

# **The World of Warcraft Warrior Guide**

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## **1. Introduction**

Welcome to World of Warcraft's most exciting and essential class, the warrior. The World of Warcraft Warrior Guide contains vital information on how to best create, play and have fun with your new character. It includes comprehensive data on statistics, quests, instances, items, talents, skills and more to help you make the best decisions in leveling for your play style. There are also guides through some of the major quests and events, and hints for picking out the best armor or weapons. It even contains tactics for PVP and playing in groups. In short, this guide is all you need for an enjoyable warrior experience.

This guide is designed for varying play styles. Power levelers can easily find the most important quests and best grinding areas. Casual players will like this reference for when they happen to find an unusual item and want to know what's worth keeping. However, everyone can use the build guides and advice offered throughout the book, so whatever your style is, read on and enjoy.

## **2. Warrior Basics**

Warriors are one of the most popular classes in World of Warcraft for good reason. Blizzard has taken the typical tank class and added to it to make a class that is versatile and fun for many different playing styles. This guide assumes that you've already made your decision to be a warrior, but in case you are still deciding, here are a few pros and cons of the class for you to consider.

### **Pros**

- Most hit points of any class
- Able to stand up well in melee
- Good for both groups and soloing
- Available for all races
- Huge armor advantage

### **Cons**

- Some vulnerability to spell casters
- Less ranged options
- Non-melee combat not an option
- Lots of warriors means competition for group slots

If you're concerned with the lack of ranged attacks or want to play a spell caster, then warrior is not for you. However, if you're looking for a class that is able to take it and dish it out in melee, warrior is one of the most fun classes to play in WOW.

### **2.1. Starting a New Character**

When creating your first warrior, you have to consider a lot of play options, from choosing a race and faction to deciding which server type is best for you. Here are some of the things you can work with inside of the warrior class to customize your character even more.

### **2.1.1. Understanding Statistics**

While World of Warcraft does not make you buy your statistics through a point system like many MMORPGs, you do have a say in which of your statistics are greatest through the modifiers on the equipment that you wear and enchantments/enhancements that you get. There are five main statistics that you can modify.

#### **Strength**

Strength modifies the pure physical power of your warrior. The higher the strength is, the more power your attacks will have. This statistic is also used to figure out how much damage you can block if you use a shield. Needless to say, this is one of the most important statistics for a warrior.

#### **Agility**

Agility helps your armor rating, your chance to dodge and your chance to critical on an attack. A warrior with a high agility will be able to sustain large amounts of damage while dealing far more much of the time.

#### **Stamina**

Stamina is your hit points, pure and simple. As a melee character, you will want to boost this as much as possible to achieve a large amount of hit points – thus increasing your staying power in melee combat.

#### **Intelligence**

Intelligence for a warrior is only used to determine how fast your skill with a weapon may increase. It is the least important statistic for the power-focused warrior and should not be increased. You can safely ignore this statistic.

#### **Spirit**

Spirit will increase the rate your health regenerates. Health regenerates fairly quickly in WOW anyway, so this usually isn't worth specifically increasing, especially if you are doing so at the cost of one of the more important statistics such as stamina or strength.

For a warrior most of the time you'll want to increase stats in the following order of importance: Strength, Stamina, Agility, Spirit, Intelligence. However for certain talent builds you may want to switch some of the first statistics around, for example if you want to focus on critical hits you may want to switch Agility and Stamina.

### **2.1.2. Statistic Formulas**

To figure out what these statistics actually mean to your game, there are several formulas you can use. Most of these are fairly simple, and there are few that you will need to calculate on a regular basis. However, if you are having trouble figuring out which armor is better, the one that gives a high armor rating but a low Stamina boost or the one with the high Stamina but lower armor, these can help you work that out to the exact amount of damage reduction and hit point increase.

I personally don't like to do a lot of math while gaming if I can help it, so these formulas represent the sort of split-second decision makers that I usually use to decide between pieces of equipments. They are not always reliable to the exact number, but they do a good job of giving an approximate number.

#### **Hit Points**

Hit points, also known as Health, are generated for a beginning warrior using the Stamina statistic as follows:

$$HP = 50 * (STA - 20)$$

The one exception to this is a Tauren warrior who gets an extra 4 HP, but this is a good basic formula to work with.

#### **Damage Reduction**

Damage reduction is still being worked out for exact numbers, but a formula that has worked for me and others is this one:

$$(\text{armor} / (\text{armor} + ((85 * \text{level}) + 400)))$$

This again is not exact, but serves as a good idea of what will happen.

#### **Attack Power**

$$\text{Level} * 3 + \text{STR} * 2 - 20$$

This will also give you the amount of damage you will be able to do per second (DPS), if you divide this number by 14. For every 14 points of attack power, you will do 1 point of DPS. Note that this will also be affected by what equipment you are using and how good you are at using it.



## **Critical Hits**

There are a lot of complicated formulas that try to figure out what your exact CH% will be, however I have found that your critical hit percentage can be approximated by taking your agility divided by 20. So, for about every 20 agility you have, your CH% will go up 1%.

## **Armor Class**

Your armor class is determined by the armor rating you have as well as your agility. Every point of agility brings your AC up by 2.

$$AC = \text{armor} + \text{AGL} * 2$$

These are the basics, if you are able to figure a few of these when choosing equipment, you will be better informed and able to make a good decision. My experience is that these are not really crucial for beginning characters, however, so you may want to leave these until higher levels when equipment can really make the difference between two similar PVP characters.

### **2.1.3. Races, Factions and Racial Abilities**

The warrior is unique where choosing a race is concerned, as it is the only class that all races have available. Thus, there are a lot of choices out there and several things you'll want to consider when choosing a race for your character.

First, figure out which faction you want to join. Alliance is comprised of Night Elves, Humans, Gnomes and Dwarves, while the Horde claims Orcs, Tauren, Undead and Trolls. These sides are of course at war, which means that you won't be playing with the opposite side very often. In fact, your chat messages won't even translate to the other side, so you will only be able to communicate with emotes. This being the case, be sure to pick the same side that your friends are playing on, or you will not be able to really play with them.

Each race in WoW has its own unique special abilities, regardless of which class you play. Some of these abilities are useful to warriors, and some really don't matter. Also, each race has slightly different starting statistics.

Race	Strength	Agility	Stamina	Intelligence	Spirit
Human	23	20	22	20	21
Dwarf	25	16	25	19	19
Night Elf	20	25	21	20	20
Gnome	18	23	21	24	20
Orc	26	17	24	17	23
Undead	22	18	23	18	25
Tauren	28	15	24	15	22
Troll	24	22	23	16	21

Race	Hit Points	Armor	Power Attack
Human	60	47	29
Dwarf	90	34	33
Night Elf	50	57	23
Gnome	50	53	19
Orc	80	36	35
Undead	70	43	27
Tauren	84	32	39
Troll	70	51	31/25*

\* Note that Troll warriors start out with a ranged attack as well, the second number denotes the beginning ranged power attack.

### **Human**

- Perception (Active) – Activate to increase stealth detection radius by 10 yards, lasts 20 seconds with a 3 minute cool down.
- The Human Spirit (Passive) – Increases Spirit by 5%.
- Diplomacy (Passive) – Increase faction point gain by 10%.
- Sword Specialization (Passive) -- +5 to sword skill
- Mace Specialization (Passive) -- +5 to mace skill

### **Dwarf**

- Stoneform (Active) – Activate for +5% AC and immunity to all poisons, disease and bleed effects, last for 20 seconds with a 3 minute cool down.
- Treasure Finding (Active) – Activate to locate treasure on your mini map, lasts until cancelled, no cool down.

- Frost Resistance (Passive) -- +10 to frost resistance
- Gun Specialization (Passive) -- +5 to gun skill

### **Night Elf**

- Shadowmeld (Active) – Activate to enter stealth mode, lasts while immobile and out of combat, or until cancelled, 10 second cool down.
- Quickness (Passive) – 1% dodge chance increase
- Wisp Spirit (Passive) – Become a wisp when dead, increasing speed by 50%.
- Nature Resistance (Passive) -- +10 nature resistance

### **Gnome**

- Escape Artist (Active) – Activate to break out of immobilizing and speed reducing effects, takes 1.5 seconds to cast with a 1 minute cool down.
- Expansive Mind (Passive) -- +5% increase to intelligence
- Arcane Resistance (Passive) -- +10 arcane resistance
- Technologist (Passive) -- +15 engineering skill

### **Orc**

- Blood Fury (Active) – Activate for +25% attack power for 15 seconds, then lose 25% attack power for 45 seconds. 2 minute cool down.
- Hardiness (Passive) – 25% resistance to stun and knockout effects
- Command (Passive) -- +5% pet melee damage
- Axe Specialization (Passive) -- +5 axe skill

### **Undead**

- Will of the Forsaken (Active) – Activate for immunity to sleep, fear and charm effects, even if currently under a fear or sleep effect. Lasts 20 seconds with a 3 minute cool down.
- Cannibalise (Passive) – 7% health regeneration every 2 seconds for 10 seconds while eating a Humanoid or Undead corpse. 2 minute cool down.
- Underwater Breathing (Passive) – Increases breath meter time by 300%.

- Shadow Resistance (Passive) -- +10 shadow resistance

## **Tauren**

- War Stomp (Active) – .5 second cast to stun up to 5 enemies in the nearby area, lasts for 2 seconds with a 2 minute cool down.
- Endurance (Passive) -- +5% health
- Nature Resistance (Passive) -- +10 nature resistance
- Cultivation (Passive) -- +15 herbalism skill

## **Troll**

- Berserking (Active) – Activate when wounded (20% or less HP) for 25% increase to melee and casting speed, lasts for 20 seconds with a 2 minute cool down.
- Regeneration (Passive) -- +10% health regeneration, 10% regeneration active while in combat
- Beast Slaying (Passive) -- +5% damage to beasts
- Throwing Weapon Specialization (Passive) -- +5 throwing weapon skill

This is a lot of information to digest, so let me highlight a few important notes here. First, keep in mind that while your choice will make for a very different beginning game, once you hit higher levels it really won't matter very much which race you are, except in terms of faction. A warrior may have some minor differences due to race, but what really makes one warrior different from another is 1) equipment and 2) talents. We'll get into those later.

However, when you are first starting out as a warrior your game play style should dictate which race you choose. If you are going to be rushing into the fray without a lot of strategy involved, you will want the race with the most hit points, the Dwarf, or the Tauren for War Stomp and the extra HP later. However, if you're a role player, you may find that a Gnome warrior is a lot of fun just for the opportunities for story telling. A tactics oriented person may want to try Night Elf because you have to play a little smarter with less advantages right off the bat. The important thing to remember is that there are no really bad choices here.

For the player who wants the greatest advantage starting out, I believe the Tauren is the best choice. The ability to stun can be a big advantage when you most need it, and the HP and power attack are both extremely high. For an Alliance player, a Dwarf can also be a good choice here – Stoneform can keep you alive longer and help defend against spell casters, and the Dwarven statistics are also very high. It is also worth pointing out that Trolls get an advantage with ranged attacks immediately and health regeneration, and also that the Undead's Will of the Forsaken can come in very handy while fighting casters. The Gnome's Escape Artist can also be useful against mages and druids.

Whatever you choose, be sure to familiarise yourself with your race's advantages and disadvantages, so that you can best use them on the field of battle. These can greatly help you during your beginning game.

#### **2.1.4. Server Types**

The last decision you will need to make before you begin playing is that of choosing a server to play on. World of Warcraft divides its servers into three types: Normal, Role-Playing, and PvP.

For most players, Normal is the best choice for a new character. There are little restrictions on your character's name (other than the usual bans on offensive naming) and you are unlikely to get ganked as often at low levels. Normal play style is appropriate for warriors who want to play the game just for the game, and aren't terribly concerned about role-playing or PvP. On a Normal server, you are still able to do both RP and PvP, but you are not required to do so, and you are flagged less often and only for doing something obviously PvP related.

PvP servers involve an entirely different style of gameplay. The biggest difference is that neutral ground is considered contested and therefore you are likely to be killed often and by players you don't have a chance against if and when you venture into these areas. Some of the contested areas are as low as level 10, so if you sign up to a PvP server, expect to die. A lot. At the same time, however, there are numerous guilds that you can join for protection of sorts, and your faction is usually more than willing to help you out. Raids tend to be more common on these servers, and many people feel that this is the only server type that truly gives you the experience of being in a war in this online world. After all, in a war there are no truly "safe" areas, and this is as close as WoW comes to

that feeling that just around the corner, you may run into a higher level character who will kill you on sight. You may not level as quickly on a PvP server due to the distractions of PvP, which you do not get experience for. However, with the introduction of the new honor system and the PvP rank rewards that WoW has recently put out, the PvP experience offers other rewards that you cannot get by pure leveling. If you enjoy group play and fighting other players, PvP is for you.

The last type of server is the Role-Playing servers. These servers function just like a Normal server for PvP purposes, but it has more restrictions on names and chatting to produce a better RP environment. You are liable to get yelled at by players or even flagged by a GM if you name yourself something out of character or try to talk about your upcoming Physics test. If you've created a great backstory for your warrior and you want to play with other people who enjoy pretending to be the characters they are playing, you will want to play on a RP server.

Whatever server you choose, realize that WoW only allows you to change servers once in a while, to allow players to help in server load-balancing. It is best to pick the server that your friends will be playing on and the type that you enjoy the most, as it is unlikely that you will change.

### **3. Warrior Combat**

While the basics of being a warrior remain the same – get into melee and kill anything that moves – World of Warcraft is unique among MMORPGs in that it actually integrates a large amount of skill and options into the largely-melee class. A warrior in World of Warcraft can specialize through talents and work with several forms of combat, called stances, to create a versatile character that is a lot of fun to play. Let's look at some of the combat styles that a warrior can work with, what role weapon choice plays, and the skills that a warrior can learn.

#### **3.1. Overview**

##### **3.1.1. Stances**

The first stance you get as a warrior is Battle Stance. In Battle Stance you are balanced between defense and offense, so you generate rage both when hit and when you strike an opponent. This is your only choice of stance for a while, but it is still a good choice for most battles – it gives you a good amount of rage without opening yourself up for too much damage. Some skills, such as Charge and Overpower, which you will find yourself using often, require Battle Stance in order to work.

At level 10 you can complete the warrior quest to get Defensive Stance. This stance also generates rage when you are hit and when you hit your opponent, but it also gives you +10 to your Defense skill. This may not seem like a lot, but at level 10 especially this can make the difference when battling a high-damage opponent. Defensive Stance is best used when tanking in a group, as you need it for skills such as Taunt (which will force enemies to attack you), Shield Bash (which interrupts spell casting) and Revenge (which will allow you an extra attack after a dodge, block or parry).

Berserker Stance is finally available through a quest at level 30. This will increase your critical chance by 3% while increasing the amount of damage you take by 10%, and also decreasing your generated threat by 20%. There is a reason this stance is not available until level 30 – it requires some skill to use properly. The damage you take while in this stance will keep you from tanking effectively, on the other hand some of the attacks you can make in this stance are devastating to your enemy. This is best used when you have a healer around and you need to take down your enemies quickly. The decreased threat can help you not get mobbed, but it will also mean that some enemies may go after the

healers in your party instead. Be careful with this stance, it is a very powerful tool, but must be handled wisely.

### **3.1.2. Experience and Levels**

Just like any other MMORPG, World of Warcraft has a system in place to separate the experienced players from the non-experienced. This works through having your character gain experience (XP) whenever they do something important to the game. After a certain amount of experience, your character can gain a level, which will unlock things in the game, such as new skills or talents. In World of Warcraft, you can gain experience through killing computer-operated opponents, completing quests, and exploring new areas. You can gain levels up to the current cap of 60.

World of Warcraft is also similar to other MMORPGs in this respect – the higher level content tends to be more fun than the lower level. This is meant as a reward to the players who make it this far in the game. Because of this, many players feel that the best way to play is to level as quickly as possible. Others think that slowing down and enjoying everything to be enjoyed at each part of their characters journey is more important than leveling quickly. Either way, this guide can help you along the way. If you are trying to level quickly, there is a discussion later in the guide to help you figure out the best way to do that. For those looking for everything they can do at a particular level, there are lists of areas to explore, dungeons to conquer and items to find along the way.

### **3.1.3. Rest Bonus Discussion**

World of Warcraft is meant to be a game that you can play either, as I mentioned before, as a serious leveler or a more casual gamer. To help with this, Blizzard has introduced the Rest Bonus. Basically, what this means is that if you log out in or spend time in one of the large racial cities or an inn for your faction, you will receive an XP bonus when you resume play. This bonus will give you 200% of the XP you would normally earn for killing opponents. (It does not affect quest experience.) It will last up to a full level and a half if you have been logged out in a rest area for at least a week.

This is obviously great for players who can only get on once every couple of days, as they can pretty much keep up with any friends who are playing daily. However, for the gamer who does play every day, this requires a little thought. The bonus only last for a few kills if



you have played in the last couple of hours, so is it better to grind through and forget about the bonus, or to take breaks and rely on the extra XP to level quickly?

Ultimately, this will depend on your play style of course. However, it has been my experience that a hard-core gamer need not worry overly about the rest bonus. It's nice to have, so it's always best to log out in a rest area, but it is certainly not necessary for leveling. Also, as it only affects XP from killing, if you are leveling mainly from quests you will never see a difference anyway. So my opinion is to go ahead and game, and just take the rest bonus when you happen to have it as a lucky break.

#### **3.1.4. Rage Management**

You've probably noticed if you've already started playing that you have two bars on the top left of your screen. The first is for your health/HP, and the second is for your rage. Rage is to warriors what mana is to mages – it's the fuel that allows you to pull off your special moves. Most of your skills require a certain amount of rage in order to use them.

Another thing you've probably noticed is that the rage bar is initially empty. Unlike mages and rogues, who start with a full bar and deplete as they fight, warriors start with no rage and build it up as they go. The most rage you can have at one time is 100. When you are in combat, you generate rage when you are hit (around 1-3 rage per hit) and when you hit your opponent (usually between 5-9 rage per hit). This means that if you don't use your rage, it will generate quickly enough for you to have a full bar usually in an average of 29 seconds. Out of combat, you lose rage at the rate of 2-3 rage every 2 seconds.

In most of your fights, you will never reach a full bar of rage. Even if you don't use rage at all in a single encounter, you usually only get to about 72-78 rage. Since most rage abilities take 10-15 rage, this means that you should be able to perform an average of 4-5 special moves in a single encounter. In reality you usually end up only using 2, maybe 3 special attacks per fight, unless you are fighting a group, an elite or another player.

There are two schools of thought when it comes to rage management. Some think that the best thing to do is use the rage as soon as you get it, while others prefer to save it for emergency situations. If you use rage as soon as it generates you will do damage more quickly, though if something unexpected happens you will not be able to do anything about it. I'd recommend this for fighting normal computer-controlled encounters, where

you are pretty sure you know what the enemy will do and just want to get the fight over with. Saving up rage in these situations means dragging on a fight when you have other things to do, and if you're not carefully watching your health it can even get you killed while you're waiting for more rage.

On the other hand, if you are fighting a large group by yourself, an elite or especially a player, you will want to save some rage, if only for a last second hamstring to get yourself out of a bad situation. Remember, you do not have any in-combat healing skills, and even a potion of healing is on a two-minute cool down, so don't expect to be able to use more than one per fight. Saving enough rage in a group for a few thunderclaps is usually a good strategy, and for elites you will need that hamstring more often than you might think. However, it is when fighting a player, especially a caster, that you will need to manage your rage most closely. Always save enough for the shield bash you need to keep your opponent from getting that last second heal, or final devastating spell. If you are out of rage in these situations, you may just be running back to your body very soon.

Other than usual combat (and a few talents which will be discussed in that section), there is another way to generate rage – potions. There are a few rage potions ranging from granting 20-75 rage instantly when you drink them. The best is not available until level 46, when you can drink the Mighty Rage Potion, granting 45-75 rage and an additional 60 Strength for 20 seconds, which can make all the difference in the last stages of a battle. However, you should note that these potions are on the same cool down timer as any healing or other potions you have, so if you use these, you won't be able to drink a heal potion for 2 minutes. Therefore, these are best used when you are in a group and have a healer ready to keep you alive.

### **3.1.5. Your Role as a Tank**

You may be wondering what it means to be the tank of World of Warcraft. Basically, the warrior is the class that is designed to take the most damage and still live. You are the melee centered class, meaning that you can get right into the thick of a fight and dish out damage while focusing the enemy's attention on you.

As the tank, you fight differently from every other class in World of Warcraft. You actually **want** your enemies to notice you and attack you. You are the protector of your group, the wall, the one thing that stands between your enemy and your healers.

Take a look at some of the skill listings for a warrior. You'll see a lot of damage dealers, certainly, but also quite a few ways of getting an enemy's attention and keeping it. While rogues have ways of hiding from them, you are waving your arms and shouting "Here I am! Come and get me!"

When you solo you won't notice this distinction as often, however in a group this is a vital role that you will play. Without you, the rogue would not be able to sneak behind and backstab, the mage wouldn't be able to get off any huge spells, and your healer would be the first to fall. You are the decoy. You take the damage so others don't have to. You are the tank.

### 3.2. Weapons

Warrior start with different weapon skills depending on their race, though most can train to the other skills if they would rather use those. Here are the starting weapon skills by race:

Human	Axes	Maces	Swords	Unarmed
Dwarf	Axes	Maces	Two-handed Axes	Unarmed
Night Elf	Daggers	Maces	Swords	Unarmed
Gnome	Daggers	Maces	Swords	Unarmed
Orc	Axes	Swords	Two-handed Axes	Unarmed
Undead	Daggers	Swords	Two-handed Swords	Unarmed
Tauren	Axes	Maces	Two-handed Maces	Unarmed
Troll	Axes	Daggers	Thrown	Unarmed

Maces, Axes and Swords are the most common weapons for a warrior. If you fight with a two-handed weapon, you will do more damage but will not be able to carry a shield, so think about your play style again when deciding which weapon type is best for you. If you

want to play with a weapon you are not currently skilled with, the following cities have trainers that can sell you the skill you need.

### **Alliance**

Darnassus – Daggers, Staves, Bows, Fist Weapons, Spears, Thrown Weapons

Stormwind – Swords, Crossbows, Polearms, Staves, Daggers

Ironforge – Guns, Axes, Crossbows, Daggers, Fist Weapons, Maces, Swords, Thrown Weapons

### **Horde**

Orgrimmar – Axes, Bows, Fist Weapons, Daggers, Spears, Staves

Thunder Bluff – Maces, Guns, Staves, Daggers

Undercity – Swords, Polearms, Crossbows, Daggers

Keep in mind that there are a few weapons not available to you as a warrior, but these are fairly obvious, such as magic wands. When you reach the city that has the weapon training you need, ask any guard where the weapon trainer is and he will direct you straight to them. It costs 10 silver to train in any weapon you are not familiar with, regardless of which city you are in.

Because the range of weapons is so varied for a warrior, there is a lot of discussion on which type is the best to use. I personally enjoy polearms, which do a lot of damage fairly quickly, and I recommend getting one ranged skill of your choice, just to have it for pulling purposes and other situations where running straight into melee may not be the best idea. Be aware, however, that if you pick a ranged weapon that requires ammunition, such as a bow or gun, you will need an ammo pouch which will eat up one of your bag slots. It is usually a good trade off to have in my experience.

