

World Of Warcraft Mastery



Leveling Guide

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General Leveling

Levels 1-14

There are about 4 quests you can get in the immediate area. Take them and do them. Some will require you to speak to someone else and other will require you to kill a few specific mobs. Knock these out fast. Level 2 comes in a few short minutes. You train new spells every even level (2, 4, 6, etc). Train everything you qualify for. This applies to all classes. At max level you will have every level of every spell.

Once you get to about level 6 you can travel to a small town near your starting area that is on your map called Brill. There's a lot of good easy quests there and a few that will require a group.

Some of the Brill quests will have you passing the very nearby Undercity. Explore the place a little. The mage quarter is in the northeastern section of the city. Signs point the way. The mage trainer is in the back on the left up the stairs. At certain levels she will give you quests. There aren't a lot of quests in the Undercity (UC). Go back upstairs and find the bat handler. Speak with him so you can mark the spot as a discovered flight path and get back to questing.

At this point you are about a level 8-10. I suggest finishing up all of your Brill and UC quests before moving on.

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Here are some combinations you will be using at specific levels:

Levels 2-3: Use fireball from max distance then hit them with your staff when they get close.

Levels 4-5: Frost bolt from max distance once, then use fireball multiple times as they will run in slowly.

Levels 6-9: Frost bolt, fireball, fireball and fire blast once when they finally get in close.

Levels 10+: Frost bolt, fireball, fireball, fire blast, frost nova, run back 30 yards and repeat as necessary

Levels 14-20

Next you want to travel to Silverpine Forrest. Continue south in Silverpine until you get to an area called The Sepulcher. You will be spending a lot of time in this small area. There are a LOT of great quests, 80% of which you should be doing in groups of three or more. Mark the location with the bat handler so you don't have to do that long walk back and forth from UC. You now have the ability to ride the bat. Ok, go ahead, take a ride and come back. I'll wait.....

At this point you are comfortable with judging distances and using different combinations on different types of mobs. Everything is level 10-18 except for some of the guys in the area to the far south part of the map. You should also have at least a dozen friends in your friends list that like grouping with you enough to want to drop what they're doing to join your group.

One problem you're having is what to put in your toolbar. So many spells so few slots. I suggest binding the number keys on your numbpad to toggle toolbars. I have toolbar one on the "1" on the numbpad and toolbar 2 on "2" on the numbpad. Toolbar 1 has all of my absolutely necessary offensive spells in the order I tend to cast them. The attack command for my staff isn't even in there anymore. I find the damage of the staff to be near worthless, especially at higher levels. Toolbar 2 has all of my buffs (arcane intellect, ice armor, etc), my food and drink summoning spells, invisibility and my teleport spells.

You get a lot more spells after 10, but you will find most of them to be more useful in groups more so than soloing until level 26. A lot of the new spells you get in this range are higher levels of fireball, fire blast, ice bolt, etc. You also get a few protection spells. You've always been using frost shield and arcane intellect constantly. Most of the other stuff you get is decent for certain situations, but not something I use a lot.

There aren't any new combinations of spells you will be using at 14-20 (even level 25) over what you were doing at 10. You're just doing a lot more damage.

Also note that your class skills are increasing in level. There's nothing to train, your offensive spells simply will do more damage at higher levels.

Just keep questing. Get through all of the Silverpine quests as quickly as possible. It won't be fast, in fact it will take a long time if you're not grouping. Avoid quests in Shadowfang Keep until you get to level 20+ and have a lot of high level friends.

Shadowfang Keep will be your first real instanced dungeon. It is amazingly hard. You want a balanced group (catsers, healers, tanks) and everyone should

be over level 20 unless they are all truly exceptional players when it comes to group play.

Once you finish Shadowfang Keep (SF), you can move on to the next area. I strongly suggest going to the Crossroads (XR) in the orc area. At level 20 go to UC and get trained in portals. The portal trainer is behind the big skull in the Mage Quarter. You can now teleport back to UC any time you want. Next, go to the front of the exterior of UC. There's a zeppelin operator there. Have him take you to Orgrimmar (OG).

