosses, the same theory applies. Stealth up to the boss and Sap if you need to. Some areas are well guarded and even trying to stealth through can be hard. Careful use of the Distract skill to get them to

turn around. Use Sap and then walk right through the target without worries. With Improved Sap this is really easy. Once you hit 60, you can hit some of the higher level instances because you will not attract as much attention as you did at lower levels. It becomes a bit harder due to the increased hit points they have and the damage they can produce but you can take a few out.

Use your skills wisely. Nearly all bosses can't be stunned, so there's no point in opening with Cheap Shot or using Kidney Shot. Get Slice and Dice running, Adrenaline Rush if you have it. Gouge won't stun but it will break a casting. Have instant poison on both weapons.

Possible bosses to solo are Rocco (BRD), Razorlash (DM), Plugger (BRD), Emperor (BRD), Lethendris (DM), Lord Incendius (BRD).

If you team up with other rogues and a druid, more options are available, such as all LBRs bosses (5 man), Scholomance (4-5 man) and BRD (3 man).

The only time this really doesn't work is when there are additional casters around as they can really put a dent in your hit points.

Rogue Only Quests

There are a few Rogue only quests in the game. Nearly all of them are below level 20 though.

Dagger of Cunning (All Races, level 10)

This is the first true Rogue quest you'll come across. It varies some depending on your race but requires you to use at least one of your Rogue skills to succeed.

Gnome/Dwarf – You need to head to the area in front of Gnomeregan. To the south of the entrance, you'll see what looks like a tower. Climb to the top, with Stealth on, and you'll find the dwarf you need to talk to. Do so and return to town to collect your reward.

Human – Head south of Goldshire to the shoreline, then head east until you reach some docks. You'll find the Defias Dockmaster from whom you need to pickpocket the Shipping Schedule. Return with the Schedule to get your dagger.

Night Elf – Head to the crossroads east of Darnassus, then head North to the Oracle Glade. You'll find Sethir. Now, some people need to simply kill him, while others need to pickpocket him. I suggest Pick Pocket first; as if that doesn't work you can always kill him. Return to town to collect the dagger.

Orc/Troll – Head west out of Durotar into the Barrens. Follow the coast south until you reach the Merchant's Coast. You should see Tazan who needs to be killed. Collect the Satchel and return to town for the dagger.

Undead – This can be a pain since you need to kill someone who roams a lot. Head south out of the Undercity into Silverpine Forest. Along the road, you'll eventually (he's in the northern part) come across Astor, whom you need to kill to get the Letter. Head back to the Undercity and after a being sent to some more people in town, you'll get your dagger.

Lock Picking Quest (All Races, level 16)

This quest starts you on the life long quest of raising your Lockpicking skill. This quest is a prerequisite to section 9.1

Poison Quests (All Races, level 20)

Alliance – All quests lead to Redridge Rendez-Vous, which is naturally, in Redridge Mountains. After getting your Thief's Tool (you can find them on a Poison Vendor usually) head to Alther's Mill, which is located North of Lakeshire, then east at the crossroads. Inside the mill, you'll find chests to increase your skill on that either cast a freeze on you or turn you into a rat. Don't worry about getting attacked as nothing roams this far back. You need at least 70 skill to open the quest chest with the item inside and I suggest staying until 80 skill, which won't take long at all.

Horde – This is the Plundering the Plunderers quest. Head to Ratchet and talk to the mechanical shredder to get the big cracker. Walk south along the shore until you reach a pirate ship. You need to walk upon the bow to get on the ship. Once inside, stay on the top to practice lock picking. At 70 skill, head below and pick the chest. A giant bird will spawn and you'll need to use the cracker to make the bird smaller. It's then a pretty easy kill. Loot it and return to town for a reward.

Alliance – Head to Stormwind and visit Mathias Shaw in the rogue headquarters. He'll send you to see Agent Kearnen in Westfall. Problem is, he's stealth and a pain to find if you don't know where to look. Head to Westfall and go to the lower right corner, until you reach a tower like structure. It's just south of the road to Duskwood. Against a tree near the riverbank, you'll find Kearnen. Talking to him starts the next step. Outside the tower you'll find a Malformed Drone. Go into Stealth and Pick Pocket him for the Defias Tower Key. If you mess up, kill him and he'll spawn again in a minute or so. Once you have the key, head into the tower in Stealth mode, avoiding the guards. At the top is Klaven himself, a 26 Elite. Head behind him and Sap him. Use your Lock Pick ability on the chest next to him and collect the book. You need a fair amount of skill to open it, but if you spent anytime in Redridge you should be at 80 skill and that'll be fine. Return to Mathias to get the Poisoning skill.

Horde – Head to Ogrimmar and talk to Shenthul in the Cleft of Shadow. Once you talk to him, target him again and type "/salute" (minus the quotations) to move onto

the next step. He'll send you out to the Barrens to meet Taskmaster Fizzule. Get to the Barrens and head north to the Sludge Fen. Find Fizzule and target him. Get close enough and fire the Flare Gun twice and then type "/salute" (minus the quotations). He'll acknowledge you and start you on the next part. Head over to the tower and start killing the Venture Co. creatures the quest lists. Find Gallwix and get some friends to help you kill him, as he's a 26 elite. Then find Silixiz and Pick Pocket him for the tower key. The chances of him detecting you are very high so have a group ready to help you out. Enter the tower and kill everything on the way up until you reach the chest. At the top is another 25 elite. Kill it and open the chest to collect the Cache. Return to Shenthul in Ogrimmar to get your poison skill. You will not be able to solo this at level 20, in fact, a group of 5 level 20s might have problems.

Ravenholdt Quests (All Races, level 24+)

Once you reach 24, you'll get to experience the true Rogue Hideout. From your main race's capital city, you'll get send to Hillsbrad Hills to visit Ravenholdt Manor.

The first quest involves just finding the place. If you head North along the east side of the river, near the mountains you will see a path that heads east up into the mountains. Walk up and you'll see a cave entrance. Inside the cave is a chest; which you should not open. Instead, activate your Detect Traps skill and you will have completed the rite associated with this quest. Now head past the cave and into the headquarters to talk to Fahrard to get your initial faction with this group.

The second quest really isn't explained well but it's essentially a faction quest. Since you're on neutral ground, you need to increase your faction with Ravenholdt. Head south of the Rogue camp into Durnhold Keep. Pickpocket the enemies to find Syndicate Emblems. Remember to kill them after, so that they can spawn more emblems. Once you collect about 30, head back to Ravenholdt and talk to a guard. Turn in as many emblems as you can to get to Friendly status. Some people need 30, others need 15.

The next part of this quest line seem to be currently broken.

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