Daggers are usually not the best for warriors because of their low damage, but they are very fast and if you have a warrior built for speed, it may be a better off-hand than another sword or axe. Staves are almost useless as they take up two hands but deliver minimal damage next to a two-handed axe, mace or sword. Fist weapons also do minimal damage, but they can be fun to play with and what warrior doesn't like a good brawl?

Experiment and figure out which weapons you enjoy the most, then take a look at the list of where to find the best weapons of that type at the back of this guide.

### **3.3. Skills**

#### **3.3.1. Skills by Level**

Here is the listing of all warrior skills sorted by the level they become available. (Further descriptions and uses for these skills are listed in the next section.)

##### **Level 1**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Heroic Strike	1	Adds 11 dmg to melee attack	15	n/a
Battle Stance		Balanced combat stance, 1 sec cool down	-	n/a

##### **Level 2**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Battle Shout	1	Your party's attack power is increased by 15 for 2 minutes	10	10c

##### **Level 4**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Charge	1	Charge target, stuns for 1 sec and generates 9 rage. Cannot use in combat.	-	1s
Rend	1	Cause target to bleed for 15 dmg over 9 seconds. Battle or Defensive Stance.	10	1s

### **Level 6**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Thunder Clap	1	Slows attack speed of up to 4 nearby enemies by 10% for 10 seconds, plus hit them for 10dmg. Battle Stance, 10 second cool down.	20	1s
Parry		Gives a chance to parry attacks	-	1s

### **Level 8**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Heroic Strike	2	Adds 21 dmg to melee attack	15	2s
Hamstring	1	5 dmg, slows movement speed of target to 70% of normal for 15 seconds. Battle or Berserker Stance.	10	2s

### **Level 10**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Rend	2	Bleeds target for 32.2 dmg over 12 seconds	10	6s
Bloodrage	1	Pay 10 health to generate 10 rage, plus another 10 rage over 10 seconds. Warrior is considered in combat.	-	6s
Defensive Stance		Reduces damage taken and given by 10%, increases threat generation, 1 second cool down		Quest
Sunder Armor		Reduces target's armor by 90, stacks up to 5 times, lasts 30 seconds	15	Quest
Taunt		Taunts target to attack you. Defensive Stance, 10 second cool down.		Quest

## **Level 12**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Overpower		After target dodges, use for +5 dmg that cannot be blocked, dodged or parried. Battle Stance, 10 second cool down.	5	10s
Battle Shout	2	Increases attack power of party by 35 for 2 minutes	10	10s
Shield Bash	1	Bash target with shield for 6 dmg, plus interrupt spell casting and prevent from casting that school for 6 seconds. Battle or Defensive Stance, 12 second cool down.	10	10s

## **Level 14**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Demoralizing Shout	1	Decreases nearby enemies' attack power by 35 for 30 seconds	10	15s
Revenge	1	Following a block, dodge or parry, counterattack for 12-14 dmg. Defensive Stance, 5 second cool down	5	15s

## **Level 16**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Heroic Strike	3	Adds 32 dmg to melee attack	15	20s
Mocking Blow	1	22 dmg, plus target must focus attacks on you for 6 seconds. Battle Stance, 2 minute cool down.	10	20s
Shield Block		Increase block chance by 75% for 5 seconds, will only block one attack. Defensive Stance, 5 second cool down.	10	20s

### **Level 18**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Thunder Clap	2	Slows attack speed of up to 4 nearby enemies by 10% for 14 seconds, plus hits them for 23 dmg. Battle Stance, 4 second cool down.	20	30s
Disarm		Disarms opponent for 10 seconds. Defensive Stance, 1 minute cool down.	20	30s

### **Level 20**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Rend	3	Bleeds target for 51.7 dmg over 15 seconds. Battle or Defensive Stance.	10	40s
Retaliation		Instantly counter attack any strike not from behind for 15 seconds. Battle Stance, 30 minute cool down.	-	40s
Dual Wield		One handed and off handed weapons can be placed in the off hand slot.		40s
Cleave	1	+5 dmg to target and nearest enemy	20	40s

### **Level 22**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Battle Shout	3	Increases attack power of party by 55 for 2 minutes	10	60s
Intimidating Shout		Target stays and fights while all other enemies flee in fear for 8 seconds. 3 minute cool down.	25	60s
Sunder Armor	2	Reduces target's armor by 180, stacks up to 5 times, lasts 30 seconds	15	60s



## **Level 24**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Heroic Strike	4	Adds 44 dmg to melee attack	10	80s
Demoralizing Shout	2	Decreases nearby enemies' attack power by 55 for 30 seconds	10	80s
Execute	1	If target is at 20% or less HP, deal 125 dmg plus 3 dmg per additional rage point spent. Battle or Berserker Stance.	15	80s
Revenge	2	Following a block, dodge or parry, counterattack for 18-22 dmg. Defensive Stance, 5 second cool down	5	80s

## **Level 26**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Charge	2	Charge target, stuns for 1 sec and generates 12 rage. Cannot use in combat.	-	1g
Mocking Blow	2	31 dmg, plus target must focus attacks on you for 6 seconds. Battle Stance, 2 minute cool down.	10	1g
Challenging Shout		All nearby enemies attack you for 6 seconds. 10 minute cool down.	5	1g

## **Level 28**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Overpower	2	After target dodges, use for +15 dmg that cannot be blocked, dodged or parried. Battle Stance, 10 second cool down.	5	1g 10s
Thunder Clap	3	Slows attack speed of up to 4 nearby enemies by 10% for 18 seconds, plus hits them for 37 dmg. Battle Stance, 4 second cool down.	20	1g 10s
Shield Wall		Spell, melee and ranged dmg done to you is reduced by 75% for 10 seconds. Defensive Stance, 30 minute cool down.	-	1g 10s

## **Level 30**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Rend	4	Bleeds target for 66 dmg over 18 seconds. Battle or Defensive Stance.	10	1g 20s
Cleave	2	+10 dmg to target and nearest enemy	20	1g 20s
Slam	1	+32 dmg to attack. 1.5 second cast time.	15	1g 20s
Berserker Stance		Increase critical hits by 3%, increase damage taken by 10% and decrease threat generated by 20%.	-	Quest
Intercept	1	Charge target for 25 dmg and stun for 3 seconds. Berserker Stance, 30 second cool down.	10	Quest

### **Level 32**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Hamstring	2	18 dmg, slows movement speed of target to 65% of normal for 15 seconds. Battle or Berserker Stance.	10	1g 40s
Heroic Strike	5	Adds 58 dmg to melee attack	10	1g 40s
Battle Shout	4	Increases attack power of party by 85 for 2 minutes	10	1g 40s
Berserker Rage		Immune to fear and knockout effects, extra rage generated when taking damage. Lasts for 10 seconds. Berserker Stance, 30 second cool down.	-	1g 40s
Execute	2	If target is at 20% or less HP, deal 200 dmg plus 6 dmg per additional rage point spent. Battle or Berserker Stance.	15	1g 40s
Shield Bash	2	Bash target with shield for 18 dmg, plus interrupt spell casting and prevent from casting that school for 6 seconds. Battle or Defensive Stance, 12 second cool down.	10	1g 40s

### **Level 34**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Demoralizing Shout	3	Decreases nearby enemies' attack power by 70 for 30 seconds	10	1g 60s
Revenge	3	Following a block, dodge or parry, counterattack for 25-31 dmg. Defensive Stance, 5 second cool down	5	1g 60s
Sunder Armor	3	Reduces target's armor by 270, stacks up to 5 times, lasts 30 seconds	15	1g 60s

### **Level 36**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Mocking Blow	3	46 dmg, plus target must focus attacks on you for 6 seconds. Battle Stance, 2 minute cool down.	10	1g 80s
Whirlwind		Attack up to 4 enemies within 8 yards of you, doing weapon damage to each. Berserker Stance, 10 second cool down.	25	1g 80s

### **Level 38**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Thunder Clap	4	Slows attack speed of up to 4 nearby enemies by 10% for 22 seconds, plus hits them for 55 dmg. Battle Stance, 4 second cool down.	20	2g
Pummel	1	Deal 20 dmg, interrupt casting and prevent any spell from that school for 4 seconds. Berserker Stance, 10 second cool down.	10	2g
Slam	2	+43 dmg to attack. 1.5 second cast time.	15	2g

### **Level 40**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Heroic Strike	6	Adds 80 dmg to melee attack	10	2g 20s
Rend	5	Bleeds target for 98 dmg over 21 seconds. Battle or Defensive Stance.	10	2g 20s
Cleave	3	+18 dmg to target and nearest enemy	20	2g 20s
Execute	3	If target is at 20% or less HP, deal 325 dmg plus 9 dmg per additional rage point spent. Battle or Berserker Stance.	15	2g 20s
Plate Mail		You may wear Plate armor.		2g 20s

### **Level 42**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Battle Shout	5	Increases attack power of party by 130 for 2 minutes	10	3g 20s
Intercept	2	Charge target for 45 dmg and stun for 3 seconds. Berserker Stance, 30 second cool down.	10	3g 20s

### **Level 44**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Overpower	3	After target dodges, use for +25 dmg that cannot be blocked, dodged or parried. Battle Stance, 10 second cool down.	5	3g 40s
Demoralizing Shout	4	Decreases nearby enemies' attack power by 105 for 30 seconds	10	3g 40s
Revenge	4	Following a block, dodge or parry, counterattack for 43-53 dmg. Defensive Stance, 5 second cool down	5	3g 40s

### **Level 46**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Sunder Armor	4	Reduces target's armor by 360, stacks up to 5 times, lasts 30 seconds	15	3g 60s
Slam	3	+68 dmg to attack. 1.5 second cast time.	15	3g 60s
Charge	3	Charge target, stuns for 1 sec and generates rage. Cannot use in combat.	15	3g 60s
Mocking Blow	4	71 dmg, plus target must focus attacks on you for 6 seconds. Battle Stance, 2 minute cool down.	10	3g 60s

### **Level 48**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Heroic Strike	7	Adds 111 dmg to melee attack	10	4g
Mortal Strike	2	+110 dmg and reduces healing efficiency on target by 50% for 10 seconds. 6 second cool down.	30	20s
Thunder Clap	5	Slows attack speed of up to 4 nearby enemies by 10% for 26 seconds, plus hits them for 82 dmg. Battle Stance, 4 second cool down.	20	4g
Bloodthirst	2	Deals one melee attack at 40% damage, then your next five attacks heal 13 HP for 8 seconds. 6 second cool down.	30	20s
Execute	4	If target is at 20% or less HP, deal 450 dmg plus 12 dmg per additional rage point spent. Battle or Berserker Stance.	15	4g
Shield Slam	2	Deals 342-418 dmg, plus has a 50% chance to dispel one magic effect on target. Adds a moderate amount of threat, 6 second cool down.	30	20s

### **Level 50**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Cleave	4	+32 dmg to target and nearest enemy	20	4g 20s
Recklessness		Critically hit on most of your attacks and gain immunity to fear effects for 15 seconds, but damage taken is increased by 20%. Berserker Stance, 30 minute cool down.	-	4g 20s
Rend	6	Bleeds target for 126 dmg over 21 seconds. Battle or Defensive Stance.	10	4g 20s

## **Level 52**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Battle Shout	6	Increases attack power of party by 185 for 2 minutes	10	5g 40s
Intercept	3	Charge target for 65 dmg and stun for 3 seconds. Berserker Stance, 30 second cool down.	10	5g 40s
Shield Bash	3	Bash target with shield for 45 dmg, plus interrupt spell casting and prevent from casting that school for 6 seconds. Battle or Defensive Stance, 12 second cool down.	10	5g 40s

## **Level 54**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Revenge	5	Following a block, dodge or parry, counterattack for 64-78 dmg. Defensive Stance, 5 second cool down	5	5g 60s
Shield Slam	3	Deals 396-484 dmg, plus has a 50% chance to dispel one magic effect on target. Adds a moderate amount of threat, 6 second cool down.	30	28s
Bloodthirst	3	Deals one melee attack at 40% damage, then your next five attacks heal 17 HP for 8 seconds. 6 second cool down.	30	28s
Demoralizing Shout	5	Decreases nearby enemies' attack power by 140 for 30 seconds	10	5g 60s
Slam	4	+87 dmg to attack. 1.5 second cast time.	15	5g 60s
Hamstring	3	45 dmg, slows movement speed of target to 50% of normal for 15 seconds. Battle or Berserker Stance.	10	5g 60s
Mortal Strike	3	+135 dmg and reduces healing efficiency on target by 50% for 10 seconds. 6 second cool down.	30	28s

### **Level 56**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Heroic Strike	8	Adds 138 dmg to melee attack	10	5g 80s
Mocking Blow	5	93 dmg, plus target must focus attacks on you for 6 seconds. Battle Stance, 2 minute cool down.	10	5g 80s
Execute	5	If target is at 20% or less HP, deal 600 dmg plus 15 dmg per additional rage point spent. Battle or Berserker Stance.	15	5g 80s

### **Level 58**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Sunder Armor	5	Reduces target's armor by 450, stacks up to 5 times, lasts 30 seconds	15	6g
Pummel	2	Deal 50 dmg, interrupt casting and prevent any spell from that school for 4 seconds. Berserker Stance, 10 second cool down.	10	6g
Thunder Clap	6	Slows attack speed of up to 4 nearby enemies by 10% for 26 seconds, plus hits them for 103 dmg. Battle Stance, 4 second cool down.	20	6g



## **Level 60**

<u>Name</u>	<u>Rank</u>	<u>Effect</u>	<u>Rage</u>	<u>Cost to Train</u>
Mortal Strike	4	+160 dmg and reduces healing efficiency on target by 50% for 10 seconds. 6 second cool down.	30	31s
Overpower	4	After target dodges, use for +35 dmg that cannot be blocked, dodged or parried. Battle Stance, 10 second cool down.	5	6g 20s
Rend	7	Bleeds target for 147 dmg over 21 seconds. Battle or Defensive Stance.	10	6g 20s
Bloodthirst	4	Deals one melee attack at 40% damage, then your next five attacks heal 20 HP for 8 seconds. 6 second cool down.	30	31s
Cleave	5	+50 dmg to target and nearest enemy	20	6g 20s
Shield Slam	4	Deals 450-550 dmg, plus has a 50% chance to dispel one magic effect on target. Adds a moderate amount of threat, 6 second cool down.	30	31s

### **3.3.2. Skill Descriptions and Uses**

As you can see, the warrior has a lot of options in combat as to which skills to use when. This can get tricky for players who are not used to so many options, but it creates a much more enjoyable experience as not every warrior is going to do the same thing all the time. Now that we have the skills laid out for us, let's look at the uses and pros and cons of using each skill, so you can have a better idea of which are best for what situations. I've listed them in the order you get them within their trees for easy reference.

## **Arms**

### **Heroic Strike**

This is the first offensive skill you get, and you'll be using it heavily throughout your early warrior adventure. At level 60 this does an extra 138 damage to your target for 15 rage, but if you allocate talent points for it it will only cost 12 rage. Obviously, that's not a lot of

extra damage for level 60, so depending on your talent build you may find yourself using other attacks more often, however Heroic Strike still has its place in that it has no restrictions. This attack can be used in any stance, has a mere 1 second cool down, and requires nothing except the rage to power it. Especially in your early game, you'll find that often your choice is Heroic Strike or auto attack, and the extra damage always helps.

## **Charge**

If you are not using this every chance that you get, you are not playing your warrior at full efficiency, especially again in the lower levels. This skill is crucial for rage management. At level 60, this will stun the target for 1 second plus generate 15 rage, which if you took the right talents can be increased to 21 rage right off the bat. This is a huge advantage to start a battle with, the only real disadvantage being that you can't use it in combat. So, as long as you're initiating the encounter, you get in a free hit and have rage waiting for you already. You won't get as many chances to use this in a group, as most of the time groups pull enemies out to them instead of rushing in, however if you have a mage doing a movement reducing effect to pull, this can be a great way to stop the enemy right where you want them, and take aggro off of your spell casters.

## **Rend**

This is the best DoT move that a warrior gets, and fortunately you get it early. At 60 rend will do 147 damage over 21 seconds, 198.4 damage if you use your talent points for it. This may not seem like a lot of damage, but it's the bleed effect that you want. Remember, this is damage that is happening at the same time while you're doing your regular combat. This can easily make the difference between an enemy who runs and one who doesn't have the chance. If you use Charge right before this you'll already have enough rage to make this be your first move. Also, remember that in PvP, rogues cannot use their Vanish ability to get away from you (and come back and stun you) if they are bleeding. Use Rend often.

## **Thunder Clap**

Thunder Clap is best used when fighting several enemies at once. At 60 this will do 103 damage to up to 4 enemies, and more importantly slow their attack speed, which can keep you alive that much longer as you'll be ultimately taking less damage. Throwing a couple of these when you've got 3 or 4 guys on you can save your life, especially if you don't have a healer handy. The rage cost for this skill makes it not well suited for one-on-

one fights, although with talents you can decrease the cost by 4. Unless you are up against an extremely fast enemy, stick to your Heroic Strikes for more damage at a lower rage cost.

## **Hamstring**

Hamstring is arguably the most crucial skill a warrior has, though at first glance this may not be obvious. At 60 this will cause a mere 45 damage but it cuts the movement speed of your opponent in half. Note that this is not the same as Thunder Clap, this speed reduction will not slow their attacks on you. So what use is it to make an enemy run slower? Believe it or not this is a huge advantage. Hamstring means that the battles you fight take place when and where you want them, on your terms. You can stop the creature running at your priest or mage and catch up to him that much easier if he aggroes them again. Enemies can no longer easily run out of melee to fight with ranged weapons or spells. And, which is the use you will see most often when you begin to use this skill, you can keep a dying mob from running to get help. If you allocate talents for it, you can also get a 15% chance to immobilize your target for 5 seconds. Not bad for only 5 rage. Hamstring is the difference between fighting one enemy at a time, and fighting 2 or 3 at once with more arriving all the while. Don't forget to use it.

## **Overpower**

Overpower isn't available all the time to you as a skill, but when it is it is a powerful weapon in your arsenal. At 60 this will deal your weapon damage plus 35 to your target that cannot be blocked, dodged or parried for only 5 rage. If you use talents you can also get an additional 50% critical strike chance when you use it. The only down side to this is that Overpower can only be used after the enemy you are currently fighting has dodged one of your attacks. This limitation frankly keeps the skill from being completely broken, as Overpower means instant damage that doesn't count against your regular attacks. Put this skill in a slot near your most used attacks and keep an eye on it. As soon as you see it become available, use it and watch your enemy quickly fall.

## **Mocking Blow**

Mocking Blow is an obvious choice for group play rather than soloing usually. At 60 this will deal 93 damage and make your target focus attacks on you for 6 seconds. This can keep your spell casters and healers from aggroing an enemy that they cannot handle. Unfortunately this skill requires that you be in Battle Stance, rather than Defensive Stance

as you would normally want to be for this type of attack. You can change stances and lose a great part of your rage, or you can stay in Battle Stance and take the extra damage you will get. Also, as the attack costs 10 rage make sure that if you are planning on using it you manage your rage wisely against any adds to the enemies you are currently fighting. This attack is best used in situations where the group has two tanks. Agree beforehand who will be using Battle and who Defensive Stance maneuvers, and warn your healers ahead of time that the warrior in Battle Stance will need more healing.

## **Retaliation**

Similar to Overpower in that it gives instant extra attacks, Retaliation is your reward when you reach level 20, one of them anyway. This is a condition that you turn on for 15 seconds, during which anytime you are hit by any enemy that is not behind you, you get an instant counter attack on that enemy. Retaliation has no rage requirement, but it does have a 30 minute cool down timer, which means you're not going to want to waste this on single enemies or situations well under control. This skill is best used when you have a large number of enemies that you are fighting and most of them are in front of you. The extra damage this will allow you to do without having to constantly switch targets is wonderful, and again this can help keep you alive when your healer is busy elsewhere or you are soloing. This is a powerful tool, but make sure you know when to use it and when it would be best saved for another time.

## **Mortal Strike**

Mortal Strike is one of the warrior skills that is only available through talents. We will discuss talent builds and appropriate point allocation in the talent section, but the skill itself should be mentioned here. At level 60, Mortal Strike does an extra 160 damage to your target and reduces the efficiency of any healing by 50% for 10 seconds. With a cost of 30 rage and a 6 second cool down timer, obviously this skill is not meant to constantly be used in every fight. However, what this skill is great at is PvP, especially when against a druid, shaman, priest or an entire group including healers. Nothing is more trouble for a warrior than delivering what should be the final blow to an opponent only to see their health go back up due to a well timed spell from a healer. This is probably your most effective way of stopping the "two lives" effect of battling a healer, however it does require playing very smart. 30 rage can be a hefty cost at a bad time, and sometimes a well-timed Shield Bash instead is a better answer. But remember that this blow also deals a

considerable amount of damage, and so if you time it correctly it can help a lot in finishing off opponents who just won't die.

## **Fury**

### **Battle Shout**

Battle Shout is the first of many different enhancing shouts that you get as a warrior. At level 60, this will grant you and nearby party members an extra 185 attack power for 2 minutes. With talents you can extend your area of effect by 50% and add an additional 25% to your attack bonus. Battle Shout is great for groups especially, since it will help your party as well as you. I use it when I can in solo play, but it's not absolutely necessary, just a nice bonus to have that can get you through enemies a little faster, especially if you get critical hits often. I've found that this can be a nice use for excess rage at the end of a fight that would normally fade before your next battle when you are soloing regular quests as well.

### **Demoralizing Shout**

The next shout that you will receive at level 14 is Demoralizing Shout. At 60, this shout will reduce the attack power of nearby enemies by 140. Again, with talents you can extend the range by 50% and increase the attack power reduction by 40%. This is basically the reverse of Battle Shout, and the two make a good combo. This shout is best used when you are dealing with either a heavy damage dealer or, more often, a group of enemies. This is also very handy when fighting in groups, as it will bring down the attack power of enemies fighting, for example, your mage or healer if you are near enough but holding off too many enemies to be able to get to them yet. If you have a choice between this and Battle Shout, this one is usually more useful in groups or when fighting multiple enemies, whereas Battle Shout might be the better choice soloing one or two creatures. Also, watch your aggro when you use Demoralizing Shout in a mob.

### **Cleave**

Cleave is one of the best skills the warrior class has to offer. Available from level 20, at level 60 this skill will allow you to strike your current target and its nearest ally at the same time for an extra 50 damage. With talents you can increase the bonus damage done by 120%. Cleave costs 20 rage, so you won't be able to do this every swing, but if you

manage your rage wisely this can be a huge advantage, especially in PvP versus players with pets, such as hunters or warlocks. This is also great when surrounded by enemies to help get in some extra damage to what will be your next target while you're finishing off the current one. This is a very handy skill that you will be using often.