I apologize in advance for taking you here. OG is the most confusing city I have been to. Very cool looking but even with a detailed map it gets confusing. Two things to note:

1) The zeppelin guy and the other travel guy that takes you to local places are in this same tower and

2) The portal trainer and mage trainer are nearby. I suggest avoid getting too accustomed to this place until you really get into trade skills. Even then, I'd go back to UC. At the very least, it's a heck of a lot less walking.

Walk out of OG and continue south until you get to XR. Yay, more quests. You've actually passed up on a few of them because you're too high a level. Don't worry, there's plenty more. Most of these quests are extremely difficult and hard to find the locations for. The first few will be extremely easy making the trip worthwhile.

I wouldn't spend too much time in XR unless you have a friend that knows the area well and will quest with you and a group. There's an instanced dungeon near XR that is a nice challenge, but easier than Shadowfang Keep. I'd hold off on the razormane quests and do the easy ones and the wailing caverns (WC)

instanced dungeon and fly back to the Sepulcher continuing south then east into the next areas or work your way down to Thunder Bluff.

At level 26 you get A LOT of great new spells. This is a huge jump for the mage. Solo hunting and questing just got a lot easier.

Group Hunting/Questing

Hunting in a group is much more challenging in solo play but is far more rewarding in every way. Remember I said that. The downside of a mage is that it isn't one of those "must have" classes in a group in the minds of most people.

Where we are invaluable is the sleep spell. Use it often. I say again, use it often. You can only put one target to sleep at a time. If anyone in the group attacks the sleeping target it wakes up. Even with smart party members this happens a lot. Good warriors will be doing a lot of crowd control, so this happens on accident. To avoid this, be the person who pulls what we hope are single enemies at once. Do it by sleeping the target near the single you wish to pull. Doing so will cause the nearby target (or targets) to aggro you. Run back behind the tanks and if they don't pull this aggro off of you, use frost nova and start blasting.

Make a lot of food and drink before adventuring for the other members of your group. This is a good way to serve the group and it will make them want to rest a little more often which you need more than anyone to regenerate mana often.

A mage is also good for removing curses. I actually have this on toolbar 1. I learned this with Agrual's curse in SF.

Don't use frost nova for damage. Use it for crowd control. Use it on the three things that are chasing your priest.

Also be VERY careful with AOE spells. These are absolutely amazing spells for nuking the crap out of small groups but it will make them tend to chase you. 9 guys chasing a mage is instant death. I use it when I've got two really smart warriors up front that are constantly in defensive mode and using taunt. I'll warn you right now, most warriors below level 30 haven't mastered this move. It's not difficult, but I promise you will find out what I'm talking about. Don't burn any bridges by chastising them for it. Just ask in advance if they are good at it. "Hey BoNeCrUsHer, how are you at using taunt?" If they say they're good at it tell them, "Cool, sorry to ask, but you'd be surprised how few warriors have your grasp on their skills like you do". If they say they don't have taunt or don't know how to use it (they get it at level 10 in defensive stances), then just keep your moth shut and avoid using any AOE spells including frost nova in which you should only use to save yourself and other non-tanks.

One of your best damaging attacks through level 26 is arcane missiles. I don't use it too much in solo play but with a tank in front of me I cast it over and over. It's a HUGE mana drain though so be good at managing your drink intake on downtime.

It's not a crime to stop fighting while others are to sit down, take a drink and restore your mana. Just don't do it when there's 7 enemies on 4 of them. As much as they don't want to think so, they need your damage, especially in these situations. I'll commonly sit down when 4 things jump on us, we take 2 of them out and no one seems to be in trouble. Just be sharp about getting back on your feet to help. Some people run unnecessarily around in groups for some reason and they tend to draw aggro from nearby mobs.

I suggest putting a lot of your energy into casting amplify magic or dampen magic on party members. Just please don't mix the two up. Amplify magic makes you take more damage from spells but double the effects of healing. Use this on a tank that's going toe to toe with an enemy spellcaster and you will send him to his grave. These spells only last 3 minutes so they're a lot of micromanagement to use consistently. If you do, you will make the group FAR more effective on hunts.