## **Intimidating Shout**

Intimidating Shout is an interesting skill that if used well can be a great addition to your warrior. This skill forces all nearby enemies to flee in fear for 8 seconds except for your target, who stays and fights. The shout costs 25 rage and has a 3 minute cool down, so you're probably only going to be able to do this once during a fight, which means you have to use it wisely in order for it to be effective. Obviously you're not going to use this in one-on-one matches usually. (I have seen people use it to keep a target from running, but Hamstring is a better and less costly alternative in my opinion.) When soloing, this is best used when you are low on health being attacked by several enemies at once. Pick the enemy with the lowest health as your target, shout and finish your target hopefully in a blow or two. This is going to require that you've managed your rage enough to do this. Eight seconds is a long time in combat but not long at all in terms of healing for you, so either use your remaining time to apply a bandage quickly if you think you can survive the rest of the enemies, or beat a hasty retreat. I have also found this to be very useful in escort quests to help you protect your NPC. In a group Intimidating Shout is even more effective, giving everyone nearby in your party a break and hopefully freeing up your healers to get everyone up to a decent level before your enemies return. Mages get a chance to restore mana, hunters can heal their pets and you get the good warrior of the year award. Just be able to recognize the difference between your party needing a break and your party being about to finish the enemy off, or you may end up with some unhappy people chasing after fleeing targets.

## **Execute**

Execute is a powerful finishing move, especially in solo combat. At level 60 this will do 600 damage to your target plus an extra 15 damage for each additional rage point you spend past the required 15. If you wait for 100 rage, therefore, you can do 1875 damage in one blow without a critical hit. If you spend talent points here, you can reduce the rage cost by 5, which will give you a total damage with 100 rage and no critical hit of 1950. In reality you will rarely have 100 rage to spend on this unless you are dueling and wanting to kill with style, so figure an average of about 700-900 damage for low rage management

and 900-1400 for medium-high rage management. Because you can only use this skill on a target that is at 20% health or below, this is usually enough to kill them with no problem. The rage cost for this skill is too high to be used much in group play or when fighting multiple enemies, however this is great for soloing elites and PvP especially. This is very useful for healers who tend to wait until about 20% health to do their more powerful healing spells – build up some rage when you see that you’re beating them, then hit them with a Shield Bash when you see them start to cast at lower health and finish with Execute. If you do this right it can take healers by surprise who were planning on outlasting you by constant healing.

## **Challenging Shout**

Challenging Shout is useful only for escort missions and group play. It requires all nearby enemies to focus their attacks on you for 6 seconds. It has a 10 minute cool down, so you’re not going to be able to hold their attention forever, but this can be a good sacrifice play in a dying group to allow your healers to get away and therefore come back and resurrect you later. For escort missions and other situations where you are functioning as a pure tank, this is great to distract from either your NPC or your healers, mages and other damage dealers who can’t take damage as well as you can. Challenging Shout can be used in any stance in an emergency, but if you have the time and the rage (it only costs 5, not too difficult) try to be in Defensive Stance before you shout, as this will help make sure you stay alive for the entire 6 seconds.

## **Slam**

Slam is probably the least useful skill available to the warrior class. At level 60, this will do an extra 87 damage to your target. However, it has a cast time of 1.5 seconds to do this. If you use your talent points you can reduce the casting time to 1 second, but this is still 1 second too long. Slam does less damage than Heroic Strike and costs the same amount of rage, more if you spent talent points on Heroic Strike. The real problem with it is the cast time, which will be interrupted by damage and causes you to waste time waiting for this to go off. Far better to get a quick weapon and get an uninterruptible Heroic Strike on your next melee attack. However, I will say this for it: if you are using a very good but very slow weapon, you are fighting an enemy that is just as slow or attacking someone else, you have built up a good amount of rage, and you have put the talent points into it to reduce the cast time, this can possibly get you up to triple damage in the time it would

take normally to swing once. For some talent builds and play styles, this is worth the risk, but it is unusual to see this skill played well.

## **Berserker Rage**

Berserker Rage goes well with the Berserker Stance it requires. For no rage cost it allows you to generate more rage whenever you are hit, plus grants you immunity to fear and knockout effects for 10 seconds. If you use talent points you can also have it generate 10 rage as soon as you use it. There is no downside to this skill and it costs nothing, so I recommend hitting it when in Berserker Stance as often as the 30 second cool down allows. If you are fighting an enemy liking to be using fear or knockout effects, you will want to turn this on before entering battle if at all possible to keep them from avoiding you completely.

## **Whirlwind**

Whirlwind is a sort of advanced Cleave only available in Berserker Stance. It allows you to attack up to 4 enemies within 8 yards of you at once, doing normal weapon damage to each one. With a 10 second cool down and 25 rage cost, you won't be doing this more than two or three times in a battle usually, especially since in Berserker Stance you won't last as long. This is best when you are in a group with multiple tanks and you are planning on staying in Berserker Stance. Then this is a great way to grab aggro from other players and possibly cut some of the enemies down at the same time. Besides, it's a lot of fun to hit 4 enemies at one time.

## **Pummel**

Pummel is Berserker Stance's version of Shield Bash. At level 60 this will do 60 damage to your target, interrupt casting and prevent spells of that school for 4 seconds. This doesn't do much damage but the point is to prevent casting, and with only a 10 second cool down and 10 rage requirement, careful use of this and quick attacks can pretty much lock out any spells with casting time required from your target. They'll only have 6 second windows if you time it correctly, in which you can probably hit them several times to interrupt and be ready with Pummel again when they finally get in the clear. Often when I fight a caster using this they are unable to get off more than one or two spells the entire battle, which means that even if they were healing (usually at least one of them isn't) they are dead long before I'm in any danger. Use this in combination with stuns for even greater effect.



## **Intercept**

Intercept is Berserker Stance's version of Charge. Instead of generating rage, this costs 10 rage at level 60 to charge the target, cause 65 damage and stun them for 3 seconds. If you're in Berserker Stance, chances are you've got plenty of rage anyway so this is a good trade off to be able to stun them long enough to generate even more. By the time they get out of the stun, you have already caused a lot of damage and are about to pull your next big move. If you really want to add insult to injury follow this up with a Concussive Blow to stun them for an additional 5 seconds. By the time they get out of that, they will be just about dead.

## **Bloodthirst**

This skill is the end result of the Fury talent tree. This skill changed drastically in a recent patch, and its use is very different now. Bloodthirst at level 60 gives you one attack at 40% of your normal power, then for the next 8 seconds (up to 5 attacks) your attacks will heal you 20 health each. That's not a lot of healing for that high of a level and at a 30 rage cost it doesn't seem very useful. However, keep in mind that you are free to use other attacks during the 8 second period, so you have two choices with this skill. You can either use it as a last ditch effort to stay alive (hey, 100 hp is 100 hp) and use up any rage you accumulate in the 8 seconds to try and finish off your opponent, or you can save the rage from the beginning of the battle for this. Bloodthirst only has a 6 second cool down, so if you manage your rage around the 30 rage cost, you may be able to have this be on for the majority of your battle. In this case, the accumulated health you can gain is actually viable and can give you that needed edge. Which way you use this will depend entirely on the type of talent build you are using and what play style you favor.

## **Recklessness**

Recklessness is the ultimate Berserker Stance attack. It allows you to become immune to Fear and get critical hits with most of your attacks for 15 seconds, while increasing the damage you take by 20%. This costs no rage but it does have a 30 minute cool down, so don't throw away this attack. Because of the increased damage, I recommend this for battles with elites rather than groups of enemies, as your criticals will usually down an elite before you take too much damage, whereas you may have problems if you have to keep switching targets in a group while taking extra damage from each one hitting you. This is also great in a situation where you need to take down a lot of enemies but are playing in a

group that has healers – they can make up for your increased damage and you'll have virtually no downside to playing this.

## **Protection**

### **Bloodrage**

Bloodrage is a typical sacrifice play, allowing you to exchange health for rage. It can be very useful if you use it correctly. This skill lets you pay 10 health to gain 10 rage at once, plus another 10 rage over the next 10 seconds. If you use talent points you can reduce your health loss to only 5 hp. This skill becomes better and easier to use the higher level you are, as 10 health is nothing at level 60 but 20 rage is a nice thing to have, sometimes crucial. Remember that this skill will immediately place you "in combat" (even if you aren't attacking anything) meaning that you can't use Charge after it or anything else that requires you to be out of combat to use it. However, you can certainly Charge first, Bloodrage and soon have an extra 35 rage early in combat. This skill can also grant you enough rage late in combat to pull off that last finishing move before your target can recover. Just be careful at lower levels that you don't get carried away here and end up draining too much health.

### **Sunder Armor**

Sunder Armor does exactly what it sounds like. At level 60, this will allow you to reduce the armor of your opponent by 450 for 30 seconds. This skill stacks with itself, which means that you can hit your enemy with this up to 5 times for a total reduction to their armor of 2250. It does not, however, stack with any other armor reducing effect, so keep that in mind if you are playing in a group of higher levels than you who may have greater armor reducing effects that would be better to use, such as higher level rogues. When soloing especially at lower levels you won't use this as often, since the 15 rage can usually be put to better use, however this will become a crucial skill quickly when you begin dealing with heavily armored elites and other dungeon dwellers. Groups with mages often want you to use this as well, opening the way for their high damage attacks.

### **Taunt**

Taunt is your major way of drawing aggro while in Defensive Stance. It does exactly what it says, taunting a target to attack you. It has a 10 second cool down, but you can reduce

this by 2 seconds if you spend talent points on it. This won't always work with higher level enemies or when they have a high level of hate for someone else in your group, and it does not force them to attack you for any length of time, meaning that another high damage spell from your mage will have them headed that way again. Still, it's your only choice for most of the low levels for getting mobs off of your healers and casters, so use it whenever you can and try to get the casters to let you deal damage for a few seconds so they don't grab aggro again right away.

## **Shield Bash**

A note about Defensive Stance – if you're going to be using it and the Protection skills that go with it, invest in a good shield and use it. There are several very good skills, such as Shield Bash, which require a shield to even work. Shield Bash at 60 gives you an attack that does 45 damage, interrupts spell casting and prevents any spell of that school being cast for 6 seconds. If you use talent points here you can also silence your target for 3 seconds, which will prevent all casting of all schools. This is probably your best defense against spell casters, and I recommend using it primarily to stop healing. When fighting a caster, it's always a good idea to keep 10 rage ready just for a healing cast. Managing your rage wisely here can keep you from having to start over on a healer. Or, if you have enough time and quick reflexes, you can sometimes hit Bloodrage to grab 10 rage and then get Shield Bash off. Some people make a macro for this to help for those times when you just have to do a Shield Bash and you don't have the rage.

## **Revenge**

Revenge is Defensive Stance's counter attack, similar to Overpower. After a block, dodge or parry, at level 60 you can counter attack immediately for 64-78 damage. With talents you can also get a 40% chance to stun your target for 3 seconds. Revenge is a great skill when it's available, so stick it in a slot for your Defensive Stance screen and hit it whenever it lights up. Free damage is never a bad thing, especially if you went for the extra stun time as well.

## **Shield Block**

Shield Block is another skill requiring the use of a shield and Defensive Stance. It increases your block chance by 75% for 5 seconds and 1 block. With talents it will block an additional attack and last for 7 seconds. This skill is best used, as are most in the Protection tree, when you are tanking and just trying to take as much damage as possible

while still staying alive. It costs only 10 rage with a 5 second cool down, so expect to use it fairly often in major tanking situations.

## **Disarm**

Disarm does exactly what it says – disarms your opponent for 10 seconds. With talents it will last for an additional 3 seconds. This goes a long way to keeping the damage you take down, especially in PvP where most people fail to get their Unarmed skill up to any decent level of ability. It also disables any abilities that depend on your opponent using a particular type of weapon. This can be crucial when battling another warrior (who needs melee weapons for most skills) or a rogue (who needs daggers for many of their best skills). Keep this skill to humanoids with weapons though, as for most creatures it won't have much effect and is rarely worth it.

## **Shield Wall**

Yet another shield requiring skill for Defensive Stance, Shield Wall is a very effective defensive tool in a warrior's arsenal. Shield Wall reduces all damage taken from any attack -- melee, ranged or spell – by 75% for 10 seconds. You can increase this to 15 seconds with talents. This costs no rage, but it does have a 30 minute cool down because it is a very large advantage to the tanking warrior. This skill does not affect the damage you deal to your opponents, so you'll have a huge damage swing in your advantage for 10 seconds. I recommend using this in situations where you are surrounded and help does not seem readily available, especially if any of your group members are down. Yell to the healers to save themselves and try to take on as many enemies as you can handle for these few seconds of relative safety. If you can down enough of them in this time, you should be able to climb out of the pile and help your healers and casters, who can then save the rest of the party. This is also a good time to hit Bloodrage, as you won't be taking nearly the damage you normally would and the extra rage can be put to good use.

## **Shield Slam**

The last skill requiring a shield is only available through the Protection talent tree, but can be improved through a trainer as normal. Shield Slam at level 60 will do 450-550 damage to your target plus has a 50% chance to dispel a magic effect on them. It is also a good way to generate threat. This is great for super buffed opponents in PvP especially, as it only has a 6 second cool down and you won't be sacrificing a lot of damage to pull this

move, in fact you'll often be doing more than your normal weapon would do. It does cost 30 rage which can be a problem, but if you Charge and Bloodrage first then this can be one of your first moves fairly early on, which can make all the difference in an even match.

## 4. Talents

### 4.1. Talent Overview

Talents, as we've mentioned before, are used to improve your current skills or, in some cases bestow new ones on your warrior. Talents use the familiar skill tree format which Blizzard uses often in their games, giving you three trees to choose from. From level 10 on you receive one talent point per level to put to use here. At level 60 you will have gained a total of 51 points to spend in these trees, which is enough to master one and dabble in the others. Each talent tree has one ultimate talent which requires 31 points to get there and enable it, which means you will only be able to choose one talent from that level. Most talent builds pick one ultimate and spread out the remaining 20 points in other trees.

While it is useful to have a plan so that you don't find at level 30 that you really wanted a talent that will cost too much to get to now, your talents are not locked in forever. Anytime you wish to wipe out your talents and re-spend your talent points, simply go to a warrior trainer and select the option to unlearn your talents. This is available even at lower levels, but isn't really a viable option as it costs one gold to unlearn your talents the first time you do it. Unlearning talents then costs 5 gold for the second time, then 10, 15, 20, 25, 30, 35, 40, 45 and 50 for every time you unlearn after that. At level 60 this is certainly doable, but in reality you won't be changing your build more than once or twice. Find the talent build that fits with your play style and save the gold for epic mounts.

#### 4.1.1. Arms

The Arms tree improves your skills dealing with weapons, often specific ones. Mastering this tree will give you great flexibility in weapon choice and better attacks with whichever you choose.

##### Tier 1

Deflection	
Requirements: None.	
Rank	Effect
1	Increases your Parry chance by 1%.

2	2%
3	3%
4	4%
5	5%

Improved Heroic Strike	
Requirements: None.	
Rank	Effect
1	Reduces the cost of Heroic Strike by 1 rage.
2	2 rage.
3	3 rage.

Improved Rend	
Requirements: None.	
Rank	Effect
1	Increases the Bleed damage done by your Rend ability by 15%.
2	25%
3	35%

## Tier 2

Improved Charge	
Requirements: 5 points in Arms	
Rank	Effect
1	Increases the amount of rage generated by Charge by 3.
2	Increases by 6 rage.

Improved Thunder Clap	
Requirements: 5 points in Arms	
Rank	Effect
1	Reduces the cost of Thunder Clap by 1 rage.

2	2 rage.
3	4 rage.

Tactical Mastery	
Requirements: 5 points in Arms	
Rank	Effect
1	You retain up to 5 of your rage points when you change stances.
2	10 rage
3	15 rage
4	20 rage
5	25 rage

### Tier 3

Anger Management	
Requirements: 5 points in Tactical Mastery. 10 points in Arms.	
Increases the time for your rage to decay while out of combat by 30%.	

Deep Wounds	
Requirements: 3 points in Improved Rend. 10 points in Arms	
Rank	Effect
1	Your critical strikes cause your opponent to bleed, dealing 20% of your melee weapon's average damage over 12 seconds.
2	40%
3	60%

Improved Overpower	
Requirements: 10 points in Arms.	
Rank	Effect
1	Increases your critical strike chance using Overpower by 25%.
2	50%



#### Tier 4

Impale	
Requirements: 3 points in Deep Wounds. 15 points in Arms.	
Rank	Effect
1	Increases the critical strike damage of your abilities by 10%
2	20%

Two-Handed Weapon Specialization	
Requirements: 15 points in Arms.	
Rank	Effect
1	Increases the damage you deal with Two-Handed Melee Weapons by 1%.
2	2%
3	3%
4	4%
5	5%

#### Tier 5

Axe Specialization	
Requirements: 20 points in Arms.	
Rank	Effect
1	Increases your chance to get a critical strike with Axes by 1%.
2	2%
3	3%
4	4%
5	5%

Mace Specialization	
Requirements: 20 points in Arms.	
Rank	Effect
1	Gives you a 1% chance to stun your target for 3 seconds with a Mace.
2	2%

3	3%
4	4%
5	5%

Sweeping Strikes
Requirements: 20 points in Arms
Your next 5 melee attacks strike an additional nearby opponent. 30 rage. 30 second cool down, requires Battle Stance.

Sword Specialization	
Requirements: 20 points in Arms	
Rank	Effect
1	Gives you a 1% chance to get an extra attack on the same target after dealing damage with your Sword.
2	2%
3	3%
4	4%
5	5%

## Tier 6

Improved Hamstring	
Requirements: 25 points in Arms.	
Rank	Effect
1	Gives your Hamstring ability a 5% chance to immobilize the target for 5 seconds.
2	10%
3	15%

Polearm Specialization	
Requirements: 25 points in Arms.	
Rank	Effect

1	Increases your chance to get a critical strike with Polearms by 1%
2	2%
3	3%
4	4%
5	5%

## Tier 7

Mortal Strike
Requirements: 1 point in Sweeping Strikes. 30 points in Arms.
Deals weapon damage plus 85 to target and wounds them, reducing the effectiveness of any healing by 50% for 10 seconds. 30 rage.
6 second cool down.

### 4.1.2. Fury

The Fury tree is designed to help all your attacks with more power and damage. This tree is also great at rage management and improving your shouts. Master this tree if you're planning on using Berserker Stance often or want to focus on rage management.

## Tier 1

Booming Voice	
Requirements: None.	
Rank	Effect
1	Increases the area of effect and duration of Battle Shout and Demoralizing Shout by 10%.
2	20%
3	30%
4	40%
5	50%

Cruelty
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Requirements: None.	
Rank	Effect
1	Increases your chance to get a critical strike with melee weapons by 1%.
2	2%
3	3%
4	4%
5	5%

## Tier 2

Improved Demoralizing Shout	
Requirements: 5 points in Fury.	
Rank	Effect
1	Increases the attack power reduction of Demoralizing Shout by 8%.
2	16%
3	24%
4	32%
5	40%

Unbridled Wrath	
Requirements: 5 points in Fury.	
Rank	Effect
1	Gives you an 8% chance to generate an additional rage point when you deal damage with a melee weapon.
2	16%
3	24%
4	32%
5	40%

## Tier 3

Blood Craze
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Requirements: 10 points in Fury.	
Rank	Effect
1	Regenerates 1% of your health over 6 seconds after being the victim of a critical strike.
2	2%
3	3%

Improved Battle Shout	
Requirements: 10 points in Fury.	
Rank	Effect
1	Increases the attack power bonus of Battle Shout by 5%
2	10%
3	15%
4	20%
5	25%

Improved Cleave	
Requirements: 10 points in Fury.	
Rank	Effect
1	Increases the bonus damage done by Cleave by 40%.
2	80%
3	120%

Piercing Howl	
Requirements: 10 points in Fury.	
Causes all enemies near the warrior to be dazed for 6 seconds. 10 rage.	

## Tier 4

Dual Wield Specialization	
Requirements: 15 points in Fury.	
Rank	Effect

1	Increases the damage done by your off-hand weapon by 5%.
2	10%
3	15%
4	20%
5	25%

Enrage	
Requirements: 15 points in Fury.	
Rank	Effect
1	Increases the bonus damage done by Cleave by 40%.
2	80%
3	120%

Improved Execute	
Requirements: 15 points in Fury.	
Rank	Effect
1	Reduces the rage cost of Execute by 2.
2	5

## Tier 5

Death Wish	
Requirements: 20 points in Fury.	
Increases your physical damage dealt by 20%, grants immunity to fear effects, and lowers armor and all resistances by 20% for 30 seconds. 10 rage.	
3 minute cool down.	

Improved Intercept	
Requirements: 20 points in Fury.	
Rank	Effect
1	Reduces the cool down time for Intercept by 5 seconds.

2	10 seconds
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Improved Slam	
Requirements: 20 points in Fury.	
Rank	Effect
1	Decreases casting time for Slam by .1 seconds.
2	.2
3	.3
4	.4
5	.5

## Tier 6

Flurry	
Requirements: 5 points in Enrage. 25 points in Fury.	
Rank	Effect
1	After you deal a critical strike, increases your attack speed by 10% for the next three swings.
2	15%
3	20%
4	25%
5	30%

Improved Berserker Rage	
Requirements: 25 points in Fury.	
Rank	Effect
1	Berserker Rage generates 5 rage on use.
2	10 rage.

## Tier 7

Bloodthirst	
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Requirements: 1 point in Death Wish. 30 points in Fury.
Deals one melee attack at 40% damage, then your next five attacks heal 10 HP for 8 seconds. 30 rage.
6 second cool down

#### 4.1.3. Protection

##### Tier 1

Anticipation	
Requirements: None.	
Rank	Effect
1	Increases Defense skill by 2.
2	4
3	6
4	8
5	10

Shield Specialization	
Requirements: None.	
Rank	Effect
1	Increases block chance by 1% and gives 20% chance to generate 1 rage per block.
2	2%, 40%
3	3%, 60%
4	4%, 80%
5	5%, 100%

##### Tier 2

Improved Bloodrage
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Requirements: 5 points in Protection.	
Rank	Effect
1	Reduces Health cost of Bloodrage by 25%.
2	50%

Iron Will	
Requirements: 5 points in Protection.	
Rank	Effect
1	Increases your chance to resist stun and charm effects by 3%.
2	6%
3	9%
4	12%
5	15%

Toughness	
Requirements: 5 points in Protection.	
Rank	Effect
1	Increases armor value from items by 2%
2	4%
3	6%
4	8%
5	10%

### Tier 3

Defiance	
Requirements: 10 points in Protection.	
Rank	Effect
1	Increases threat generation for your attacks in Defensive Stance by 3%.
2	6%
3	9%

4	12%
5	15%

Improved Revenge	
Requirements: 10 points in Protection.	
Rank	Effect
1	Gives Revenge a 20% chance to stun the target for 3 seconds.
2	30%
3	40%

Improved Shield Block	
Requirements: 5 points in Shield Specialization. 10 points in Protection.	
Rank	Effect
1	Shield Block will block an additional attack, and the duration is extended by .5 seconds.
2	1 second.
3	2 seconds.

Last Stand	
Requirements: 2 points in Improved Bloodrage. 10 points in Protection.	
<p>Activate to gain 30% of your maximum hit points. After 20 seconds, these hit points will be lost.</p> <p>10 minute cool down.</p>	

#### **Tier 4**

Improved Disarm	
Requirements: 15 points in Protection.	
Rank	Effect
1	Increases the duration of Disarm for 1 second.
2	2 seconds.

3	3 seconds.
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Improved Sunder Armor	
Requirements: 15 points in Protection.	
Rank	Effect
1	Reduces the cost of Sunder Armor by 1 rage.
2	2 rage.
3	3 rage.

Improved Taunt	
Requirements: 15 points in Protection.	
Rank	Effect
1	Reduces the cool down of Taunt by 1 second.
2	2 seconds.

## Tier 5

Concussion Blow	
Requirements: 20 points in Protection.	
Stun opponent for 5 seconds. 15 rage.	
45 second cool down.	