Levels 26-45

At this point you really don't need a lot of strategy advice. You know the world fairly well and are in great command of your skills. At this point you probably have a lot of people you can group with to quickly take down enemies slightly above your level for fast xp. There are a lot of creatures at this level that have an insane bag of tricks and there are those that are just big and strong with a lot of hp that are pretty easy to beat as a mage.

Ideally you want to find a spot when you're soloing that is very close to a graveyard and crowded with mobs that can be taken aggressively.

General Power Leveling

Ok basically it's very simple here's what I did. I made a new character hunter/ dwarf. My girlfriend has a level 30 Rogue and my friend has a level 55 paladin. They spent a few hours following my newbie character around Killing all the stuff I flagged (Basically My little guy attacked the creature hit it 1 or 2 times then they killed it off for me) You can tell when you have flagged a creature because the nameplate turns red for you and turns grey for other attacking people which means they will not receive loot/exp for the kill.

You must note, we were not grouped. I flagged the NPC's and they killed it in 1 or 2 swift hits and I got all the exp! I believe I got to level 10 in around 45 min fighting the frostmane trolls and those small yeti's near kharanos (city just outside IronForge) (Also completed some simple quests which gave me exp as well).

Once I got to 10 I headed to Loch Modan area and into the stonesplinter valley. It's infested WITH TONS OF TROGGS that never run out and I went from 10-17 I believe in less then another hour! It was awesome exp, and I barely had to do any work.

Once I hit 17 we went to the Ogre Mound in Loch modan and did the same thing. However, I used my pet to flag the enemy instead And I went from 17-23 in around 45 min.

Now I didn't exactly time all this so the times might be a little off I estimated on them basically but this worked great for me and I went to level 23 in less than 8 hours grinding (Extra time was added in for training, Repairing, Shopping, Traveling, Resting etc...). That's As far as I got Imp sure there are better places to use this technique for more exp etc..

Power Leveling to Level 20 in less than 24 hours

The method described here is for the Horde side with an 8 character account, 2 of every race and 1 of every class. Although you may be playing Alliance, or be playing Horde with less characters the same basic principles will help you level allot faster to 20. My actual play time to level 20 with my first character (Mage) was 22 hours 57 minutes and 39 seconds, you can find this info for your character using the /played command. This time, to some, may seem really slow for WoW and it is, but remember that all my characters are expert crafters (skill above 125, except for enchanting) and this in itself is a HUGE time sink. I could not imagine the time actually spent skinning every single mob I could, even the ones I did not kill myself, as well as gathering every herb regardless of the agro defending it, as well as the mining. As a side note: Blizzard has done a very good job of putting most of the better material "spawns" right in the middle or very close too, allot of agro: (My crafting skill would be higher but I could not train to the next higher level, as the crafting trainers said I had to be level 20. (Most of my characters hit expert at level 15).

Here are my characters and their trade skills, as well as, the order in which I leveled them:

Undead Mage	- Skinning and Tailoring
Undead Priest	- Herb and Enchanting
Troll Rouge	- Herb and Alchemy
Troll Hunter	- Skinning - Leatherworking
Tauren Warrior	- Mining Blacksmithing(Armour)
Tauren Druid	- Herb and Skinning
Orc Shaman	- Mining and Blacksmithing(Weapon)
Orc Warlock	- Mining and Engineering

Some items of interest here: As you can see I have 3 Herbalists, 3 Skinners, and 3 Miners on only 8 characters. (Remember that all characters gather cloth). As with this many gatherers I have never bought any items from another player, or the auction. The reason I have 2 peeps being blacksmiths is because at higher levels you can choose to "specialize" in Armour crafting or Weapon crafting, and since the Warrior is the only peep that can use Mail until level 40 I made him the Armour.

Notice also, that I made the Druid a gatherer only. This is so that I can wipe her crafting skills and take "Woodworking" in the future, whether it is put in a patch or an expansion. No, I did not hear anything about woodworking but it is desperately needed, I mean an engineer can make bullets but not arrows? and what about staves? Having a blacksmith make staves is retarded. I also did not use the ninth and tenth character slots as they are for expansion peeps also.