Improved Shield Bash	
Requirements: 20 points in Protection.	
Rank	Effect
1	Gives Shield Bash a 50% chance to silence your target for 3 seconds.
2	100%.

Improved Shield Wall	
Requirements: 20 points in Protection.	

Rank	Effect
1	Increases the duration of Shield Wall by 3 seconds.
2	5 seconds.

### **Tier 6**

One-Handed Weapon Specialization	
Requirements: 25 points in Protection.	
Rank	Effect
1	Increases your damage dealt with One-Handed Melee Weapons by 2%.
2	4%.
3	6%.
4	8%.
5	10%.

### **Tier 7**

Shield Slam	
Requirements: 1 point in Concussion Blow. 30 points in Protection.	
Deals 288-352 damage, plus has 50% chance of removing one magic effect from your target. Generates moderate amount of threat. 30 rage.	
5 second cool down.	

## **4.2. Talent Strategies**

There's a lot of talk on the forums about which talents are best for which style of play, and since this is the one area in the game where you have the most customization available for your warrior, you should take the time needed to discover which talents will be best for you. Use this section of the guide for an analysis of each talent and a quick discussion on which play styles will benefit most from using it.

#### **4.2.1.    Arms**

##### **Deflection**

Increasing your Parry chance is always a good idea. This is a simple little talent that won't cost you much in the way of points, and that extra 5% can make a difference when you consider that this is one extra way to make enemies miss you.

##### **Improved Heroic Strike**

While it would certainly seem like a good idea to improve what is probably the most used attack for a warrior, especially in lower levels, this talent has little function. Decreasing the rage costs by only 3 is rarely useful except perhaps at the very beginning levels. However, if you are going to max out the Arms tree, this is a good place to sink some points when needed.

##### **Improved Rend**

This is probably my favorite low-level talent for this tree. For very little cost you can increase your most used DoT, and as it's a percentage rather than a fixed cost, you will continue to see benefits from this into the higher levels. Anyway, you need it if you want Deep Wounds later. A fine choice for extra points even if you don't plan to complete the Arms tree.

##### **Improved Charge**

Take this talent if you at all can. Generating the extra rage from a Charge can enable you to make that first vital blow that much faster, and can be imperative in PvP. Charge is used constantly by all but the most specialized warriors and extra rage is never a bad thing.

##### **Improved Thunder Clap**

If it fits in your play style to use Thunder Clap a great deal, then you may want to invest in this talent so that you can get to it quicker. However, I've found it not to be terribly useful in the long run – it's something to put your points in so that you can max the tree, but don't bother with it for most builds.

## **Tactical Mastery**

The value of this talent depends entirely on your play style. If you anticipate changing stances often, then this is the way to go – having 25 rage versus having none is a wonderful thing. However, if you tend to stay in one stance for most of your battles and only change when out of combat, then this is next to useless for you, except that it's the only way to get to Anger Management. This is a prime example of why you should have a good idea what kind of warrior you are playing before you decide on your talents.

## **Anger Management**

By this point in Arms, your warrior is either going to max out this tree or you're planning a very specific talent array. Either way, Anger Management is probably a good way to go. Delaying your rage decay is nice (though not absolutely necessary) anyway you build, so this is a good place to sink points and can be crucial to a rage management build.

## **Deep Wounds**

I love this talent. It gives warrior some extra DoT just for regular combat, which is something the warrior class is rather short on. Plus remember – some skills cannot be used while you are bleeding, most prominent being the rogue's Vanish, so this is one extra chance to kill them before they can get away. This talent feeds right into Impale as well.

## **Improved Overpower**

I love Overpower, therefore I love this talent. More critical strike chances are never bad. I would take the extra points needed to put into this even if I didn't plan on going any further in this tree, if at all possible.

## **Impale**

You have to go through Deep Wounds to get to this talent, but it is worth the effort if you are maxing Arms anyway. This will increase your critical strike damage while in any stance – using any ability. Overpower, anyone? Unfortunately it doesn't work for auto-attack as well, but this is still worth the points.

## **Two-Handed Weapon Specialization**

This is where the Arms tree forces you to make some choices in play style. There are several of these specific weapon type talents, and you probably won't need to use all of them. My advice is to pick your two favorite for your style and put points in those, ignoring the rest and spending points on helping your skills instead. The advantage to picking Two-Handed is that it will go well with any other weapon you pick – ax, sword, mace or polearm.

## **Axe Specialization**

The next Arms weapon-specific talent is for axes. Again, get this if you're going to be using specifically axes as your primary weapon. A 5% increase on critical strike chance doesn't sound like much, but when you add it up with the other possible chances available on this tree, it can make a difference.

## **Mace Specialization**

The mace talent is unique in that it gives a chance to stun, which can be huge in battle. It's not a big chance, but when it hits it stuns for 3 seconds, which if you happen to hit after say, a Charge, can give you a big swing in your favor early on in the battle. Really, any stun you can get on a target is a good thing, and for that reason many warriors choose mace at least as a secondary weapon.

## **Sweeping Strikes**

You need this talent to get to the last level talent in Arms, so if you're maxing the tree plan on taking it even if you don't like the actual talent. The skill it gives you is actually quite nice when you're surrounded, but beware using it one-on-one as you may aggro non-aggressives walking by you accidentally.

## **Improved Hamstring**

When you get to this level, rather than taking yet another few points in a weapon or even going on to another tree, you should max this talent. Slowing an enemy with Hamstring is great, but immobilizing him with Improved Hamstring is even better, and if you've made it this far, put your points here. This can and will save your life.

## **Polearm Specialization**

If you use Polearms, you should take this talent. Extra critical strike chances, I will say it again, are always good, especially if they stack with any others you've taken in this tree.

## **Mortal Strike**

This is probably the best end-level talent available to the warrior class. The one possible disadvantage that a warrior has versus many other classes in World of Warcraft, is that you do not have any kind of major healing available to you. This skill will keep your opponent from outlasting you with their "multiple lives" from healing. Use this to keep them down, then trust in your multiple hit points to help you outlast them.

### **4.2.2. Fury**

## **Booming Voice**

This talent is a good place to sink points if you're maxing out the Fury tree, but otherwise it's not the best one on this list. While it's nice to increase the size of your shouts and the duration the effects last, there are far better talents available, and I personally would rather increase my critical hit chance or damage than focus on shouts. However, if you are trying a build that is shout dependent, by all means take this, it has little cost for the benefit.

## **Cruelty**

I'd pick this over Booming Voice any day. This will increase your chance to get a critical hit with all melee weapons, which means it will stack with any other increases you may have for specific weapons. This is a great place to put extra points after maxing the Arms tree as well as a great talent in its own right.

## **Improved Demoralizing Shout**

If you are going the route of shouts with your talent build, then this is a great talent to go for, especially when combined with the other shout talents. Remember, the 40% attack power reduction is added to the reduction already granted by the skill itself, making this a powerful detriment to your enemies.



## **Unbridled Wrath**

An additional 40% chance to get one rage point when you deal damage doesn't sound like a lot, and most of the time it really won't make that much of a difference. However, for builds which require careful rage management, this is the way to go. The extra couple of rage that this will give you in a fight may just be enough for that last Shield Bash, Execute or Hamstring.

## **Improved Cleave**

Cleave is one of the best skills that the warrior has, and the ability to make it even better is something most warriors should jump at. This will increase your bonus damage from Cleave by 120%, which means that if you have the points available to get to this level, you should take this talent. When you get into higher levels and fight groups often, Cleave will be your new best friend.

## **Piercing Howl**

No shout build is complete without this talent. This causes all nearby enemies to be dazed for 6 seconds. It's wonderful for fighting groups, especially while in groups, great for PvP and a lot of help in Battlegrounds. If you are planning on maxing the Fury tree, you may want to get this talent even if you aren't building a shout-based warrior. I'd recommend getting this and Improved Cleave for almost every build at this level.

## **Blood Craze**

Everyone knows that healing talents or skills for a warrior are severely lacking to make up for the advantage in total hit points. This is another example. Being able to regenerate 3% of your total health after a critical strike on you isn't going to make a difference 90% of the time. The most this will do is possibly let you live long enough to throw a Hamstring and get out of there, but if you've been paying attention to your hit points you should have realized you were in trouble and done this before Blood Craze would be critical. If you are playing a strictly group tank build and just want to survive a bit longer, then go ahead and take this. Otherwise, don't bother.

## **Improved Battle Shout**

For the shout-based warrior, this is another crucial talent. The attack power bonus is only 25%, but remember that's added on to the bonus already provided by Battle Shout, which

makes it not bad to take. If your build is not shout-based, again I think Improved Cleave and Piercing Howl are better options here.

## **Dual Wield Specialization**

If you've made it this far in the tree, you're probably planning on maxing it out, in which case you should really put points into all three talents at this level: Dual Wield, Improved Execute, and Enrage. Any warrior focused on the Fury tree is going to be more concerned about dealing damage than taking damage, so take this talent and make that second sword, axe or mace really count in battle.

## **Improved Execute**

By the time you get to this point in your game, you'll probably have realized how great Execute can be. If not, you may want to try a different build, because in the Fury tree, expending whatever you have – rage, health or time – to deal a lot of damage is what it's all about. This talent will reduce the rage cost by 5, which means that's 5 more rage points that count for the extra damage that Execute does. Definitely worth taking.

## **Enrage**

This is a much better reaction to a critical strike against you than Blood Craze, in my opinion. A 40% melee damage bonus for 12 seconds or 12 swings can give you back the advantage in hit points far better than a little healing, and you'll interrupt their healing strategy as well. If you're going to take this talent, you should max it for the full effect and so that you can take Flurry later.

## **Improved Slam**

Slam is the warrior skill that you either love or hate, depending on your build and which weapons you are using. If you find yourself using Slam often, take this talent to reduce the casting time by .5, which can make a big difference. Otherwise, you can safely ignore it.

## **Death Wish**

This talent is either the best on this tree or the worst, depending entirely on your build. This is the ultimate Berserker play – you'll get hit pretty badly when using it, but you'll hit

even harder and won't be scared away. Again, the 20% will stack with whatever else you have going for you in damage increases, so keep that in mind when plotting your talent build. Obviously, if you're going for a tank build, this isn't the talent for you, but then again neither is most of this tree. You'll also need this if you plan to take Bloodthirst.

### **Improved Intercept**

I'm torn on this talent. Being able to Intercept more often while in Berserker Stance can be a great thing, but the fact is that most of the time when I'm in Berserker, my enemies know exactly where to find me and I don't need to charge them down, so I don't use it as often as I would have thought. Usually I'd rather get out of the battle and use Charge to get my free rage coming in, but then maybe I'm not a true Berserker play style. If you use Intercept often, this may be just what you're looking for.

### **Improved Berserker Rage**

This is great for rage management builds. If you use Berserker Rage at all, this makes it so much better. An extra 10 rage at the beginning can fuel an extra attack or that last Hamstring you're needing. If you're short on talent points and don't need a great deal of rage management in your build, however, you may want to take Flurry instead.

### **Flurry**

After a critical strike dealt by you, Flurry will increase your attack speed by 30% for three swings. This is actually much better than it sounds at first – imagine, you've already dealt a critical strike on your opponent, and added to that you swing three more times at a much faster rate, almost adding that damage onto the first swing, especially if you have decently fast weapons. And what if one of those ends up being a critical strike? With the drastically increased chances of getting a critical strike that you have at this point, Flurry becomes a great talent and worth every point you put into it.

### **Bloodthirst**

If this talent seems a bit out of place in the Berserker dominated Fury tree, it's because it was changed drastically in a patch. It used to give you increased damage after a killing blow. Now it gives you one attack at 40% of your attack power, then restores a tiny amount of health for each of your next 5 strikes in 8 seconds. The cool down isn't bad but the rage required to pull this off will limit the amount of times you can realistically use this

skill, and really, why would you? I can understand this talent's place in a tank build, but what tank maxes the Fury tree? The only time I've found for this to be possibly useful for a Berserker is after hitting Death Wish to lessen the damage you take, but even then that's 30 rage that could be spent elsewhere. Unless you're going to use this for the rare times where you do want to tank in a Berserker build, I think the real max reward in this tree is Flurry. Still, by the time you get here, you may as well take it for one point. Maybe Blizzard will change it again...

#### **4.2.3.    Protection**

##### **Shield Specialization**

In the Protection tree, the focus is to stay alive and take damage for as long as possible – in other words, to tank. This talent is a great place to start, increasing your block chance and giving you a rage when you get a block. This is a great place to sink points, plus you need it if you're going to take Improved Shield Block.

##### **Anticipation**

Rather than go for any increases on armor or other chances to help your defense, this talent goes straight to your Defense skill and increases that by 10. That can be useful in lower levels, but this tends to not matter in higher ones, and you may want to consider taking a different talent for more long-term benefits.

##### **Improved Bloodrage**

If you're wondering why anyone working on the Protection tree would take this talent, well so am I. Rarely is a tank build going to want to sacrifice any health, no matter how little, for rage points. However, if you want Last Stand, and you probably do, you'll need to go through this first. So make the best of it – at least it makes you lose less health if you ever do need to hit Bloodrage for maybe a quick Shield Bash or last second Hamstring.

##### **Iron Will**

While an extra chance to not get hit with charm or fear effects is good, there are things on this tree that work much better at keeping you alive. If you're being hit with charm and

fear a lot, consider taking this, but for most people there are better places to put points. Remember, effects wear off, hit points are harder to get back.

## **Toughness**

This talent is pretty straight forward. Increasing your armor at this level is probably the best thing you can do, so unless you have a good reason not to, go ahead and take this to get to the next tier.

## **Defiance**

This talent is another that depends on the build you're playing. If you find that you are not generating enough threat and are having trouble holding on to your aggro, this is one of the simplest ways to up your threat level. If you're just busy trying to stay alive with the enemies you have, this isn't the talent for you.

## **Improved Revenge**

I love this talent – Revenge is a great skill, and giving it this chance to stun just makes it that much better. Take this if you at all can with your build, especially if you are building a tank.

## **Improved Shield Block**

I like this talent, but you don't really have to put all the points into in for most builds – one point will give you the extra block, and if you have multiple enemies (which you probably will with a tank build) you won't need the extra seconds. If you're playing a solo tank, however, you may want the extra time when fighting slower enemies one-on-one.

## **Last Stand**

This talent will literally save your life if you use it correctly. The temptation is to wait until you are almost dead to hit this, but remember that your hit points gained from this will go away, so try to anticipate your need of this talent and use it before you really do. It's as close to healing spell as you can get, and it may give you the advantage long enough for you to take out your opponent. Worth the talent points to take.

## **Improved Disarm**

This is worth taking, extending the duration of the Disarm skill will help you both in normal combat and especially when battling another warrior or another class that depends on their weapon for certain skills. An extra few seconds can really make the difference.

## **Improved Sunder Armor**

Reducing the cost of Sunder Armor will enable you to stack them on your opponent that much faster, so if this is an ability that you use often, take this talent to make it better. It's been my experience that most of the time there are other skills that end the battle faster than Sunder Armor, so I usually take Disarm and Taunt at this level instead, but it entirely depends on your play style.

## **Improved Taunt**

This isn't an amazing talent, but it's not horrible either. A reduced cool down here will allow you to make sure that you continue to take on enemies, and unlike Defiance you can do it on your terms, when you are ready for more. Worth taking if you're looking for a place to put points.

## **Concussion Blow**

There is absolutely no reason not to take this talent at this level. If you're here, take this. A 5 second stun for a mere 15 rage is worth it every time. Concussion Blow is one of the most used warrior skills outside of Piercing Howl, and for good reason. Take it and use it.

## **Improved Shield Bash**

Once again I will say, if you're at this level, take this talent. Preventing spell casting from a particular school is good, silencing an opponent totally is even better. Shield Bash is crucial when fighting any kind of spell caster, so do yourself a favor and take this talent.

## **Improved Shield Wall**

This is probably my least favorite of the talents at this level, but it's decent all the same. If you use Shield Wall often, this is worth the points, but it's not crucial to a tank build unless you're focusing on your shield play. Still, improved duration can always help.

## **One-Handed Weapon Specialization**

This isn't crucial to a tank build, but I'd go ahead and take it just the same if you have the points. Increasing all your damage from one-handed weapons by 10%, period, is just too good to pass up most of the time. And besides, if your enemies are dead, it's that much easier to play a tank, right?

## **Shield Slam**

The last talent in the Protection tree is of debatable value. It deals a decent amount of damage (though it's not enough to be really useful at level 60) that is meant to keep the hit point advantage, rather than really hurt your opponent. The main point of this is the chance that you could remove a magic effect from your target. This skill can be as good as you make it. Consider, for example, removing a buff at a crucial moment, or stopping a heal over time effect from completing. That could be an even greater health loss for them than trying a big strike, depending on what you remove. Then again, this is 30 rage you're spending that can't be used on say, an Execute which might be far better than removing an intelligence buff or something similar. Be careful with this and use it wisely.

## **4.3. Talent Builds**

Before I go over some of the builds, let me just take a second here and reiterate – talents are not permanent, you can always change them if you need to later. Also, don't feel like these particular builds are the only way to go or even necessarily the best way to go. These are just some templates that have worked well for various play styles, nothing more nothing less. Feel free to rip these apart and add or subtract talents as you see fit.

### **4.3.1. Balanced PVP**

#### **Arms Talents (31 points)**

-- Deflection - 5/5 points

Increases your Parry chance by 5%.

-- Improved Rend - 3/3 points

Increases the bleed damage done by your Rend ability by 35%.

-- Improved Charge - 2/2 points

Increases the rage generated by your Charge ability by 6.

-- Improved Overpower - 2/2 points

Increases the critical strike chance of your Overpower ability by 50%.

-- Deep Wounds - 3/3 points

Your critical strikes cause the opponent to bleed, dealing 60% of your melee weapon's average damage over 12 seconds.

-- Impale - 2/2 points

Increases the critical strike damage bonus of your abilities in Battle, Defensive, and Berserker stance by 20%.

-- Two-Handed Weapon Specialization - 5/5 points

Increases the damage you deal with two-handed weapons melee weapons by 5%.

-- Sweeping Strikes - 1/1 point

You next 5 melee weapon swings strike an additional nearby opponent.

-- Mace Specialization - 5/5 points

Gives you a 6% chance to stun your target for 3 seconds with a Mace.

-- Improved Hamstring - 2/3 points

Gives your Hamstring ability a 10% chance to immobilize the target for 5 seconds.

-- Mortal Strike - 1/1 point

A vicious strike that deals weapon damage plus 85 and wounds the target, reducing the effectiveness of any healing by 50% for 10 seconds.

Level 48: Damage plus 110

Level 54: Damage plus 135



Level 60: Damage plus 160

### **Fury Talents (0 points)**

-- None

### **Protection Talents (20 points)**

-- Anticipation - 5/5 points

Increases your Defense skill by 10.

-- Toughness - 3/5 points

Increases your armor value from items by 6%.

-- Improved Bloodrage - 2/2 points

Reduces the Health cost of your Bloodrage ability by 50%.

-- Iron Will - 5/5 points

Increases your chance to resist stun and charm effects by 15%.

-- Improved Revenge - 3/3 points

Gives your Revenge ability a 40% chance to stun the target for 3 seconds.

-- Last Stand - 1/1 point

When activated, this ability temporarily grants you 30% of your maximum hit points for 20 seconds. After the effect expires, the hit points are lost.

-- Improved Disarm - 1/3 point

Increases the duration of your Disarm ability by 1 second.

This build gives you Mortal Strike, the best PvP final tier talent, and also focuses on a balance of defense and offence. You can trade out the weapon-specific talents with any in Arms, but the Mace does give you the extra stun potential which is nice. We'll talk about specific strategies for PvP later, but for now look at what this gives you. Iron Will will help you against spell casters, as will Mortal Strike when you need to get rid of healing. You have a good chance of making your opponent bleed (Deep Wounds), and an increase in damage (Two-Handed) helps with that. You can get rage when you need it with Improved Bloodrage, and Last Stand and Improved Hamstring can get you out when you're outmatched.

This build doesn't do one thing really well at the cost of other weaknesses, which gives you a nice, level character you can use to beat most players.

#### **4.3.2. Berserker Damage**

##### **Arms Talents (17 points)**

-- Improved Rend - 3/3 points

Increases the bleed damage done by your Rend ability by 35%.

-- Improved Heroic Strike - 2/3 points

Reduces the cost of your Heroic Strike ability by 2 rage points.

-- Improved Charge - 2/2 points

Increases the rage generated by your Charge ability by 6.

-- Tactical Mastery - 3/5 points

You retain up to 15 of your rage points when you change stances.

-- Improved Overpower - 2/2 points

Increases the critical strike chance of your Overpower ability by 50%.

-- Deep Wounds - 3/3 points

Your critical strikes cause the opponent to bleed, dealing 60% of your melee weapon's average damage over 12 seconds.

-- Impale - 2/2 points

Increases the critical strike damage bonus of your abilities in Battle, Defensive, and Berserker stance by 20%.

### **Fury Talents (34 points)**

-- Cruelty - 5/5 points

Increases your chance to get a critical strike with melee weapons by 5%.

-- Unbridled Wrath - 5/5 points

Gives you a 40% chance to generate an additional Rage point when you deal melee damage with a weapon.

-- Improved Cleave - 3/3 points

Increases the bonus damage done by your Cleave ability by 120%.

-- Improved Battle Shout - 2/5 points

Increases the Attack Power bonus of your Battle Shout by 10%.

-- Dual Wield Specialization - 5/5 points

Increases the damage done by your offhand weapon by 25%.

-- Improved Execute - 2/2 points

Reduces the Rage cost of your Execute ability by 5.

-- Enrage - 5/5 points

Gives you a 40% melee damage bonus for 12 seconds up to a maximum of 12 swings after being the victim of a critical strike.

-- Death Wish - 1/1 point

When activated, increases your physical damage by 20% and makes you immune to fear effects, but lowers your armor and all resistances by 20%. Lasts 30 seconds.

-- Flurry - 4/5 points

Increases your attack speed by 25% for your next 3 swings after dealing a critical strike.

-- Improved Berserker Rage - 2/2 points

The Berserker Rage ability will generate 10 rage when used.

### **Protection Talents (0 points)**

-- None

The first thing you'll probably notice about this build is that it doesn't include a last tier talent. If you want, you can put a point into Bloodthirst instead of one of the other lower talents, but I would rather put the extra damage in my talent build that take the minor healing, especially for 30 rage.

This build is pure damage, it focuses on killing your enemies before they have a chance to get to you. You won't find any stuns or anything else that might distract from the simple pounding that you'll be giving your foes. There is a little bit of rage management built in for the simple reason that without rage, you won't hit as hard.

### **4.3.3. Tank**

#### **Arms Talents (9 points)**

-- Deflection - 5/5 points

Increases your Parry chance by 5%.

-- Improved Charge - 2/2 points

Increases the rage generated by your Charge ability by 6.

-- Tactical Mastery - 2/5 points

You retain up to 10 of your rage points when you change stances.

### **Fury Talents (11 points)**

-- Booming Voice - 5/5 points

Increases the area of effect and duration of your Battle Shout and Demoralizing Shout by 50%.

-- Improved Demoralizing Shout - 5/5 points

Increases the attack power reduction of your Demoralizing Shout by 40%.

-- Piercing Howl - 1/1 point

Causes all enemies near the warrior to be dazed for 6 seconds.

### **Protection Talents (31 points)**

-- Shield Specialization - 5/5 points

Increases your chance to block attacks with a shield by 5% and has a 100% chance to generate 1 rage when a block occurs.

-- Anticipation - 3/5 points

Increases your Defense skill by 6.

-- Improved Bloodrage - 2/2 points

Reduces the Health cost of your Bloodrage ability by 50%.

-- Toughness - 5/5 points

Increases your armor value from items by 10%.

-- Improved Shield Block - 1/3 point

Allows your Shield Block ability to block an additional attack, and increases the duration by 0.5 seconds.

-- Last Stand - 1/1 point

When activated, this ability temporarily grants you 30% of your maximum hit points for 20 seconds. After the effect expires, the hit points are lost.

-- Improved Revenge - 3/3 points

Gives your Revenge ability a 40% chance to stun the target for 3 seconds.

-- Improved Taunt - 2/2 points

Reduces the cooldown of your Taunt ability by 2 seconds.

-- Improved Disarm - 3/3 points

Increases the duration of your Disarm ability by 3 seconds.

-- Concussion Blow - 1/1 point

Stuns the opponent for 5 seconds.

-- Improved Shield Bash - 2/2 points

Gives your Shield Bash ability a 100% chance to silence the target for 3 seconds.

-- Improved Shield Wall - 2/2 points

Increases the effect duration of your Shield Wall ability by 5 seconds.

-- Shield Slam - 1/1 point

Slam the target with your shield, causing 288 to 352 damage and has a 50% chance of dispelling 1 magic effect on the target. Also causes a moderate amount of threat.

Level 48: 342 to 418 damage

Level 54: 396 to 484 damage

Level 60: 450 to 550 damage

There are a lot of different ways to make a tank build, but I like this one the best personally. This gives you both Concussion Blow and Piercing Howl, which are both great for staying alive, as well as the typical defensive talents. Demoralizing Shout is a great tool to use with this build also, with the buffs made to it. I like the Improved Charge and Tactical Mastery combo here as well, which will give you the ability to get in there, dish out a little damage, change stances and possibly have some rage left over.

You'll be fighting mostly with a one-handed weapon and a shield for this build, so make the most of it with Improved Shield Bash, Improved Shield Wall and Shield Slam. This build will ensure that you don't go down easily as a tank.

#### **4.3.4. Rage Management**

##### **Arms Talents (13 points)**

-- Improved Heroic Strike - 3/3 points

Reduces the cost of your Heroic Strike ability by 3 rage points.

-- Improved Rend - 2/3 points

Increases the bleed damage done by your Rend ability by 25%.

-- Tactical Mastery - 5/5 points

You retain up to 25 of your rage points when you change stances.

-- Improved Charge - 2/2 points

Increases the rage generated by your Charge ability by 6.

-- Anger Management - 1/1 point

Increases the time required for your Rage to decay while out of combat by 30%.

### **Fury Talents (17 points)**

-- Cruelty - 5/5 points

Increases your chance to get a critical strike with melee weapons by 5%.

-- Booming Voice - 1/5 point

Increases the area of effect and duration of your Battle Shout and Demoralizing Shout by 10%.

-- Unbridled Wrath - 5/5 points

Gives you a 40% chance to generate an additional Rage point when you deal melee damage with a weapon.

-- Piercing Howl - 1/1 point

Causes all enemies near the warrior to be dazed for 6 seconds.

-- Improved Cleave - 3/3 points

Increases the bonus damage done by your Cleave ability by 120%.

-- Improved Execute - 2/2 points

Reduces the Rage cost of your Execute ability by 5.

### **Protection Talents (21 points)**

-- Shield Specialization - 5/5 points



Increases your chance to block attacks with a shield by 5% and has a 100% chance to generate 1 rage when a block occurs.

-- Improved Bloodrage - 2/2 points

Reduces the Health cost of your Bloodrage ability by 50%.

-- Toughness - 5/5 points

Increases your armor value from items by 10%.

-- Last Stand - 1/1 point

When activated, this ability temporarily grants you 30% of your maximum hit points for 20 seconds. After the effect expires, the hit points are lost.

-- Improved Revenge - 3/3 points

Gives your Revenge ability a 40% chance to stun the target for 3 seconds.

-- Improved Shield Block - 1/3 point

Allows your Shield Block ability to block an additional attack, and increases the duration by 0.5 seconds.

-- Improved Sunder Armor - 3/3 points

Reduces the cost of your Sunder Armor ability by 3 rage points.

-- Concussion Blow - 1/1 point

Stuns the opponent for 5 seconds.

This build focuses on conserving rage for bigger attacks faster. It allows you to switch between stances as needed and grants you some good blows from each one. You'll need the extra defense built in here as you generate rage, but just when you opponent thinks he's winning, you'll be able to hit him with Execute at full or almost full rage points. Use the stun abilities when you're in trouble, and don't forget to fight with a one-handed and a shield to generate the most rage while you're in battle.

## **5. Weapons and Armor**

Besides talents, the only real opportunity for customizing your warrior is through the items that you use. Your armor will change how you look as well as how well you are protected, and your weapons of course determine what kind of damage you will be able to do. Because these are the most important factors in melee fighting, this is what you'll be focusing on as a warrior. In this section we'll talk about the various weapon types and the reasons to use them, touch briefly on armor, and then give you some ideas on where to find some good equipment for your level. Last, we'll talk about ways to make what you find even better through enchantments and enhancements.

### **5.1. Comparison of Weapon Types**

As we saw at the beginning of this guide, almost every weapon type is available to you as a warrior. The question is, which weapons should you use for your warrior? There are advantages and disadvantages to each type, but the most commonly used weapons for a warrior just starting out are swords and axes.

#### **5.1.1. Swords**

Swords are probably the most common weapon, and for that reason most warriors use them at least until they find a weapon that better suits their play style. You can find swords as loot drops, quest rewards, or even buy them off of a vendor. This is a good choice to build up if only because of the many options available to you. You're usually more likely to get a good sword from a quest than a mace or a polearm, especially at lower levels, so go ahead and get it if you don't have the skill already.

One of the best swords at level 60 (and certainly one of the most popular) is Doombringer, a rare two-hand drop from Dire Maul that will deal extra shadow damage sometimes along with its normal damage, which is nothing to sneeze at by itself. It's a fun weapon to play with even if you don't normally use swords, so I'd recommend maxing your sword skill just to make this worthwhile when you get there.

#### **5.1.2. Axes**

Axes are most common for Orcs and therefore also Trolls, but anyone can train for them if they so desire. If you're an Orc, you may want to forgo swords completely in favor of

axes, because you'll find that especially in your lower and mid level areas, good axes are easier to come by than good swords, though there are some around. If you're not an Orc, think about your play style and the relevant talents that you plan to take before you decide to add axes to your arsenal.

Warriors have the great and unique position of being able to use any weapon in the game except for wands, and since your travels in Azeroth will probably bring you to a decent weapon of most types, it doesn't hurt to build up skill in at least two weapons types, so that you can switch when you find something better than what you have.

### **5.1.3. Other Weapons**

The other melee weapon choices are a lot more specialized than the more general swords and axes. Daggers are fast but do very little damage, as do fist weapons which are also quite pricey. Maces are harder to find but when you find a good one, you can get a chance to stun with it using the Arms talent, so that makes it that much better. Polearms do a lot of damage but are hard to find and tend to be expensive as well. Look at your play style and any role playing you want to do when picking your weapons. For example, if you are playing a character who tends to drink a dwarven ale and pick a fist fight, fist weapons may not be a bad idea after all!

I'd recommend taking a ranged weapon of some kind as well. These are useful for pulling when you're soloing a group, and it's nice to be able to pick something off from a ways away every now and then, rather than just charging in and getting mobbed. Guns are my personal favorite, but bows, crossbows and thrown weapons are also available and there are good weapons in all categories.

## **5.2. Armor**

Armor is your lifeblood as a warrior and especially as a tank. If you don't have good armor, your extra hit points will be gone before you know it. Another benefit of being a warrior is that eventually all the armor types are open to you – cloth, leather, mail and at level 40, plate.

There is really no reason to use a type of armor lower than the highest you can get, unless you come across something spectacular for say, mail when you've only got

mediocre plate on you, but this rarely happens. Generally speaking, your only major decision will be deciding which armor stats are most desirable. It's ok to give up a little armor rating in exchange for good boosts to your Strength and Stamina, but too much and again, your extra hit points won't matter much. Remember, your armor will determine how much damage you actually take, so take the time to get the best you can.

There are also, when you hit level 60, sets of armor which give you special bonuses if you have all of them equipped. There are two which are specific to the warrior class, Battlegear of Might, which helps with defense and tanking, and Battlegear of Wrath, which gives bonuses to your attack and shouts. You can get these as Epic drops in Molten Core, but be warned, they take a long time to acquire all the pieces. There are also some very nice armor sets you can get as PvP honor rewards according to your rank on your server, however these are very competitive ranks, so plan to play PvP very often if you want to go this route.

### **5.3. What to Look For and Where**

If you're looking for a weapon with a specific ability or want to know exactly where to get an item you're heard of somewhere, I recommend searching online at a database site, such as thottbot.com, for a decently accurate idea. World of Warcraft changes almost constantly, and items change probably the fastest of all, so keep in touch on the forums and talk to other players about where the best things are currently. Remember when looking for equipment to look at the damage, the speed, your skill with the weapon, and the estimated Damage per Second. Also keep in mind what stats, if any, will be boosted and plan accordingly. Here are a few of the weapons and armor I think are the best to get currently.

#### **5.3.1. Level Specific...1-60**

I'm going to focus on swords and axes for this section – for other weapons, check out the “Best by Weapon Type” below. For armor, see the armor section.

#### **Levels 1-20**

At this range, pretty much just follow the quest trail that is laid out for you, and grab the best loot and rewards that you can out of that. Definitely do the level 10 and level 20 warrior quests, including the one at 10 for decent weapon, although you may have found a

better one on your own by then. If you have Blacksmithing, you can make weapons and armor that will be far better than what you will normally loot at this range.

## **Levels 20-30**

### **Axes**

- Vibroblade – 19.1 dps. This gives a chance to reduce your target's armor by 100 on every hit. Requires level 25. You'll find this as a drop in Gnomeregan.
- Corpsemaker – 28.9 dps. +15 Strength, +8 Stamina. Requires level 29. Kill Overlord Ramtusk in Razorfen Kraul to get this drop. (You may have to do this several times before he will drop this. If you don't get it, don't worry about it much.)

### **Swords**

- You can find some great swords in Gnomeregan, so if you're Alliance your best bet is to head there a couple of times and hope for a good rare drop or two.
- Onyx Claymore – 21.6 dps. +9 Strength, +5 Stamina, +6 Spirit. Requires level 29. You can find this as a drop in Blackfathom Deeps.

## **Levels 30-40**

### **Axes**

- Steelclaw Reaver – 25.8 dps. +3 Agility, +8 Stamina. Requires level 33. This is a nice random drop from the Scarlet Monastery.
- Ravager – 37.3 dps. Chance on hit to attack all nearby enemies for 9 sec causing weapon damage plus an additional 5 every 3 sec. Very nice axe, will last you a while. Requires level 37. Kill Herod in the Scarlet Monastery to get this drop.
- Shovelphlange's Mining Axe – 25.7 dps. +6 Strength. Adds +10 to your attack power on equip. Requires level 33. Get this by killing Digmaster Shovelphlange in Uldaman. (The Badlands, south of Loch Modan.)

### **Swords**

- Reforged Blade of Heroes – 23.9 dps. +3 Strength, +8 Stamina. You get the Broken Blade from either Scarlet Monastery, the auction house, a lockbox or, if you're very lucky, as a random drop in any high 30s to mid 40s area. You'll need a

Blacksmith to reforge it for you and a few items to do it with that are easily bought on the auction house. A lot of work, but a neat sword if you can get it.

- It may seem like there aren't a lot of places to get swords, but the reality is that most of the best swords you'll find naturally through loot drops or sometimes quests. Don't worry, you'll never be lacking in good swords, but if you're looking to increase your chances at this level, the Scarlet Monastery is a good place to look.

## **Levels 40-50**

### **Axes**

- Ripsaw – 33.3 dps. Chance on hit to wound your target for an extra 75 damage. Requires level 45. This is a semi-rare drop from Chief Ukorz Sandscalp in Zul'Farrak. You could get this the first time you kill him, or the 243rd time, so have some patience if you're going after this weapon.
- There are some very nice axes including a few epics that you can get as drops in your appropriate experience areas at this level. Just remember to kill humanoids while you're heading to your next destination and you may very well hit a couple of these along the way.

### **Swords**

- Firebreather – 35.2 dps. Chance on hit to hurl a fiery ball that causes 70 Fire damage and an additional 9 damage over 6 sec. Requires level 48. This is very nice sword that you can get off of the dragons in the Temple of Atal'Hakkar, in the Swamp of Sorrows. You'll definitely need friends for this one.
- Joonho's Mercy – 33.3 dps. Chance on hit to blast target for 70 Arcane damage. Requires level 45. This is a rare drop off of General Fangferror in Azshara. He's upstairs, but he doesn't spawn terribly often and you'll tend to find campers sitting around waiting for him.

## **Levels 50-60**

Note that by this time, you'll want to start looking for epic items, even if you're not quite at the level to use them yet. Keep an eye out when you're at the auction house for cheap (relatively speaking) buys and check out the trade channel when you're in a big city for things you might want. Don't forget to keep killing humanoids – even if you don't find something you want, you'll probably find things to sell.

There are too many great items by the time you hit level 60 to list them all here, and anyway you'll probably soon find something decent just by playing the game. However, here are a few things you may want to look for.

#### Axes

- Bone Slicing Hatchet – 40.6 dps. +13 Agility, +5 Stamina. Requires level 57. You can get this off of Maleki the Pallid in Stratholme.
- Dreadforge Retaliator – 50.5 dps. On equip, this increases your chance to parry by 1%, increases your critical hit chance by 1%, and gives you +30 attack power. Requires level 54. A nice two-handed weapon you can find on Emperor Dargan Thaurissan of Blackrock Depths.

#### Swords

- Lord General's Sword – 36.9 dps. Chance on hit to increase your attack power by 50 for 30 seconds. Requires level 51. This comes off of General Angerforge in Blackrock Depths.
- Blazing Rapier – 37.1 dps. Chance on hit to burn your enemy for 100 damage over 30 seconds. Requires level 51. You can get this by finding a willing high level Blacksmith (or becoming one yourself) to make it for you.
- Relentless Scythe – 53 dps. +20 Strength, +8 Agility, +8 Stamina. On equip, increases your chance to parry by 1%. Requires level 57. This very nice weapon can be found sometimes on Overlord Wyrmathalak in Blackrock Spire.

### 5.3.2. **Best by Weapon Type**

Obviously, the best weapons are going to be found in Molten Core, that's a given, so whatever you're using you should plan to run it at least a few times to see what you can find. Included here are some other options for weapons other than swords and axes.

#### Daggers

If you must fight with daggers, make it your goal to head to the Molten Core as soon as you hit 60 and plan to run it as many times as you need to. The best by far daggers in the game come from the bosses within, including of course, Ragnaros and Garr. However, realize also that you'll have to fight the Rogues for them.

Failing that, head to Alterac Valley Battleground and fight until you hit exalted status with your respective side. When you do, you can buy some very nice daggers from your supply officer.

## **Ranged Weapons**

If you're going for thrown weapons, you can't get better than the Flightblade Throwing Axes which are rare drops from War Master Voone in Blackrock Spire. He drops 45-260 of them at a time, and they crit for around 180 damage often. Remember also that thrown weapons don't have the extra reload time that other ranged do, so you'll throw faster than you'd probably shoot. Very nice, especially if you're a troll.

Your best gun can be found from a high level Engineer who was lucky enough to have found the recipe for Core Marksman Rifle. This is an incredible and sick gun, worth paying through the nose for to get if you're a ranged weapons fighter and like guns.

For bows, hang out in Scholomance and kill named until you find the Ancient Bone Bow, which is probably the most decent one you can get outside of Molten Core. If you're spending too much time looking for this, however, just forget it and go to Molten Core anyway, or look for it on the auction house.

You can get a very nice crossbow at Blackrock Spire from killing Shadow Hunter Vosh'gajin. It's a pretty rare drop, but there aren't that many great crossbows in the game, so you may want to spend the time on this one.

## **Maces**

A note must be made here about Sulfuron, Hand of Ragnaros. This mace is, without question at the moment, the most powerful weapon in the game. You can only get this through a very rare drop in Molten Core combined with a very high level mace that a Blacksmith can make. It is also an orange-level weapon, and chances are you will never see it. If you do, and someone is selling it, buy it without consideration to price. Period.



That said, for those of us who are “just getting by until we get Sulfuron”, there is a very nice epic level mace called Ebon Hand, which a very lucky Blacksmith with the recipe can make for you at an outrageous price. Or you can go run Molten Core some more.

## **Fist Weapons**

If you're looking for a pretty decent fist weapon, you can get a nice blue called Bloodfist as a drop off of Phalanx in Blackrock Depths. Fist weapons are only going to do so much damage, so if you're planning on using them make sure to get your skill up high, or you'll be doing next to nothing most of the time.

## **Polearms**

If you're a Blacksmith and you find the plans, you can make yourself (and only yourself, as it's bind on pickup) a great polearm called Blackfury. It's 62.6 dps, +35 (no that's not a typo) Strength, +15 Stamina, and +10 Fire Resistance. It also improves your critical strike chance by 1%. This will take you quite a while to get together all the materials, but it is a very worthwhile weapon.

If you're not a Blacksmith, try for the Blackhand Doomsaw, which belongs to Warchief Rend Backhand from Blackrock Spire. This blue weapon drops at a decent rate, so you shouldn't have to kill him too many times to get it.

### **5.3.3. Best by Armor Type**

We already discussed the sets for the warrior class, which should be your ultimate goal when it comes to armor. However, while you are waiting to get all of your pieces, there are a few other high-level items you may want to look for.

As I've said before, there really shouldn't be any reason to wear armor lighter than mail for a warrior. So, here I'll post a couple of nice pieces of armor for mail and some for plate, plus a few nice shields. In reality, it's generally not worth it to camp for armor, but if you happen to be in the area and want to try your hand at getting some of these things, more power to you.

## **Mail**

If you're going to wear mail, try to add to your collection Invulnerable Mail, an epic chest piece that you may be able to convince a Blacksmith to make for you at a pretty hefty price. Besides having decent stats, when you're equipped with it physical attacks will deflect harmlessly off of you 5% of the time. That's worth paying for in my book.

You can also get some decent leggings called Legguards of the Cromatic Defier and several other pieces of armor by doing a quest chain that starts by talking at Awbee in upper Blackrock Spire, on a ledge by where you exit the arena. You'll need to be at least level 57 to go through them.

## **Plate**

There are also plate options for the Cromatic quests listed above, including the Breastplate of the Cromatic Flight, which among other things will give you a +20 Strength and +30 Stamina when you wear it.

Dark Iron armor can be made by Blacksmiths and all of the pieces have good stats and large increases to Stamina and Fire Resistance. Yet another reason to become a Blacksmith as a warrior.

The Helm of Endless Rage won't give you endless rage, sadly, but it does grant +26 Strength, +26 Agility and +29 Stamina. You can find it in a semi-rare drop off of Vaelastrasz the Corrupt in Blackwing Lair. Trust me, you'll need friends for this one.

## **Shields**

You'll probably hear a lot about the Force Reactive Disk. This shield can be made and used by engineers and, besides being a decent block in it's own right, can damage all nearby enemies when it blocks. This can be great for keeping aggro, however there are two problems: first, the shield tends to damage itself as well, so very long instances may leave you without it by the end, and second, this can and will break Sheep and other effects that your casters may be using for crowd control. If you use it, bring along another, less flashy shield just in case it turns out to be a bad idea for that group.

Other than that, most shields are random drops rather than from one particular person. You can buy some decent shields from your supply vendor in Alterac Valley if you have a high enough faction rating and lots of gold to spare. Or, you can always loot Molten Core, which is the solution to pretty much every equipment dilemma.

#### **5.3.4. Other Specs to Look For**

As we've discussed earlier, keep in mind when you're looking for weapons and armor that you are not only looking for the item that will cause the most damage or protect you the most, but also those which have the best stats. For a warrior, Stamina and Strength is key to build up, and the only way to do that is by equipping items.

Armor will increase your stats much more often than weapons will, but if you find a weapon that give you a boost as well as dealing a good amount of damage, you're probably going to want it. The trick is to figure out which is better when you're choosing between high stats and high damage or armor.

My general rule of thumb is this: stats are usually more important than armor rating, but only slightly more than damage. In other words, it's ok to give up more armor in favor of better stats, but think carefully when exchanging stats for damage. Higher Strength on a weapon will make up for lower damage to a certain extent, but higher Agility won't be worth it most of the time. Higher Stamina is almost always going to be better than a higher armor rating, unless the difference is drastic.

The only time you should never consider exchanging armor or damage for stats is if the stats in question are Intelligence or Spirit. Agility might occasionally help, especially if you have a tank build, but for the most part you will want to build up Strength and Stamina.

#### **5.4. Enchantments and Enhancements**

There are a number of ways that you can make decent items good, and good items better. You can do this through enchantments (players can take the Enchantment profession, which will allow them to enchant things for you) or enhancements (Leatherworkers and Blacksmiths can give your items a boost). You can usually get these by going to a large city of your choice and listening on the general and trade channels for people who are willing to help you out for a price. Or, you can join a guild – most of the larger ones will

have people who can help you for free, so long as you also help others in the guild with whatever professions you choose. Sometimes people will help out lower level characters by offering them enchant/enhancements for free, but it is considered impolite to ask for this outright.

Remember before you take a buff on an item – this process can only be done once per item, so you cannot get Beastslaying and +8 Stamina on the same sword. Still, it is generally worthwhile to buff any non-enhanced item you anticipate using for longer than two levels or so. However you get them, here are some of the buffs that are available to you and what they will do to help your character become bigger better and stronger.

### **Health Bonus**

This is simple enough – it adds a certain amount of hit points to your character while equipped and non-broken. This is worthwhile only if you don't need another type of enchantment on an item, but then extra hit points are never really a bad thing.

### **Skill Bonuses**

This will add a certain amount of skill points to certain available skills, such as Defense. Don't bother taking this unless you know you are severely lacking in something that you really need.

### **Damage Absorption**

These do exactly what they say – they allow a certain amount of damage to be absorbed by the item a certain percent of the time. These are very nice to have especially at high levels, but also hard to find in a decent amount.

### **Resistance Bonuses**

These will give you a bonus to your resistance to certain types of spells, such as Fire, Nature or Frost. These can be good when you are fighting a caster, but are of little use versus any type of fighter, ranged or melee.

## **Stat Bonuses**

This is probably the most popular practical buff – basically this will add a certain amount of whatever stat you are trying to enhance to your item. Use this for Stamina and Strength boosts.

## **Slayers**

Slayer buffs add a certain amount of damage when you use your weapon against a certain type of enemy, such as Beasts or Demons. This is the most popular type of enchant due to the glowing effect it adds to your weapon.

## **Damage Bonuses**

Some enchantments will add a certain amount of damage to what you deal with a weapon. This is usually not a terribly large amount, but it can add up quickly.