General things to remember when Powerleveling to Level 20:

DO NOT Grind

Grinding might be more beneficial at higher levels but at these noobie levels, the mobs will not drop the coin or gear that you need to keep your momentum up, to keep Powerleveling. Never look over your loot, as this is a waste of time, simply "Shift-right click" everything and it will all jump into your inventory. "Shift-right click" works on dead mobs, Herb gathering, and Mining, but does not work on Skinning. By the way, you shift-right click the mob, herb or mining node, not "Shift- right click" after you open up the target. If you get a green or other decent item, they will still be there when you head to town to sell, so don't waste time now. Never buy anything from an NPC, unless it is cheap food or drink for those classes that need it, you will need all your coin for buying your skills. Never repair your items, Items are 100% effective if they have full durability or they are one point away from being useless. At these low levels you

will most likely find newer better gear before your current gear wears out, however if you do have an item that turns "red" repair it the next time you go town, but do not make an extra trip now. You should level all your characters in order from level 1 to 10, then 10 to 15, then 15 to 20.

Levels 1-5

These levels should all be completed within 60 minutes, simply run around and get your quests and do them. There is little else I can help you with here.(Hopefully you have Cosmo or CT, so you do not have to view that damn scrolling text in your quests, I use a Modded form of CT that a "friend" made me)

Levels 5-10

Here is where you will go to your "next town", for Undead this will be Brill, for Orc and Troll it will be Senjinn village, for Tauren it will be Bloodhoof. O.K. here if you are an Undead do "QUEST PACK UD1"(quest packs are listed below) If Orc or Troll do "QUEST PACK OT1" If Tauren do "QUEST PACK MOO1" While doing any of the quest packs you need to remember the basics of the quests such as locations, do not waste time writing down specifics though.

QUEST PACK UD1

Coming out of the newb spawn area there will be a guy in the road that asks you to get 10 pumpkins, do this now as this opens a new quest that you will need in the general area of the scarlet. After you get the 10 pumpkins go to brill turn in the quest, (he should make a potion that you give to an NPC in the bottom of the inn) and grab all the quests that you can around brill. Make sure your inventory is as empty as you can get it keeping only the basics.(Make sure you stop at the inn to "bind" there. Go west out of brill and talk to the big fat guy he will tell you to get 3 gloom weeds, these can be found right around the bridge

area, while you are here you will see a little farmyard here this is where you get the claws that you need for the "putrid task" quest. You should also get the "blood vials" from the blood hounds here as they are right in the area. At this point you might need to run to Brill and empty your inventory, unless you have found a bag or 2, even so turn in the quests and go far to the north west and you can kill the scarlets here by the tower for the "kill 10 scarlet Warriors".

After this if you can do the vile fin quest as these are right there on the coast, but depending on your class they may be a little hard, if they are too hard right now just mentally note their location. At this point if you turned in the gloom weeds to the NPC in the graveyard, he will ask you to get 10 doom weeds which are north by the graverobbers. Go north and get the doom weeds and kill the grave robbers, the "mongrels" that you have to kill are north by the barn next to the farm field. By this time another trip to town for quests and selling of inventory will be needed. Next go to the Amagand farm and to the south of the farm you can kill the casters to get the eyes and the tanks there drop the ribs, you will also have to kill Devlin he is a tiny bit South East of the south most tower. Back to town to turn in quests and sell, then head South west, this will take you to the first scarlet kill task, kill the named and stay there and keep killing scarlets until you complete that quest and the task to collect 10 rings.(Proof of demise).

At this point you have many options of quests you can do, do not forget to go upstairs in the inn as there is a girl up there that wants you to get duskbat pelts for her as well as 1 coarse thread. (The coarse thread can be bought right outside the inn from the "general trade good supplier". Keep doing the quests from Brill eventually you will be given the Lich's quest that will require you to go to the Undead city to talk to the Mage in the magic quarter. Make sure you dump your items in the bank here if you have any you want to keep. After you hit level 10, DO NOT go to Silverpine. For future reference Silverpine is to the south west of the UD city just follow the road. Some notes on the other quests here, make sure you go South east on the road from Brill as there is a female NPC that will

give you some quests also, these quests are far to the east. If you are looking for the friars and that kill task that is also far east and a little north, the spiders that you need to kill are at the friar location as well but west about 200-300 in-game feet.