## **Armor Bonuses**

You can enhance your armor to simply get better protection from it, increasing its armor rating just by itself. This is rarely worthwhile to do, usually it's better to get extra Stamina instead if you can.

## **Spell Damage**

Some enchantments will add a certain amount of damage or a chance to deal a certain amount of damage through a spell-like ability when you hit with the weapon. For example, adding 5 points of Fire damage. These are usually more damaging than straight damage enchants, due to the fact that they have more chance of being resisted by your target.

## **Other Bonuses**

There are a few other random bonuses you can get, including a boost to your speed (very slight, not really worth it generally) or a small attack bonus (which only applies to auto-attack). You won't see these as often because they are generally thought of as not as useful.

#### **5.4.1. Final Enchantments**

Here's a list of recommended enchantments for a level 60 warrior in each slot. Keep in mind that this may vary according to your particular build and playstyle, but the enchantments listed will be beneficial to anyone playing a warrior class.

#### **Weapons**

At 60, you may just want to hit Crusader, which has a chance to heal you for 75-125 and, what's better, increase your Strength by 100 for 15 seconds. You want this more for the boost than the heal, but since you're so limited in healing anyway every little bit helps.

Failing that, either give yourself a +15 bonus to a stat or an extra possible 40 damage from fire on a strike, either one is decent. If you find that you're dying too fast when you tank, Lifestealing is also an option, which will every so often steal 30 life from your opponent and give it to you. It's only 30, but it does happen fairly often in combat.

#### **Bracers**

+ 9 Stamina is what you're looking for here, give yourself ungodly hit points if you can, since once they're lost they're lost in solo combat.

#### **Chest**

Greater Stats isn't bad, +4 to everything but it's wasted on your Intelligence score. Or, you can just opt to give yourself +100 hit points.

#### **Gloves**

Give your gloves +7 Strength, it's a nice boost to your attack power at this level.

#### **Cloak**

I prefer the +5 to all resistances rather than a mere 70 armor. At level 60, 70 armor for a warrior is pittance. Whereas the possibility to resist spells is very nice indeed.

#### **Shield/Boots**

Both of these you'll want to put +7 Stamina on, it's the best choice from what's available.

### **Head/Legs**

If you manage to get these (They are only available through rare book drops (Librams) which allow an upgrade if you go through a quest and turn in the book to get it. Librams drop off of 50+ enemies around the world.) then I recommend picking a +8 to whichever stat you're lacking in. The other options are a bit too specialized, and won't be nearly as useful.

## 6. Other Items

There are really three other types of items you should never go into the world without as a warrior, and all of them have to do with healing – potions, bandages, and food.

Potions you can either make yourself by becoming an Alchemist, loot off of humanoids or buy from other players. You will quickly realize just how vital these are to your general survival in World of Warcraft. A potion can do everything from free you from a stunlock to heal you for a considerable amount of damage, instantly and while you are in combat. The only down side to potions is that they are on a 2 minute cool down, so if you drink one of any kind, you will have to wait for the cool down to drink another, even if it is a different type of potion. (The only exception to this is potions which buff your stats and are intended to use before entering combat.)

Health potions and free movement potions like those mentioned above are absolutely necessary as a warrior, especially if you are soloing anything. There are rage potions which will grant you instant rage, but I've found that instant health is more useful to me. Other, less vital but good things to look out for are potions which enhance your Stamina or Strength and potions which will grant you more armor. There are also some very rare high level potions which can give you huge buffs, and some potions which do strange things such as turning you into a skeleton. Check out your auction house for a selection of interesting potions.

The second item of interest is bandages. These are a heal over time item, and require you to channel while using them, which means you won't really be able to use them well while in combat. A common trick is to stun your opponent, step back and apply a bandage. Another disadvantage to this is that you won't be able to receive a bandage from yourself or another player for 30 seconds after you use one, so take First Aid early so that your skill level will grow as you character level does. Otherwise, you'll have bandages that only heal a few points when you need ones that heal hundreds. You should take the First Aid skill to apply and make bandages.

The last item necessary for warriors is food. It really doesn't matter what kind of food you are eating, be it fruit or seafood, so long as it heals a decent amount of damage for your level. Cooks can make food that will give you additional buffs and sometimes do other things such as add fire damage to your blows. However, all you really need is the ability



to go off somewhere and eat after a hard fight to regain hit points quickly. Food cannot be eaten in combat, and it heals relatively slowly over time, but it is still much faster than waiting to heal on your own, and any extra buffs you pick up while eating it makes it that much better. You can loot food, buy it or make it yourself by becoming a Cook.

## **7. Professions**

The crafting system in World of Warcraft is slightly different than most MMORPGs in that you don't have to choose between crafting and adventuring, which is nice. You also never have a chance to fail totally on any type of crafting, thus destroying the components that you worked so hard to get. This makes the crafting of World of Warcraft so much less tedious than what is normally expected in these games.

The only real limitation that Blizzard put on their crafting is that you may only take two primary professions, although you may have as many secondary as you like with no penalties. There are several professions that are of greatest use to a warrior.

### **7.1. Professions beneficial to Warriors**

#### **7.1.1. First Aid**

First Aid is a secondary profession that offers the chance to learn how to make bandages and apply them to wounds, which makes it a profession that is very useful. There really is no reason not to at least take First Aid, even if you don't plan to max it out, as it provides a better use for the scraps of cloth that you'll loot off of humanoids than simply selling it to vendors and allows you to have some form of healing, something warriors need desperately.

At high levels, First Aid can give you poison cures and heal you 800 hit points over 8 seconds. Definitely worth taking, even if you don't get it that high.

#### **7.1.2. Cooking**

Cooking is a much-maligned skill as many people do not see the point of it. Why bother to learn how to cook food when you loot so much of it, and you can buy it off of almost any vendor? The answer is that cooked food, even of the lowest level, grants you bonuses you won't find off of looted or bought food. Even the first level recipes will give you a +2 to Stamina and Spirit for 15 minutes, which isn't a bad buff at all, especially at low levels. Besides, Cooking is a secondary skill, so go ahead and take it just in case you end up with a lot of meat after a run and feel like resting and cooking.

At high levels, cooked food can grant you over 2000 health, or make you belch flames at your enemies. Take the skill, even if you never use it.

### **7.1.3. Blacksmithing**

As we've already seen when looking at the weapons and armor sections of this guide, Blacksmithing can be a powerful profession to have. Some of the best items in the game are only available through Blacksmithing, and most products of a Blacksmith fetch very high prices from other players.

Blacksmithing is a primary skill, and if you take it you're probably going to want to take Mining as well (another primary) so that you don't have to buy all of your materials. This means that you won't be able to take any other primary skills. You'll find very early on that this skill allows you to almost always have a better weapon than you would get from any quests or loot at your level, without spending vast amounts of money at the auction house. Speaking of vast amounts of money, as a Blacksmith, more so when you get to higher levels, you can be the person charging outrageous prices on the auction house for your products, and if they're good, people will buy them at almost any price.

Spend your extra down time using your Blacksmith skill, and you'll always have a good weapon, not to mention a nice fat bank account.

### **7.1.4. Enchanting**

Enchanting is a good and very unusual primary skill. There are no other primary skills that go along with it, so you are free to choose another for money-making purposes. (I suggest Skinning, as you can always find a market for the different types of leather on the auction house, and you won't have to go out of your way to gather it.) However, the way you get the raw materials in order to enchant an item...is by disenchanting an item.

What this means is that Enchanters are always looking for green-level items that they can disenchant (changing the green item into something non-magical) so that they can use that magical essence to enchant another item. Since greens are called uncommon items for a reason, it can be a slow a tedious process to go through the ranks of enchanting. Plus, you can only enchant your own items so much – you're going to want to enchant things for other players, and until you get enough experience to do decent enchants, not

many player will want you to do one. Many Enchanters try to give away services at low levels to lower level characters for free.

Obviously, this is not a huge money-maker at first. In the beginning of your enchanting career, you may actually find yourself loosing money on the deal. However, have patience. When you are high enough to provide a Slayer enchantment, head to a city and advertise on the trade channel. Players love to have glowing weapons, they just plain look cool. Then you can try to sell them on your other, more practical enchants as well. You can make a decent amount of money as an Enchanter, but you have to have the patience to follow through.

#### **7.1.5. Other Profession Details**

There are a couple of other professions you may want to consider as a warrior. Fishing can be a decent add as it's a secondary and can help while away the minutes if you're ever camping a place with any water. You can get all kinds of fish which you can sell, use if you're an Alchemist or another profession that needs some types of fish, or cook and/or eat for pretty nice bonuses and healing. There are a few fun quests that require fishing, and if you're looking for an unusual weapon at lower to mid levels, you can actually use a fishing pole. (I recommend the Big Iron, myself.) Fighting with a fishing pole uses your Fishing skill level to determine damage, so for some characters this may actually do more damage than your primary weapon, at low levels at least. There's also a slim chance of looting some nice items while fishing, including potions, lockboxes and sometimes uncommon items.

You may also want to try out Alchemist, if you can't get enough potions. However, as this pretty much requires getting Herbalism as well which eats up all your primary slots, this isn't worth it to most warriors. Potions are very readily available and those which aren't are not as valuable as those items which you can only get through Blacksmithing.

Leathermaking is pretty much useless for warriors who can wear mail from the start, as is Tailoring unless you want to make a lot of bags. (You can usually find a bored Tailor who will give you small bags for free.) The only other profession you might want to try out is Engineering. It's a fun profession, especially if you're a Gnome and get natural bonuses to it, and it will provide you with a lot of fun gadgets to use in combat or sell, including guns, bombs and mechanical squirrels. Many people consider these to be more

distracting than helpful in combat, and some groups will outright forbid you to use them because many have a chance to backfire badly. However, if you're a curious sort or a roleplaying Gnome, you should at least check it out, just for the fun of it.

## **8. Groups**

You will soon discover, if you haven't already, that while groups are not absolutely necessary for gaining level 60 in World of Warcraft, instances, raids and many quests are impossible or very difficult without assistance. World of Warcraft is designed to allow you to play with other players and reap benefits when you do, while still not forcing you to play well with others.

For a warrior, especially a tank build, the experience of World of Warcraft is not complete without group play. A warrior works best when combined with the raw damage of weak bodied casters, who the warrior can protect and distract from while all your enemies die painful deaths around you. Here are some of the ways to work with groups.

### **8.1. Tank = Target**

The first lesson of warrior group combat is how to function as a tank. Typically, you will be the party member with the most hit points, which makes you the most likely to survive being attacked for any period of time. For this reason, when a group invites you to their party, they are probably expecting you to act as "tank" – the player who soaks up damage so that those who can't don't have to.

Being a tank means that you're going to think differently than the rest of the team. You actually want attacks to be focused on you. This does not mean that you go and get extra enemies to fight, but that you distract the enemies your group is currently fighting and try your best to draw and keep aggro.

You'll want to be in Defensive Stance 90% of the time when acting as a tank. This will allow you to both stay alive longer and keep aggro longer. Use effects that target more than one enemy – if you can hit more targets, you can get more attention. Focus on which party members you need to protect most – namely, the healers and the casters. Use Taunt to grab aggro from them and stun your enemies whenever you can to help stay alive. Remember, as long as your healer is alive, you will stay alive. Protect him at all costs – if worst comes to worst and they survive, at least they can resurrect you.

## **8.2. Working Well in a Small Team**

A group in World of Warcraft can have up to 5 players, which can make either a very good or very bad team. For some reason, Alliance tends to have more difficult group players than Horde, and the lower level your group is, the worse it gets. Here are a few tips to keep in mind when working in a group.

- Have a clear leader. This should be the leader of the party, if it isn't, elect the person who steps up to the plate. You need someone with experience, preferably of the instance/quest you're playing, and who can make good split-second decisions when needed. A group that doesn't know what it's doing will die that much quicker.
- Assign roles and stick to them. If you have two of the same class, figure out who is doing what. Is the warrior tanking in general or protecting a specific person? Should the rogue sneak in ahead or stay behind for extra damage in the group? Who is the priest's highest priority to heal? Are druids tanking, sneaking or casting?
- Stay with your group. Don't rush blindly onto the next room until you're sure everyone is ready to go on. You don't want to aggro 20 enemies when your caster is out of mana.
- Always, always, always protect the healer. Don't allow the healer to enter melee except in an emergency. Better your life than his. After you protect the healer, casters should be your next priority.
- Follow orders. Your leader should be keeping an eye on everyone, not just you. If he orders a retreat, leave even if you have enough health left to go on. Others may not be so lucky. If you feel your leader is making bad decisions, next time elect a different leader.
- Be polite. Follow whatever loot rules have been decided on. Don't roll on items you don't need, and don't flame other players. If you feel someone in your party is hurting rather than helping, either notify your leader privately or politely point out the problem to the player. They may not even realize that they have done something wrong. If a player rolls on an item that was clearly meant for you and wins, asking them if they need it and if not, if you could trade for it will usually get a better response than flaming the player.

- If all else fails, kick offending players. World of Warcraft is supposed to be fun. If someone is ruining your group experience, no one says you have to play with them.

### **8.3. Charge Tactics**

Ok, so let's say that you're in your group, you've been assigned your role and you're supposed to initiate combat and/or assist in melee. Charge can give you that extra rage you need, but as you pick a target and go, three other enemies close in on you. Your group rushes in to save you but they only succeed in drawing aggro, which means with you locked in combat with your first target, your healer is dead in record time and the rest of you soon follows.

Charge is a powerful tool when soloing and outside of instances, but in groups it's often not the best idea. Most groups focus around pulling enemies out to them, rather than rushing in, so unless there's only one target or you're trying to distract an entire room in a suicide rush, it's not a wise idea to just run in.

A better use of Charge is to wait for someone else to pull an enemy out of a room with a spell or ranged weapon, then Charge or Intercept the enemy when they are close enough, so you can draw aggro and keep your casters safe. The extra rage you get with Charge is good, but you don't need it for every battle. Think first before you rush in.

### **8.4. Group Strategies**

Of course, all groups are different because the personalities in them will be different. For those times when you are the leader, or there is no leader, here are some general strategies you can use for certain types of groups.

#### **8.4.1. Melee**

A mostly melee group will usually have a warrior or two, a hunter, a rogue and either a druid or another type of caster with limited healing. When you're in a group that can't find a healer, any healing you can get becomes that much more important. Have anyone who can cast any healing or, failing that, who has decent bandages focus on doing that and not enter into melee unless absolutely necessary. Assign yourself and one other person to protect that healer.



The biggest problem you will have in a mostly melee group is people rushing in too quickly and aggroing more than you can handle. Have hunters and warlocks put their pet in guard or passive mode, so they won't run and attack any time an enemy is in range. Establish an attack pattern, having one person be the designated puller, then have lines of defense before the healer. Try to focus on keeping everyone together and watching each other so you can spread out the attacks on the whole group, not just on one person. A tank is only as good as his healer, and in this case you'll want to keep the group stronger by not sacrificing players.

#### **8.4.2. Caster**

A typical caster group might have a druid or shaman, a priest or two, a mage or a warlock and you. The large amount of healers and lack of melee means a slight change in tactics. Rather than assigning people to protect certain players, you'll want to act in the role of general tank, trying to hold as much aggro as you can, while the healers focus on you.

The big problem with a caster group is that casters are notorious at pulling aggro away from you. Make sure mages know when to sheep and when to leave an enemy alone (such as when you're attacking it), and don't let casters do AoEs unless it's an emergency, it will draw too much aggro on them that you won't be able to take back easily.

You'll want to focus on crowd control here, but this can be tricky. Make sure everyone is clear on your plan for a room before you go in, and then stick to the plan. Make your healers realize that they need you to survive. As the only real tank here, you should be the focus of healing – if a caster goes down, the healers can only resurrect him if they are alive, and they will only be alive if you keep aggro and live.

#### **8.4.3. Mixed**

A mixed group is the best of both worlds. A priest, a druid, a pet class, a rogue and you is an ideal group. In such a group you can focus on protecting the priest, but you have the druid (who can combat rez) as backup in case something happens to him. A hunter or warlock means you have essentially one extra tank in the pet, and both are excellent

pullers. Meanwhile, you and the druid can tank while the rogue is free to do damage, or just you can tank while both the rogue and the druid go for maximum damage.

The only real problem with a group like this happens when people don't know or don't follow their roles. A priest who constantly runs into the thick of the fight can kill off the group very quickly, as will a hunter who doesn't keep his pet in check. This type of group works best with experienced players who know how to work with each other, as any group will work better in that case.

## **8.5. Experience Areas for Groups**

One word for experience with groups: instance. If you're looking for some good experience with a group, you're going to want to pick the instance nearest your level (see the list later in the guide) and head there with some friends.

The major experience areas for a group outside of instances is about the same as that when you are soloing only. The only major difference is that you won't want to just hunt with a group. You'll get less experience on the whole and far less loot because of it, unless you're hunting something especially out of your range. You'll want to do quests that are orange on your quest list, as that will get you a large amount of experience from completing the quest at an earlier level, which will more than make up for any you lost from splitting experience with a group.

If you're grouping with higher level characters, realize that you'll get a lot less experience when killing things at your level, so do this only if you're after loot or just wanting to complete a difficult quest. While grouping with lower levels, try to aim for quests in between you and them, so that both of you can receive some benefit to completing them.

## **8.6. Raids**

Raids can be an entirely different dynamic than a normal group, simply because of the sheer magnitude of the group involved. In a raid, usually your biggest problem is a lack of organization, because when you get that many people together, even if you all have the same general goal, working out specifics can be a real difficulty.

Raids which are organized by guilds tend to be the best, as at that point, most people know each other and have a pretty good idea of who's in charge. Think of a raid as you would an actual army. You'll need someone in charge of the entire group, yes, but you'll also need smaller units with leaders so that the raid leader can say "this section, go here and do this", without having to pick out individual members.

Some people make groups within a raid a good mix of classes, while others create groups of mages, paladins, etc. Both ways have their advantages and disadvantages. Which strategy you use should really depend on what the raid is trying to accomplish. If you are invading the enemy in normal PvP gameplay, you're going to want balanced groups, otherwise your groups of mages or rogues will be targeted and taken out by your opponents. On the other hand, if you are running a high end instance, you may want class based groups so that you can easily send healers to a group doing badly or casters to crowd control, etc.

A raid is a great experience even if you happen to be in a disorganized one, and everyone should try it at least once just because of that. If you do find yourself in a free for all raid, keep these things in mind:

- Find a good healer or better yet group of healers and agree to protect them in exchange for healing, then stick to it. You're much more likely to survive that way.
- Identify targets that will be a threat to the group if they escape your sight. Do whatever you can to get rid of these, then let people know what's happening if they escape.
- If you've been in an area for a few minutes and low level characters are continually charging you, you can bet that higher level help is coming and they are trying to weaken you and hold you off until then. Ignore distractions, don't fight unless you have to, and watch out for adds.
- Keep your eye on the goal of the raid. If you're trying to kill the leader of a race, focus on getting there and completing that, not on the level 14 fish vendor down the street. The more time you waste, the less chance you have of reaching your goal.

Raids are also a great way to rack up a large amount of honor kills quickly. If you're trying to rise through the ranks of PvP for your faction, PvP raids and battlegrounds, especially Alterac Valley, are the best and easiest way to do that quickly.

## **9. Soloing**

Soloing, or playing the game by yourself, is what you will spend most of your time doing in World of Warcraft, unless you are a very social person and want to group for every quest just for the fun of it. This makes WoW pretty unique among MMORPGs, as most of them require groups just for you to survive past a certain level. You can make it all the way to level 60 without grouping, although as mentioned before you will miss some content so I don't recommend doing this. Here are some strategies to use when you are out adventuring on your own.

### **9.1. Solo Strategies**

Playing a warrior is not terribly difficult. Playing a warrior well can take some practice, especially when soloing. Something to always keep in mind when you solo as a warrior is that while you generally have the hit point advantage, what you see in your health bar is pretty much what you get. You may be able to drink a potion or apply a bandage, but you don't have a lot of healing available to you and you should plan as such.

What this basically means is that you're going to have to pick your battles. To prepare for this you'll need a few things. First, I highly recommend getting a ranged weapon of some kind. Even if you don't use it enough to max out the skill, you'll need a way to pull enemies out of mobs so you don't have to take on 20 opponents at once. You'll also need a good supply of healing potions, bandages and food for your minimal healing. Make sure you have room in your bags for lots of loot and any quest items, and head out.

Generally speaking with fighting quests, there are two types of fighting you'll be required to do. The first is to pick off a certain number of fairly widely spaced enemies in general area. Warriors are excellent at these type of quests, as you can Charge in to one or two enemies and Shout and Cleave to your heart's content. I highly recommend completing these quests whenever you can, they tend to give a lot of experience for completion besides that which you earn from killing opponents, and you'll usually get a monetary reward as well. Very nice.

The other type of fighting questing tends to involve trying to get to a certain place or kill a boss. This usually involves lots of enemies in fairly tight quarters, meaning that if you rush in to a group at the same level as you, you're probably just going to die very quickly. This

is where pulling and your ranged weapon comes in. Find a “safe” spot and try to lure one to three at the most towards you instead of you coming to them. If you accidentally draw too many, run the other way for a while, and when they start to go back to their place come back and try to pull one off of the group. This is usually easier to do at the beginning of the area, but soon you will be inside, in which case you will also have to watch out for roaming groups and other possible adds to your battle.

Know your limits. A warrior by himself can easily take on up to three opponents of his level or lower, any more than that and you may be in trouble. You can also handle opponents up to two levels higher than you without constantly dying, but if you’re up against a mob two levels higher than you or more, you may want to delay the quest until you are a higher level. Or get a group together to try it.

When you find yourself in need of retreat, remember that Hamstring is your friend. Hit whatever you’re fighting before you run, and you stand a much higher chance of getting away. When you’re not in an instance, mobs will only follow you so far, so often you can get out of an unwanted battle, eat some food and come right back in a minute or so, before any respawns show up.

As far as a fighting style, use whatever you’ve built your character to do. If you tank well, great, take on two at once and take them out. If you’re an Arms warrior choose your weapon that best fits the situation and will inflict the most damage. For a berserker, you can use your rage to pull off some great attacks, but be careful not to get mobbed doing it.

A couple of cautions – watch out for aggro. You’re not going to want to use Taunt at all when soloing, just go ahead and hit the guy, there’s no one else for him to attack. Be careful when Charging that you’re not rushing in without looking first. Stun as often as you can, but be careful with Piercing Howl as you can end up with a lot more enemies than you intended. If you need a heal and can’t use a potion, try stunning your opponent, stepping back and using a bandage. Your opponent will come back before the bandage finishes its heal, but a little healing is better than nothing. Watch your health bar carefully, and always be ready with a Shield Bash or Pummel when facing a healer, or he may just outlive you.

### **9.1.1. Grinding vs. Questing**

There is a lot of discussion about whether you should quest or grind experience in order to level quickly in World of Warcraft. Long time MMORPG players have come in with the idea that if you don't kill the same things over and over for a long time to grind out experience, it will take you forever to level. This is not necessarily true in WoW for a number of reasons. First, quests tend to give you a lot of experience when you complete them, not to mention money and some very good items that are unavailable elsewhere. Second, if you stand around fighting the same things, you're going to run out of rest bonus very quickly, which means you won't be getting very much experience for each enemy you kill.