QUEST PACK OT1

When coming out of the Orc-Troll newbie area there will be an NPC on the road asking you to take a package to Razor Hill, take this quest now and go to Razor Hill, DO NOT go to Senjinn village yet. At Razor Hill you will be given a Quest you go to the human fort a little ways SE of Razor Hill, do this quest now. After killing the named boss towards the top of the tower, take the key you get from his body, and go way up top and there will be a chest there outside. This chest has an Item in it that will open a quest to go back to razor hill do this now. After going to razor hill and turning in the quests you will be given a quest to search the human wreckage for gnomes tools, go SE from razor hill and you will see the wrecks right off the shore, swim out to them and you will find the little chests with the tools in them laying around the wreckage. Run back to razor hill and turn in this quest, then run south to Senjinn village, just follow the road way south of razor hill. Here get all the quests you can and go a little bit west here is an NPC that will give you the quest to destroy the war plans, do this quest now by going further west and into the little break in the mountains, the 3 plans are in the 3 camps there. Turn in that quest and go to the shore south of Senjinn village where you kill the yellow con crabs for the mucus and the red con bigger crabs for the eyes.

O.K. now check you quest log you should have at least 5 quests, 1 of them will have you finding raptor eggs that you get from razor hill, the cook there will give it to you. You should also have the get 4 tiger furs and a find the skull quests, and even kill the named boss, (name starts with a "Z"). Swim to the islands south of Senjinn village here on these islands you can find the raptor

eggs, the tiger furs, the skull,(this is on a little hill by where the named mob spawns) and the kill quest for the hexed trolls and the voodoo peeps. Finish up any quests that you have left, but DO NOT go to the crossroads. If you are not level 10 yet then go to Razor hill, and keep going north, when you are almost to Orgrimmar look to the left(right after you get out of the ravine) and there is a goblin there that will give you a "gather supply" quest, after that he will give you another kill quest. Both of these quests have you traveling back south and about halfway there make a left, you will find the bags together here. After you take these back and get the kill task go back to the same spot and go south through the little opening you will find your kill tasks here.

There are 2 other quests you can do here without going to the crossroads, and without killing fizzle. Go to Org and stay just south of it looking at the entrance, now turn west and go straight you will find an NPC that is positioned, hiding in a big rock formation. This is a timed quest, after talking to him go to the shadow cleft in Org and you will get a quest to get poison sacks these are dropped by the venomtails that are located where the NPC was that you got the quest from. After this you can go to a hut by where fizzle is and there is a lady in there that lost her son because a crok ate him, just go to the river and keep killing croks until the medallion drops.

QUEST PACK MOO1

When you get to Bloodhoof you will be given a quest to collect acorns (these are under any big tree) and tablets. (These are at the water well to the SE of Bloodhoof). From here you will get other tasks that are all very easy and include killing the plainstriders that are found everywhere. The claws needed from the cats can be found by going straight south out of blood hoof as well as another NPC here.(By the south mountains). The razormaness can be found to the south and east a little and the higher level ones are in a camp to the east a

little farther. The harpies when you get this quest are even farther east, still against the southern mountains though. When at Bloodhoof you can also follow the road east and run into another NPC that will start you on quests killing the members of the vulture mining team. The Caravan is straight north right across the little pond there.

The quest to kill the Supervisors and the named boss can be done by going into the caves which is to the north and after you go into the entrance make the first right and keep going straight the named mob is there. The Spirit wolf that you have to follow will take you NW from Bloodhoof into a little cave with yet another NPC that will give you a quest. The humans that are mining are to the NW of Bloodhoof, you DO NOT have to access the forge there, just take the tools that they drop to ThunderBluff and destroy them there at the forge. The forge is right at the eastern elevators. The named "arreache" roams in a half moon shaped trail from the mid top of TB moving right then down through the valley and back again. When you get the quest from TB to obtain the feathers there is a named ghost wolf there that will yet open another quest which can be completed in Bloodhoof. All the other quests in this area are very close together and self explained.

Levels 10-15

By now I had all my characters send all the stacks of 20 linen to my Mage tailor, this was enough for me to level to "40 skill" on bolts of linen and then make 28 - 6 slot bags for all 8 of my characters, and even had enough left over to make a couple robes for my casters. At level 10 your hunter and warlock should do all the pet related quests to obtain them, for my shaman at level 10 the fire totem quest was still a little too hard. All of your characters now should have their bags slots full, if they do not this is really going to slow you down. Now instead of continuing in the area that your characters are, do the following:

Send your Orc and Troll race classes to do the Undead Quest pack, send you Undead and Tauren to do the Orc and Troll quest pack. Why? Well what we want here is speed, you already have done the quests in these areas with your other characters, and now you are going to do them with characters that are a few levels high AND have full bags so that you only have to make half as many trips to town. Some Quests are going to be green, do these anyway as they are extremely quick and still yield the same exp when turned in. If you see any quests that are grey or black these are your option to do them, remember though, that as of now there is no penalty to "abandon" a quest so just abort it if you do not want to do it. This method also helps you out allot later, as your Undead can then add the Silverpine and crossroads flight paths, and your Orc and troll can add the Undead city and Silverpine Flight paths. You Tauren will get Orgrimmar and the Crossroads flight paths.

As Far as the leveling goes, after you do these quest packs with your other characters, they will not quite be 15, this is when they all go to Silverpine and do the "Selphcher" quests. Since these are meant to be started at level 10 you will already have a 2-3 level advantage when you start these and can simply breeze through them. Some notes on the Silverpine quests: The bear hearts can be dropped by any grizzled bear. When you are given the quest "lost death stalkers" go a little farther east when you arrive and there is a little shack there with an NPC in it this will be your first "escort" mission. To save time do not go get the skittering blood until you also have the quest to get the shackles from the moonrages and the gluttons, as they are basically in the same area to the north east of town. Stay away from Pyrewood and save the elite quests for the level 15-20 or simply avoid them. The "Border Crossing" can be completed by going south out of town to where the little tent of human spellcasters are simply loot a box there. (This is just north of Pyrewood) The named boss that you must kill is in a mine off the road to the east, he is in the back, it is a very small mine but allot of agro. The pendants that you must obtain are from human spellcasters that are across the road from the "border crossings" crate. The last quest I did in

this area was to get the ichor from Fenris Island which is due East from town across the water. (Ignore the talking head as you need a group to do that quest)

Levels 15-20

This should be the same for all your characters by now. Finish up any and all quests in the Sepulcher up to and including the rot hide ichor quest but stop here. If you have any classes like the shaman need there "get this at level 10 quest" do that now as this will simply be a breeze since you are so high of a level compared to the quest level. Now as you log on your characters to level them move 1 by 1 to the crossroads, I had tried to keep my Undead doing quests in Silverpine, but there is basically only "2 quests per level" in Silverpine compared to the "5-6 quests a level" at the crossroads and ratchet, not to mention the Tauren camp south of crossroads. You can find the level of a quest by using a third party program such as CT. When you get to the crossroads make sure you tag the flight path there, as you run around getting the quests from the NPC's there you will get a supply quest to go to Orgrimar or ThunderBluff, DO NOT go there yet as you should do this quest when you level to 16-18-20 so you can train at the same time instead of making 2 separate trips. When you start to do quests here be picky because ALL my characters hit there "20 quests limit" in the quest book and there were still plenty of quests to take.

Now since you are a few levels higher then the quests do them in "phases", for example: Do the plainstrider, raptor heads, disrupting the attacks, quests right there close to crossroads as these are all in the same area. You could also head west out of the crossroads to the little outpost there and start doing the "kolkar" quests as well as the quests that involve the little oasis to the NW of crossroads. (If you find any "booty keys", this opens the chest by the boss in the hut that looks different from all the other tents, you can only carry one, but after you use it you can obtain a key again. Then just repeat over and over, isn't

this what we all want? FREE BOOTY! - some of the items are really needed also - lots of greens) After you hit 20 if you want to do your elite quests now is the time, you will still need a group though, the elite quests that I found were: Ragefire (in Orgrimar at the Shadow Cleft) Pyrewood (South of the Sepulcher, I would not go all the way back there though unless you already had a group to do it) and Wailing Caverns, which really you should wait a few more levels for.