You can go either way, depending on your play style, but I highly recommend giving questing a chance. World of Warcraft is built around quests, which means that not only are the types varied, but the stories are fun and intriguing, and you'll miss a lot of content and inside jokes (such as the Zelda-ish "Link-en" quests) if you just grind your way to level 60. The fastest way to level is to get as much rest bonus as you can, then take quests that require killing a certain amount of enemies. You'll get extra experience from killing creatures and well as a considerable amount of experience for completing the quest (which won't use up your rest bonus), plus a monetary reward of some kind for your trouble. Many of these quests are repeatable, so if you must grind, at least grab the quest as well to get the extra experience for it.

That said, if you're still going to grind, you may very well get to level 60 pretty quickly. The experience areas I've listed below are good places to go for both quests and good grinding areas, so check them out before you head there. Also, I've found that you get the most experience with the least amount of danger to yourself by fighting opponents at about a level higher than you. At your level they'll give you less experience, and at two higher they tend to be more trouble and cause you more down time than they're worth.

### **9.2. Experience Areas by Level**

Something you need to realize before you start grinding – enemies do not give you different experience based on the type of creature or where they are. They do get you a different amount of experience based purely on what level they are compared to what level you are. This amount changes as you progress through the levels. As I've said before, I like killing enemies one level higher than myself, however you rarely will find a

group of enemies all the same level. Most of the time when picking a grind zone, you want one that has enemies of your level and up to two higher than you. Plan on being able to kill enemies of your level about once every 30-40 seconds, depending on how spaced out the mobs are, and slightly more for higher levels. If you're planning your time ahead, use a minute per enemy to be on the safe side, since you may have to compete with other players for kills as well.

When I talk about grinding and level times, I'm using the assumption that you are sticking with mobs of your level or up to two higher and that when you level too much for an area, you move on rather than killing enemies lower than you.

### **9.2.1. Levels 1-10**

Stay home. You were put in a newbie zone for a reason, and the fastest way to stay alive and gain levels quickly is to do the quests assigned to you there, even if you plan to grind the whole rest of the way. The first ten levels are very easy to get through and if you play for a few hours you can easily get to 10 without much trouble. Just don't step out of your zone until a quest sends you there, and you'll spare yourself a lot of unnecessary death.

All of the newbie areas have a selection of yellow creatures for you to kill right nearby. If you're up for grinding, grab the kill quest (or sometimes two) from the people nearest to you (they're really easy to find on purpose, you'll start right across from one of them) for bouns xp and then go at it. You can actually stay here for a good 2-3 levels without taking any quests and grind your way through very quickly. However, after that go back to your quests, as there will be a chain of quests to get you to a slightly higher-level similar grind zone complete with kill quests. By now you'll be around level 5 or even 6, and this probably won't take you more than an hour. Finish the kill quests, play out the area and you'll be at 10 in a grand total of 3-4 hours or less.

### **9.2.2. Levels 10-20**

Before starting out from the newbie area, be sure to do your level 10 quests (which you can start by going to your nearest city warrior trainer, see later in this guide) so you get Defensive Stance and a nice weapon. This in and of itself will often bring you to level 11 before you even leave. This can take you anywhere from 20 minutes to an hour, depending on what you stop to do along the way.

For Horde, head to the Barrens and Silverpine for more worthwhile quests and some decent grind zones. You'll probably be directed there at some point if you are doing the newbie quests anyway, so I strongly recommend the Barrens as there are a lot of quests and you can grind beasts for skinning to your heart's content. If you'd rather grind humanoids, hang around any thorny hill you happen to find and kill the Razormanes. They drop decent cash and aren't terribly difficult. Just watch out for roaming hunters and their wolves, they can be a pain if you don't notice them in time. You can get several quests at the Crossroads that ask you to kill these as well, so get those first for even more experience. Hunting either of these combined with quests can get you from 11-15 in under 8 hours of play time.

Head to Ratchet as soon as you get a Crossroads quest sending you there (or about level 15 if you're playing pure grind) and talk to Mebok Mizzyrix to start a series of quests that will send you out hunting for some great experience (including heading into some instances) and very cool gem rewards which you can sell for a good amount of money. Whenever you go out to do a quest, stay in that area and grind until you level. The raptors are great for getting you through about 17, but head a bit to the west and kill cats for a while if you're not up to them yet. If you do this, the quest line will be much easier, you'll make more money and you'll level quicker. By the time you finish the line of quests you can already be at level 21-22, which can take you anywhere from 2-3 days.

Alliance should be in Loch Modan and eventually Westfall (be careful not to venture into the forest just yet). Talk to Mountaineer Kadrell for a good kill quest in a decent grind zone, killing kobalds. Level to 12 on that, then return the quest but don't bother with the next one he offers you. Instead, talk to Captain Rugelfuss to get a kill quest for troggs, where you can level all the way to 18 if you want, or stop at 15-16 and head to Westfall, where you can hunt Defias for more cash and then do the Mines instance. (Sentinal Hill will have quests for this, or just share with your group.) If you're looking for some elites you can try Mo'grosh Mound, which isn't as easy but yeilds some higher rewards and slightly more experience for your trouble. Again, figure on 2-3 days of play time to get to level 20.

The exception here is Night Elves, as you can also stay the isolationist route and play in Darkshore. I'd recommend it – you won't find yourself competing for kills nearly as much and there are a lot of fun and profitable quests in Auberdine that involve killing beasts in



the area. Go upstairs in the inn and talk to the gnome you find there to start the series of buzzbox quests – they're cute, have a nice bag reward at the end, send you on lots of killing quests in good grind zones (level in each zone for the fast road to 20) and give you skinning opportunities, experience and cash besides. You can't go wrong with these quests! If you're still not at 20 when you finish, head to the north beach in Darkshore and kill crabs and threshers – don't bother with the bears in the forests, too many of them are rabid and that disease is a pain if you get it, which is most of the time when you're fighting bears. You won't meet many other races, but then if you're role playing a Night Elf, you may not want to.

### **9.2.3. Levels 20-30**

Alliance will be in Redridge Mountains, Wetlands and Duskwood at these levels. You're starting to get more into the world now, so don't be surprised if you occasionally see some Horde in your areas. Don't bother with the Stonewatch Keep area or quests, there's very little there that is at all worthwhile at this point. As most killing quests and the mobs that you need to kill for them are on opposite sides of the map, I recommend getting as many similar quests as you can and then grinding for a while in the mob zones. Lower levels should stay in Redridge until you hit the group quests, then Wetlands in mid 20s. Good grind areas include Dragonmaw Encampment there and also Whelgar's Excavation Site. In later levels the undead in the cemetery in Duskwood and the Orges on the mound there are some nice humanoids to grind, but wait until around level 28 or so to go there.

The Horde will be in Stonetalon and then Thousand Needles for the same general thing. Stonetalon is full of goblins just waiting to be chopped, and they drop decent cash and greens with very little effort on your part. Thousand Needles is a little harder, try for centaurs for decent drops, but be careful of getting mobbed by them unexpectedly, just like in the Barrens they can run fast and be on you before you see them. You can also find a lot of harpies in the caves, they tend to be easier prey if you pull them properly.

Night Elves can also try out Ashenvale for a number of fun quests and lots of furbolgs to kill, which drop greens pretty often and are never really difficult to kill, but be careful not to venture too far out or you'll run into Horde territory.

There are less kill quests that are worthwhile for warriors wanting to level quickly from 20-30, which means you won't have that extra xp boost, but it still shouldn't take you a very long time to make it all the way there. Figure on about a week if you play hard.

#### **9.2.4. Levels 30-40**

Both Alliance and Horde at this point should venture into Stranglethorn Vale and the city of Booty Bay. This is just a really fun area with lots of quests that you can do and grind areas galore, in fact a large part of the quests will put you in great grinding areas, so it's just a good experience and loot place to be, all around. You'll want to load up on quests in Booty Bay before you head in to grind to maximize your time in there. Night Elves can wander into Desolace for centaurs and Dustwallow Marsh for various beasts if they want to stay on the continent, but if there was ever a good time to cross over and join the Alliance, this would be the time to do it.

Kebok can give you a great quest for killing trolls, and you can use them to get to 34-35 if you like. He'll also give you one for the Venture Co Geologists, and later for higher-level trolls (apparently they're profitable to him) if you decide to come back. They all give good experience and you'll benefit from having these before you head into the Vale.

The Green Hill of Stranglethorn quest is far more worth the experience if you simply buy all the pages at the auction house before you get here, rather than hunting them all down. It's a good quest to do then, for very little effort you get a lot of experience plus a reward. As far as what to actually grind in here, I'd recommend the raptors to start out with. They have a higher drop rate for items than most creatures and give a good amount of experience for your trouble. The Kurzen Encampment is a nice area to start grinding in lower levels as well. You should head to Venture Co. Base Camp when you're around 35 for great goblin madness.

Finish Kebok's high level troll quest and finish out the 30s by grinding in there, the trolls have good drop rates and they range all through the 30s, so you should have no trouble finding a group for your level.

There are also a ton of instances that are open to you at this level, and you may have some left over from the 20s that you'd like to re-run now that you can almost solo them.

Scarlet Monastery is always a good choice, there's a good amount of experience and loot for the taking in that dungeon.

20 to 30 is going to take you longer, although the amounts of quest experience that you can get at these levels helps a lot. Plan on taking anywhere from 1-2 weeks to finish these out.

#### **9.2.5. Levels 40-50**

Alliance and Horde pretty much blend from this point on. There are some areas where one or another is going to be "more at home", but it's pretty much everyone together. If you're on a PvP server, you've already learned to be very cautious by this point, don't expect things to get any easier until you're at least high 50s, people love picking on low 40s trying to get their quests done at this level.

The Hinterlands can be fun, or try Feralas at first, Night Elves will like it and it's great to get up a few levels and gather quests before entering the Hinterlands. If you happen to be in Feralas still when you're at least level 47, talk to Zorbin Fandazzle for a fun quest involving "zapping" giants...good experience and just plain a fun quest to do if you're in the area. Feral Scar Vale is a nice grind area in Feralas (Yetis are humanoid and you can skin them, remember), as well as the Isle of Dread, south of Feathermoon Stronghold. If you decide to head to the Hinterlands, go for trolls as soon as you're high enough (mid-level should do it), collect troll necklaces and talk to Fraggar Thundermantle to turn them in if you're Alliance. You can turn in 5 for a reward and decent xp, but don't bother after that, or at all if you're Horde. Instead, sell them on the auction house, as people like to use them to power level characters. You can go all the way to 50 on trolls, but you'll slow way down after about 48, so I wouldn't recommend it.

When you reach your high 40s, instead, go to Tanaris and the DuneMaul Compound to grind your last couple of levels (talk to Andi Lynn in Gadgetzan before you go to pick up a great kill quest for your trouble), or go to Felwood or Un'Goro if you're looking for more quest experience and want something different to try. Don't try Felwood or Un'Goro until at least 48, but do plan on going there, especially Un'Goro as it's a fun area, lots of quests and very big dinosaurs.

You can start the Pterrordax kill quest that you get from Spraggle Frock (yes that's really his name) for Un'Goro crater at 46-48, but you'll need to level in there to at least 48-50 to finish it, more than likely. Watch out for Devilsaurs, they'll kill you very quickly at this level. If you choose Felwood instead, whatever you do, don't kill Timbermaw furbolgs. You'll need to get your faction level with them up to be able to walk through their tunnel (and get to Winterspring) without being attacked every time. On the other hand, you can get a quest from the furbolg by the entrance of the tunnel and go kill Deadwood furbolgs to get your faction up, gain decent xp and loot mageweave. This quest is repeatable for small amount of faction increase every time you do it, and you'll need to do it at least three times and kill a few more Deadwoods to get the Timbermaws to Unfriendly. Not a lot of fun, but it isn't necessary to get their level any higher than that (provided you don't kill any), so it'll be over pretty soon.

There is a link between Un'Goro and Felwood, which starts in Un'Goro. The famous Linken quests, if you desire to start them (you won't finish until you can get to Winterspring, meaning doing the Felwood furbolg quests) begin with a raft on a small pond in the south east section of the crater. From there you'll need to find a small pack nearby, then take the contents of the pack to it's owner in Marshal's Refuge. Not only is this a very fun series, but it has some decent weapons at the end of it, and takes you through some good grind areas. I highly recommend doing them, even if it means taking a slight break from grinding straight to level 60.

The major problem with Felwood instead of Un'Goro is that you're fighting a good number of demons, so you're more likely to get cursed with something nasty. However, you will probably make more cash in this area, so there are pros and cons here.

The whole process of going from 40 to 50 is a long one and the experience you get just isn't enough to help you go fast enough for most people's taste, especially as these levels are just high enough to be past getting experience for really easy areas, but just low enough to not be viable in PvP still. All in all, it's a hard section to get through, but cheer up, you're almost there. For most people trying to level quickly, these levels will take you about 2-3 weeks.

### **9.2.6. Levels 50-60**

If you haven't been to Felwood by this point, go. You can get a ton of experience in that area, it's a great grind zone and the quests help with that. The same goes for Un'Goro except that as it's all beasts, no humanoids -- you won't be getting the extra cash fix, so I like Felwood slightly better for that reason. Try out the Ironwood Trees in the north for a grind area in Felwood, and Felpaw Village when you get to be mid-level.

When you get past 55, try out Winterspring. Besides just being an interesting area in and of itself, you can find some great quests here with some decent rewards in the town. Hit Winterfall Village especially here for quests and grinds. The ghosts on the lake will give you some nice cash though you're beyond their level by now, and the Yetis are nice experience and skinning as well. Umi Rumplesnicker in Everlook is a nutcase who wants to make a mechanical yeti...and he'll give you two kill quests for them, which adds to the experience and cash nicely. If you've been killing Deadwoods and got into the habit, keep going for a bit to see if you can find an empty Firewater Flask. It's not a bad drop rate, and it starts a chain of quests that give some good experience as well as taking you through some good grinding areas, so long as you're not tired of furbolgs yet. Your contact for this will be near the hot springs.

After that, hit the Plaguelands for any grinding you want to do (I like Corin's Crossing, it's a decent experience area for mid 50s.) and then Blackrock Stronghold (in Burning Steppes) last, last, last. For two killing quests with 6k experience each, talk to Kirsta Deepshadow in Western Plaguelands. You can solo this, but you'll have to do a lot of killing to do so, which is perfect for those looking for a new grind area with a bonus. There's also a very long quest chain that lead to an epic battle, which you can start by talking with Marlene Redpath by Chillwind Camp. And if that isn't enough questing, you can always do the cauldrons, starting at Commander Ashlam Valorlist for Alliance and High Executor Derrington (in Trisfal Glades) for Horde, but they don't deliver much experience -- a nice reward at the end, but not great for strict leveling.

For Burning Steppes, if you're looking for a quest chain find Tinkee Steamboil and go on that fool's errand of studying dragons of all things. You'll get some ok experience, but it requires some travel, not just killing mobs so be warned. The reason I mention it here is that eventually, it will give you an in with Argent Dawn and yet more quests which will grant you faction with them. And, as if you hit level 60 before you have enough faction you won't gain any through killing mobs, just by doing quests, this can be vital. Or better

yet, get your Argent Dawn faction high before you hit level 60. Most of the time however you'll just want to grind in this area, lots of Firegut Orges to kill here.

Oddly enough, if you have some level 60 friends who are willing to go with you, Alterac Valley Battleground can be a good place to grind. You can power level using the technique of tagging monsters in the area and letting your friends finish them off if they're too much for you. This will get you not only great experience, but nice amounts of cash, honor kills, items and faction rating with your side, so if you can convince some friends, it may be worth trying at even a low to mid 50.

By the end of all these, you should be ready for endgame. Any instances you've been saving for higher levels, now's the time to do them. Blackrock Depths, Blackrock Spire, and anything you have left as far as quests in the area go here. At which point you should be at level 60, and ready to start the really hard stuff – PvP, Alterac Valley Battleground (to actually fight, not just grind), and of course Molten Core.

The time it takes to get to level 60 from level 50 varies greatly from player to player. However, I have found that if you are playing at least 4 hours a day, following the grind guidelines and doing quests when they help, that you can get there in just under 3 weeks without too much trouble. I have seen people do this even faster who have more time to put into this and don't follow the chain quests even when they provide nice loot. How long it will take you depends on your play style and time available.

## **10. Money, Money, Money**

One of the problems with being a warrior in World of Warcraft is that you don't really have a good travel option. Paladins and Warlocks get free mounts, Druids and Hunters have a travel form/ability, but you are stuck having to buy a mount at level 40. Therefore, you're going to want to buy one as soon as you hit level 40, which means you need money, and lots of it. Mounts aren't cheap, even if you're buying from your own race. Here are a few tips on how to make money in WoW.

### **Get a Job**

Professions are highly profitable if you use them correctly. I've gone over the professions most useful to a warrior in that section, but remember that you can also sell your products. However, this is going to be the most profitable at high levels, so when you're trying to save for a mount, that's not going to help as much.

Instead, check out the auction house. Usually there are a few low level items that go for high prices just because of what they are used for. For example, one of the biggest sellers for the least amount of time spent making it right now is Free Action Potion. This potion allows you to get out of stun, and it's vital for fighting rogues, especially in Battlegrounds right now. If you're an Alchemist, you can get the ingredients for it pretty easily and sell this potion in stacks for a large profit.

If no profession really appeals to you, you might want to consider taking two harvesting primary skills, then selling the materials at the auction house. Leather, even Light Leather can be very profitable, as are herbs (especially those used for popular potions) and ore/metal bars. Get as many as you can into stack and sell them for just slightly under what most people are selling them for on the auction house. You'll almost never lose a sale, and often you'll have people asking you if you have more to sell. Skinning especially is great for this as it takes hardly any time away, you just skin what you've already killed.

### **Loot Your Kills**

I see grinders often just leaving corpses behind without looting them, and this is a mistake if you're wanting to save up cash. Everything can be sold, if not to the auction house then at least to a vendor, and every silver counts.

Something to remember – as you're wandering around to your quests, if you come across humanoids, go ahead and kill them. It's worth the experience and you'll get cash more often than not, more and more so the higher level you are. And if you do decide to grind, go for humanoids so you can always get that extra bit of money.

If you're grinding for gold before level 20, you'll want to stick with your home faction areas. As soon as you are able to run your first instance, that's the place to go to farm loot. Run it as many times as you can (either Ragefire or the Stockades) and sell the greens and blues (if you don't want them) that you find there on the auction house. Depending on your server rates, you can usually make around .56-.67 gold an hour doing this, not great but good for this level.

20-30ish are not good levels for grinding gold in my experience. Get through these levels as fast as you can using the experience grinds and rely on your professions for saving money at this point.

After 30, you can finally start to get into some nice grinding areas. Start with the Venture Co. Geologists in Stranglethorn Vale. They have good drops, and they die quickly. You'll have to keep them from running, but Hamstring should take care of that nicely. You can make around 3 gold an hour pretty easily here. Also, the naga on the islands in Desolace have low armor, and there are casters in the mix which means easy kills. I get a little less here, usually around 2g-2g20s an hour, but it's also not as farmed, so you might actually get better rates here than STV.

When you start getting into your late 30s and 40s, get to the Badlands for rock elementals. They range from about 37 to 42 and they're probably my favorite kill when I'm short on cash. They have very nice vender drops, some of which will sell very high at the auction house, check your server to see which ones are in demand. They're sort of close to the Horde base, so Alliance might be weary of the area. Plan on about 10 gold every hour when you're here, (up to 15 if you get the right drops on the right servers) not to mention decent experience.

In your 40s, the Scalding Whelps in the Badlands are also a good choice. They have a chance of dropping a Tiny Black Whelping, which can go for 20-50 gold on some servers. If you don't get that they aren't as great, depending on how over farmed their drops are on



your server. Figure at least 4g an hour still though. Later on you can try the pirates and bandits in Tanaris, if only for the nice chest spawns all over the place. They're not bad on their own, giving about 4-5 gold an hour, but the chests can bump you to 6-8, depending on how many you get (and you'll probably have competition) and how good the drops are on your server. Also in Feralas, there are Yeti in the Feral Scar Vale. The normal ones are about level 45, and they get up to about level 48. Don't forget about these guys, they're worth your time especially if you're a skinner. On average, not counting skins you'll only get about 4g an hour, but they have on occasion dropped high-level rares and even epic items, so don't cross them off your list without at least checking them out first. Counting skins and possible rare drops, plan on a possible 8-10 gold, plus 20-50 extra for each epic you find.

Then, in your high 40s and into your 50s, go to Azshara for the ghosts. They drop mageweave and cash, and are no trouble to kill. The Litchlings are casters, and die even faster than the Apprentices, which go down quite fast. Be aware that this is one of the most camped spots on most servers, including many gold farmers who sell on eBay, so you may have some competition here. Of course, there's a reason it's camped – I can make 9-13 gold just on cash and mageweave, plus 4-10 for each rare item drop (Because this is a very farmed spot, the drops here won't net you as much on the auction house if the market is flooded. If you happen to get a drop that isn't on much, you can get 10-40 gold instead.)

For your 50s, try out the Ogres in Burning Steppes (15-25 gold per hour) and more ghosts in Winterspring, on the frozen lake (20-30 gold per hour, but drops rates are pretty low. Watch for formula drops, they tend to sell decently high.). Then I'd really recommend running instances, lots of them. You can solo the low levels by this point and if you're just looking for loot, you may really want to run them a few times. Note that Blizzard is creating a limit for how often you can create an instance per hour to prevent exploits, but there's no reason you can't run through the entire thing a few times to get the boss items at the end. If you know Enchanting or have someone else willing to do it, you can disenchant items you get here and sell them as well, which helps. Check your auction house before you go to see what's selling – depending on which server you're on (the newer the better usually for this) you can make 10-25 gold an hour. I usually get about 15 on my server, unless I happen to hit a really nice rare, which happens once out of every 3-4 times. If you're running higher level instances you can make even more but you'll

probably have to group to do it, which means sharing with others, so try both ways and see which you like best.

At high 50s to level 60, don't forget about Alterac Valley Battleground, which can get you an unexpected amount of gold if you forget about the battle and go hunt monsters instead. Depending on your level and if you group or not, you can make anywhere from 15-30 gold per hour, and the drop rates for nice things out here is pretty good. Worth trying if you can get in and do this. I also recommend sticking with Molten Core because of the epic drops and armor set items you'll need, although in a raid you'll have to fight for every piece of decent loot. If you're looking for more of a break, head back to Winterspring, this time for the Yetis that live there. You can make an easy 10-20 gold per hour here, plus skins and nice drops are on a pretty regular basis, and it isn't as camped as the ghosts are.

Un'Goro Crater is a much-farmed spot for the Scorching Elementals. Put on your high-resist armor before you start to take on these guys, and stun them when you can to keep them from dealing too much damage, thus making you an easy target for PvP in the area, if you're on a PvP server. The drop rate for Essence, Hearts and Elemental Fire is very decent off these guys, but really the price that you get for them is going to depend on how farmed this area is on your server. Still, it is possible to get 20-30 gold an hour if you're not hit by PvP and aren't competing too much with other players. If it's high traffic and you're getting distracted having to defend yourself often, it can be 15-25, still worth checking out.

## **Be Wise**

Watch what you spend your money on – if you're a talent build that is never going to use a particular skill, no one says you have to buy it. If you want to stay at journeyman level of your profession for a while, go ahead. You can always get these things later, and in the highest levels money is a lot easier to come by.

Also, keep an eye on the auction house. Never sell things to a vender without checking the auction house first – you never know when there might be a market. If you happen to notice that an item is worth over a gold on a vender, you can be pretty sure that someone else will want it and will pay a pretty good price for it as well.

One of the most annoying things a new player can do is ask higher levels for money. This is much more likely to get you ignored and possibly challenged to a duel than to actually get you anything good. Don't bother.

## **11. Instances and Elites**

### **11.1. Overview**

We've been talking about the many instances in World of Warcraft and the great loot and experience you can get from them. Well, here's some tips and tricks to get you through them, not to mention a list of where they all are and what to expect. You can find even more information online, just do a search on your favorite engine for WoW instance strategies and you'll find all kinds of things you can use, and more general information.

### **11.2. Instance List and Strategies**

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

- Molten Core – 60 – Burning Steppes – Contested
- Onyxia's Lair – 60 – Dustwallow Marsh – Contested

Before I talk about a few of these instances, let me just remind you that good grouping in an instance is essential. A group that will leave you at the end of Blackfathom Deeps because it's "too long" isn't going to get you the quests or the items you're looking for. Also, try to get a balanced group together with at least one person who knows the instance before you go. Things tend to go a lot smoother that way. That said, assume for the most part that you'll be tanking in one form or another here, either acting as a bodyguard or taking on as many enemies as you can. Get yourself a nice weapon and a shield, potions, bandages and food, and head on in.

### **Deadmines**

- When you get to Van Cleef here, plan on going straight for him while everyone else works on the guards. He'll keep throwing mobs at you if he thinks he's alone without help, so try to kill him first.

### **Gnomeregan**

- If you're a Blacksmith, you'll want to check out the Cleaning Room. Lots of fun and some good random drops you can use.
- Kill the Alarm Bots! If you don't get them fast, they'll summon adds very quickly. Get them as soon as you see them.
- Before you get in the elevator, be sure to kill anything that might aggro and have hunters/warlocks store pets so they don't get away. Otherwise you can end up with a nasty surprise of lots of mobs waiting for you when you get out.

### **Scarlet Monastery**

- When you kill Mograine, Whitemane will appear and attack, so be ready.
- The Scarlet Key is on Doan, all the way to the right of the building.

### **Mauradon**

- Celebras is another one you should kill first rather than clearing out everything else first, he'll keep throwing them at you.

- The Princess is a pain. She'll try to either knockback or fear your party, so if you've got a good ranged weapon, here's where to use it if you can. Otherwise, plan on being the tank and keeping her from the others, and have all your healers focus on you if they can...but plan to die a lot.

### **Blackrock Depths**

- You'll need to tank General Angerforge while the party clears the room. Don't let him get away from you if you can help it.
- In the vault room, a common play is a suicide tank (in other words, you'll probably be asked to do this) for the last door. Just make sure you can be resurrected ok before you agree to this!

### **Blackrock Spire**

- Kill little spiders before big ones, as the big ones will spawn more littles when they die.
- The key quest to get into the upper section happens when you talk to the NPC on the rubble before the first bridge.
- Don't touch the eggs! They'll spawn dragonlings. (There's a great video of a whole party getting killed by someone doing this online)
- Another enemy to tank: the Beast. You'll want to do the same with the General when you get there.

## **11.3. Elite Strategies**

Elites are just that, elite. Take a typical creature or person at your level, give them special abilities, more hit points and better AI and armor, and there you have it. The elite class of enemies.

There are two types of elites, those you find outside and those inside of instances. Those on the outside are generally a little easier to kill, not to mention have less special moves. That's because Blizzard expects you to be in a decent group while you're in an instance, whereas you might even be trying to solo an elite outside.

For a warrior, elites are great news. They drop better items, and you can do what you do best, that is, tank like crazy. Elites are one of the few places where Sunder Armor can really be worth it, as you'll run up against some enemies that just won't seem to take damage no matter what.

Your job with elites is pretty simple – distract them and weaken them. Keep them focused on you and hit them with anything you can – Sunder Armor, stuns, and anything else that you think might expose a weakness. Don't let them get at your casters, and especially not your healers, whatever you do. Usually, your group can take them down as long as you hold their attention.

## **12. PvP**

PvP is present on all the servers, not just the PvP specific ones, so it's good to know what you're dealing with. With the new honor system in place, you can get some pretty decent rewards for spending your time killing other players, and a warrior is great at doing just that.

Remember that just because you are godly at normal PvE doesn't mean you can PvP well. Human players are just plain different to play against, for the simple reason that they are unpredictable. Humans change their minds, they run in odd directions, and they make mistakes. Welcome to a whole new world of combat.

I recommend dueling against your own faction in order to help you get ready for real PvP combat. There are a lot of tricks and tips that you can pick up from people who are actually trying to teach you rather than just kill you. Also, you'll find players who want to try out a new trick, and you can usually learn a lot about other classes and how they play through this. You can occasionally die from a duel from a DoT or other special move not wearing off in time, so get a group together in a generally safe area, such as near a city, before you start.

You'll need to be level 60 to get to the highest ranks of PvP, and plan on dying a lot. However, go ahead and start playing before that, that way when you get there you'll have that much more experience. I even recommend trying out the Battlegrounds at lower levels, just so you know what to expect. (And expect to die, at least at first, very very often.) When you do find yourself with an honor rank, head to your local headquarters and get your special items that you are allowed. You can only use these items while you stay at the rank you're at or go above it, but they are very cool – the highest levels include sets of armor that are amazing.

### **12.1. Against Specific Classes**

Ok, so let's talk about one-on-one combat for PvP. This is mostly going to appear in duels, as rarely in normal PvP are you going to run across the enemy who is not in a group to prevent ganking. However, you can encounter the brave soul who ventures alone into PvP, not to mention you'll often have to use class-specific strategies in Battlegrounds. So keep these in mind even if you always fight in a group.



As a warrior, you have strengths and weaknesses as do other classes. The trick is to exploit their weaknesses, play to your strengths and not allow your weaknesses to hurt you. Before we start on specifics, let me say a few things on warrior PvP in general.

- Berserker Stance is your new best friend. If you're level 60 when you decide to get serious about PvP, you may want to respec your talents just to get the most out of this stance. You'll also want to keep Tactical Mastery if you can, so you can change stances without having to rebuild rage and lose precious seconds.
- Battle Shout becomes worth it in PvP where every little bit of damage helps. Demoralizing Shout is also great.
- When fighting melee-based characters, use Disarm as often as you can, especially against Rogues and other Warriors.
- For ranged characters, Intercept is awesome when they try to run, as is Hamstring.
- Remember Pummel and/or Shield Bash (depending on what you're using) for casters, but use it when you need it, not just because.
- I strongly suggest getting a ranged weapon and keeping it at a decent level of damage per second. That way even if your target manages to get away from you for a little while, you can still hit him even if you're rooted to the spot.
- Potions of Swiftiness can also help you cover ground quickly if you can't use Intercept when you need it. Bear in mind that this will prevent you from using a healing potion, however, so choose wisely, especially if you're up against a class that heals and therefore will last longer in battle.
- Any time you need to escape or prevent your opponent from escaping, go for Hamstring first and then a Piercing Howl to stun them long enough for you to move wherever you need to be. This can also be enough time for you to apply a bandage and get back in there.
- Don't forget about Rend – DoT is crucial in PvP for a warrior, as even if they get away from you they will still be taking damage. Use it as soon as you realistically have an opening and continue to apply it when it wears off.
- If you know a big hit is coming, such as when you are tied down and your opponent is using ranged weapons, especially with a Hunter who will probably critically hit, don't be afraid to change to Defensive Stance. You shouldn't lose much rage if you have allocated your talents to expect this, and you will take 10% less damage. If you're coming out of Berserker Stance, you would have taken

10% more damage from the hit, which means that you've swung 20% of the damage. That can very well change the course of the battle.

- Two-handed weapons tend to do more damage in a faster amount of time, ending battles quickly and sometimes saving your life. However, a shield is sometimes crucial when fighting a caster. Have both options available before a fight so that you can change if you need to.
- Duel, duel, duel, duel – playing with your friends before going out to face the enemy is the best way to gain experience and test new strategies.

Here's how to play against specific classes.

### **Hunters**

Ignore the pet. Hunters depend on range while the pet takes damage. They'll also try to trap you in place so that they can get that range. That's fine, just focus on the hunter himself – Intercept to get to him and Hamstring as soon as you get there, then add on stuns and Disarm if he decides to stay and fight.

If he's sent his pet to damage you while you can't move, hit the pet for some free rage that you can use against him as soon as you are free. This is the one time when you should pay the pet any attention at all. Remember, as soon as you are distracted by the pet and hitting it instead of the hunter, you have lost.

Any Hunter moving faster than normal to get distance from you probably has Aspect of the Cheetah on, which means that you need to hit him with your ranged weapon if you at all can, which will daze him enough for you to be able to close in or use Intercept. Use Hamstring when you get there just to make sure he doesn't try that again.

Hunters tend to trap you first, so you'll want to be in Berserker Stance so you can Intercept right away when you unfreeze.

### **Mages**

Pummel is huge here. You'll want to Intercept whenever they run and keep on the pressure, as they can Blink to get out of most things. Hamstring to help keep them where they are and stun if you can, although they'll usually be able to get out of it. The most

important thing here is to keep them from casting as often as you can, and try to land critical hits whenever possible. (Overpower is great for this, just hit it whenever you see “dodge” over their heads, it costs very little rage for a huge return on damage.)

For even more damage and a greater chance of your hits making a difference and getting through, turn on Recklessness. You won't want to be in it for long, but it should make a big difference while you are in it. Also, this is a class where you are trying to outlast the mana, not the hit points, due to Mana Shield. Because of this, high stamina gear is a must coming into this battle.

If you want to start out right and keep them running, open up with a Pummel and then stun them for good measure, hopefully they'll be unable to Blink until this wears off.

## **Druids**

Pummel if you see Faerie Fire coming, otherwise just treat them like normal melee, using Disarm and high power attacks. Most druids are not a huge threat, especially if they change to animal form. You can hit a bear form with Sunder Armor if you're having trouble dealing damage. If they try to fight in cat form you'll need to stun them often due to their higher damage attacks, but they won't have much health so you should be able to kill them fairly soon, save up for Execute and finish them.

This is the time when you want to swap out your gear. Nature resistance is huge against a casting druid, and the spell form is the one that really will be the worst to face, as they can both damage you through spells, melee to a degree and heal themselves. Resisting an Entangling Roots may very well decide the battle.

A druid will either cast or shapeshift as an opening, therefore a nice Piercing Scream can really start the battle right (they can't jump out of stun like mages), or a Pummel failing that.

## **Rogues**

Rogues are easy if you Disarm them and keep them from running away, so do that as soon as you can with Hamstring and stun them. Hit Overpower to get around their defenses every time they Dodge, and don't let them get far enough to Vanish. I

recommend some Free Action Potion to get out of stunlock if you find yourself in that unlucky situation, but other than that it's not difficult to beat a rogue.

If a rogue disappears on you, use an AoE to make them reappear. Thunderclap will work well for this as you don't have to direct it and it hits for a good amount of damage as well.

The nicest thing about most rogues is their severe lack of hit points and armor, making them easy to kill once you get a few hits on them. However, if you run across the rare combat rogue, Sunder Armor will do wonders at making them want to run. (Don't forget Hamstring, which is also good for rogues who try to jump around a lot so you can't target them.)

Disarm as soon as you can. You may have to wait through a stun first as they tend to open with that, but don't let them lock you down. Drink a Free Action Potion before you start to give yourself a better chance to get them first.

## **Paladins**

Paladins are probably the hardest class to win against, but it is getting easier as Blizzard continually balances the game. Treat them as a cross between melee and caster – whatever they are leaning towards, counter that. You want to Disarm them as soon as possible as they deal a lot of damage, then try your best to get around any shielding they put up and of course, Hamstring if they try to run and Pummel anything that looks like a heal.

I've found that Sunder Armor can be helpful here as well to get rid of the plate that paladins can wear, and frankly any debuff you can hit them with is going to be a good idea. The main thing is to keep on them and never let them get away from you. An Execute while in Berserker Stance (to help with crit chance) is a good way to finish the battle as soon as possible.

Paladins are tough to hit, period. They'll act like a melee class except that you're going to have problems getting damage through to them. Your best bet is to not give them a chance to get all their defenses up before you strike. Hit them with a Disarm if you can first, and keep Overpower at the ready. Do not under any circumstances let them heal, hit

Mortal Strike if you have it to help that. If you happen to have Shield Slam, this is one of the times when it would actually be quite useful – ridding Paladins of magic effects can sometimes get you that edge you need to finish them. If you find yourself losing to Paladins often, respect for Protection and try it out.

## **Priests**

Landing a Mortal Strike can really help you here if you have that skill. Pummel anything that glows green or purple, they're both bad. If you get feared, hit Berserker Rage (which will still work) and get back in there. Hamstring to stop a run and Intercept if he gets away.

If you know that you're going to be fighting a priest, aim for high stamina equipment. Your goal here is to outlast not the hit points of your opponent, but the mana pool. A priest without mana is completely at your mercy. If you can outlast them long enough for them to be drained, you will be able to win easily.

Priests of course are going to cast often, so hit Pummel to start on them and Disarm for added insult and render them pretty much useless for a few seconds. Adding a stun to this is just cruel, but will probably win you the match.

## **Shamans**

The totems are your biggest problem here. When you hear him set one down, turn off your auto-attack, kill the totem and focus back on the shaman. Don't let him keep totems out, period. Disarm, Pummel when you need to, and Mortal Strike and Execute to finish them off.

Shamans are one of the few classes that make me think you should really use a macro to help defeat. It is that much easier to kill a shaman if you don't have to worry about the totems, and if you create a macro to target and hit it, that's only one button you have to push instead of several, and much less thinking to do there as well. You want to be focusing on your enemy, rather than his toys all over the area, so anything you can do to help that will increase your chances of succeeding.

The first thing a Shaman will do is place a totem, so be ready for it. Either let them make the first move and react to the totem, or hit them with a stun and try to head them off before they can even put it down.

### **Warlocks**

Pummel Fear when you see it coming, then use Berserker Rage to get rid of any that hits you. Ignore pets, close the distance with Intercept and use the usual caster strategy to finish the fight.

If the pet gets very annoying (only the succubus is really worth bothering with on this, but if you need to stop losing health for a moment any pet can be a nuisance) use Intimidating Shout to get rid of it for a while. Don't waste your stun moves on the pet, Intimidating Shout is an unusual move, but it works well for this as well as the "what is he doing?" factor. Remember that your opponent is human, and if you confuse him into forgetting to do something crucial, you've already won.

Warlocks open with Fear, so you should open with Pummel or have an effect on that negates Fear and open with a stun.

### **Warriors**

This will come down to two things (other than the obvious level gap): equipment, and smart play. You can only win here if you play smarter than your opponent. This is a reason to up your Unarmed skill, as if you are Disarmed you may very well find yourself still able to do some damage, and probably more than your opponent will when he is Disarmed.

Don't bother with resistances on your armor for this, obviously. Really you should focus here on just pure Stamina, and Strength in the few places where you can't get Stamina. This will be a test of equipment, and you need to outlast your enemy.

Open with Disarm as quickly as you can. Follow up with a stun if possible and keep them useless for the rest of the fight. Never let up on them. You shouldn't have to use Hamstring for this one, it's very unlikely that they will try to run...however, if your enemy is

acting skittish and jumping around and such, have it ready just in case they try to get you first.

## **12.2. Battlegrounds**

There are two Battlegrounds in World of Warcraft set up for PvP. Basically, these are like a game within a game, or a mini-game. Your strategy will be different depending on the group or raid you are with, but in general the warrior has some pretty specific roles.

In Warsong Gulch, the game is a basic capture the flag situation between Horde and Alliance players. Warriors tend to do a much better job going after the opponent's flag rather than protecting their own. The reason for this is that your only real way of slowing people down is by using Hamstring, which you need to be right up by a person to use. Most of the time, you're not going to have that chance. Druids or Rogues come in, grab the flag and take off running, which they can both do at amazing speeds that you're not going to catch unless you hit Intercept, but by that time you're pinned down with one of their friends who came in with them. If you're going to stay behind, be in Berserker Stance and get ready to hit Intercept the moment you see who's going for the flag. If you can get there first, you'll have a chance.

A better use of the warrior is to go with the group getting the opponent's flag. Don't take the flag yourself, do what you do best – tank. Distract and annoy the players guarding the flag and Intercept those trying to chase after your flag bearer. In this way you'll get a good amount of honorable kills under your belt and be a big help to your group.

In Alterac Valley, it's a whole different ball game. First of all, you're dealing with a 40 vs. 40 player situation, located on a large size map with internal quests, vendors, NPCs, monsters and graveyards. This is meant to be an all-out war, and it can take hours to finish a single game. For a warrior in this situation, you're going to want to be out on the front lines, helping to advance against the enemy – however, you'll probably be ordered to do something, and may not have a choice as to what it is. Like any good raid group, you'll want to have a strong leader here or you'll lose the game very quickly.

If you're left on your own, you may want to help capture graveyards with a smallish group of players. You're built to take damage, and you'll have to fight your way through both your opponents and the enemy NPCs to take graveyards, so you're a much-needed ally

for these things. Try to get a group together out of the raid party that is well balanced and has played in Alterac Valley before, that will help your success greatly.

Another reason to play in the Valley is to grind. There are a lot of opportunities to gain experience, gold, honor and items all in the same place here, not to mention a lot of awesome Epic items that you can buy from vendors once you reach Revered status with your assigned faction. If you're short on...well, just about anything, you can probably find it here, including rare mines and herbs. If you're bored with the battle or feel like taking a break, go find some of these or fight monsters for some nice loot in the outer areas. It's worth it, especially if you're not quite level 60 yet.



## **13. A Warrior's Way**

By now you've seen that the warrior class in World of Warcraft is a fun, playable experience that includes several different play styles and techniques. The only other warrior specific information is the listing of warrior-only quests which you can (and should) complete for rewards and skills at certain levels.

### **13.1. Specific Warrior Quests**

First, here are the beginning level 10 quests which you can get in order to obtain Defensive Stance and your first weapon. Horde and Alliance can share quests between their respective races, ie as an Undead you can complete the Orc quests.

#### **Night Elves**

Elanaria

Start: Sentinel Elissa Starbreeze – Darkshore

End: Elanaria – Darnassus

Talk to Elissa, she'll tell you to talk to Elanaria in Darnassus. Elanaria will tell you to bring her the Horn of Vorlus the satyr. Go to the Ban'theil Barrow Den, go east, look for path in the south of mountains, follow path, and kill the satyr in the pool. Bring back the Horn for Defensive Stance.

The Shade of Elura

Start: Elanaria – Darnassus

End: Mathiel – Darnassus

Go to the docks in Auberdine, in the water is a ship, kill Elura, get medallion, find Ore in crates on ocean floor to the east. After you visit Elanaria again, give the case to the smith for a decent weapon.

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

A Warrior's Training

Start: Lyria Du Lac – Elwynn Forest

End: Harry Burlguard – Stormwind City

Talk to Harry in the Pig & Whistle; old town district. He'll tell you to get the mug from Bartleby the Drunk. This quest won't work if you have the Vejrek quest as well. Bring the mug back to get Defensive Stance.

Marshal Haggard

Start: Harry Burlguard – Stormwind City

End: Marshal Haggard – Elwynn Forest

Go to Lumber camp to the East, talk to Haggard. He'll tell you to get his badge. Kill Jack and his guard, just east of Ridgepoint Tower. Get his key, his strongbox is right near his camp. Return for a decent weapon.

### **Horde (Undead)**

Speak with Dillinger

Start: Austil de Mon – Trisfal Glades

End: Coleman Farthing – Brill

After you talk to Dillinger, go to the graveyard NW of Brill... there's a small building where he is, you need to hit the switch on the ground near it (it looks like a panel) before you can fight the guy. He's beyond the door. Dillinger will tell you to go to Gallow's End. Talk to Coleman. This part is best done with a group, due to mobs attacking in threes. Items are on racks in the crypt in the mill. Return for a nice weapon.

### **Horde(Orc)**

Veteran Uzzek

Start: Tarshaw Jaggedscar – Durotar

End: Uzzek – Far Watch Post

Talk to Uzzek (he's by the tree), then go to Thunder Ridge, scales drop off of Thunder Lizards and Lighting Hides. Return for Defensive Stance.

Thun'grim Firegaze

Start: Uzzek – Far Watch Post

End: Thun'grim Firegaze – The Barrens

Find him east of the crossroads up on a mountain, it may seem hard to climb at first, but it is possible. Talk to him. Go south from Thun'grim, look for the crate near a wrecked cart at the first camp. Come back for a nice weapon.

### **Alliance (Dwarf)**

Muren Stormpike

Start: Granis Swiftaxe – Dun Morogh

End: Muren Stormpike – Ironforge Hall of Arms

Bring Vejrek's Head to Muren Stormpike in Ironforge. He's on top of a hill all alone; south of Frostmane hold. Reward is Defensive Stance.

Tormus Deepforge

Start: Muren Stormpike – Ironforge Hall of Arms

End: Tormus Deepforge – Ironforge Great Forge

Talk to Tormus. Go south of the Easternmost lake in Dun Morogh. The chest is in the basement of the building. Return for a nice weapon.

For the most part there is no reason to skip these, especially as you need Defensive Stance, so go ahead and do them even if you're planning on being pure grind for most of your gameplay.

At level 30, you'll want to go back to your respective warrior faction trainer at your city, and he'll have a new quest for you which will get you your Berserker Stance and a chance for another decent weapon.

It doesn't matter which warrior trainer you go to for this, they'll all send you to the same place – a little island off the coast of Ratchet. It's a little hard to find but it's the very first one you see to the south when you get in the water. Talk to the islander there, and you'll have to fight and defeat a series of bad guys within 10 minutes. Make sure you're prepared to fight, but it isn't meant to kill you, just test you, so you should be fine by level 30. Don't be too concerned with Big Will, he only uses his hands and isn't terribly difficult.

When you win, you'll receive Berserker Stance and the chance to go on and attempt to get a better weapon. It's a very nice weapon, your choice of any Whirlwind weapon, axe mace or sword. But, chances are that by level 30 you've already found something nice, so you may just decide it's not worth the trouble. However, it is a pretty fun quest if you have the time.

If you decide to continue, you'll need to talk to Bath'rah, who lives by the Western Plaguelands. To find Bath'rah, go to the river that flows along Tarren Mill's eastern flank. Follow it north--Bath'rah is camped near ruins that rest along the river's eastern bank. He'll tell you he needs several things to summon a wind lord for you to fight. Buy Liferoot on the auction house or gather it if you're an Herbalist, that's the easy one. Cresting Charms can be found at the Circle of East Binding just west of Hammerfall, Thundering Charms can be found at the Circle of Outer Binding just south of Dabyrie's Farmstead/east of Refuge Point, and Burning Charms can be found at the Circle of West Binding just west of Northfold Manor/east of the main gate of Thoradin's Wall. (All charms drop in Arathi Highlands.) These will get you the Essance of Exile that you need. Last, get the tusks in Stranglethorn Vale. This will all probably take you a while to complete, but you'll get some nice experience while you do it.

When you have everything, return and give it all to Bath'rah. Follow him around the corner and you'll face the monster. It's an easy fight if you're level 40, decent if you're 37 or so, and you'll really need help if you're still in the low 30s at this point. Once you defeat him, give his heart to Bath'rah and you'll get your weapon.

## 14. **About This Guide**

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