Leveling Hunter: Levels 20 – 30

First thing to note is that this is ALLIANCE written so it may not be so useful to you hordies out there. Some stuff is always good to know, like PVP tips etc but the quests and so forth will be of no value if you're horde. Serves you right for picking the bad guys :P

At level 20 I was in the wetlands, finishing the "Absent Minded Prospector" quests that start in Auberdine from the little Gnome explorer lady next to the town hall. This starts around level 18 (with a group) and ends up with you killing level 25 to 27 raptors in the wetlands. Anyone who grinds xp will tell you Raptors are a great source of experience of loot and xp so taking quests on them is an excellent way to level.

While I was there I learnt the raptors around Menethil Harbour are great xp up to about level 24. I ground these for a while to get leather and money from their teeth. On hitting level 20, you can complete the "Crocolisk" series of quests from James Halloran the local tanner. These are good experience and yield a nice cloak as a final reward. The recommended level for these is 22 but I was able to solo them easily at 19.

Another quest to get is Sidas Bag - This yields a free 10 slot bag, you should be able to solo this with ease from level 22.

Around level 23 (If you're not quite there, farm the velociraptors near the Harbour for xp, hides, fangs) this is good xp, great if you're a leatherworker, and good money from the teeth, a stack of 10 sells for about 50s. There are crocolisks in the area who are also good xp and their teeth give good cash also.

On hitting 23, the place to level is Blackfathom Depths back in Ashenvale. This Elite Dungeon has enough quests to take you very easily to level 26, the experience of the 20-27 "Elite" mobs is fantastic, even when grouped. And the loots not to be sniffed at either. This dungeon is my preferred way to level as soon as I can get in there. You'll need a group with one decent tank and one decent healer to get anywhere, and a full group of 23+ to complete the final quests.

While you're in the neighborhood you should also visit Astranaar to start the "Raenes Cleansing" quest, it has a good reward and plenty of XP for minimal outlay. This is best done around the level 25-26 mark for best return on time.

At 25 I went back to Wetlands and completed two fairly significant elite quests, the first starts in the keep and involved collecting the banners from the Dragonmaw Raiders in the area. The "Kill Nek'rosh" series in which I had a lot of help from slightly higher people, the other quest was the "Dark Iron War" series which is again, phenomenal experience at this level.

This took me to 28. I add the "Grim Task" to my list while I was in Menethil and this was good for xp and loot, though too short lived to be of use. It took me to around 28.5 at which point I headed to the "Arathi Highlands". There's no quests that are doable from here until you are level 30 but the higher level velociraptors here (30-31) near refuge point are fantastic xp. I would bind in Ironforge, leave myself camped in the inn overnight to come back to a decent "rested" state in the morning, then fly to refuge Pointe and kill raptors for Fantastic xp/loot/leather. I looted enough raptor eggs along the way to take myself to around 200 cooking.

So in short:

20 - 23 Wetlands - Crocolisks and Raptors (Sidas Bag Quest for loot, Prospector quests for xp/loot). Grind Raptors if you're short of 23.

23 - 25 Blackfathom Depths - Awesome place. Take a group. Again you can grind raptors in "Whelgars Excavation Site" if you're short of 25.

25 - 28 Wetlands - Any quests you can (I did all of them I think) but specifically "Dark Iron War", "Kill Nek'Rosh" and "A Grim Task". And yet again, you can grind more raptors if you're short. From either the prospectors site, or the north, north west part of the map.

28 - 30 Raptor hunting in Arathi highlands. This was a pleasant break from questing for me and the loot/leather kept me interested enough till 30 when the Arathi quests opened up.

30+ There's dozens of quests between here and southshore just up the road, these quests then lead into Alterac up till 40 or so. But we'll focus on 30 to 40 a bit later.

Skills and Talents:

It's very tempting to go the beast line for improved aspect of the cheetah but seriously, any hunter straying from the marksman line is a nutter. The only thing of real value in the beast line is the upgrades to aspect of the hawk. After that the sheer diversity and improvements to damage offered by the marksman line leave it standing. As for the survival tree, there's some useful skills for PVP granted by the traps but the points required to get them don't justify the reward in my opinion.

The improved concussive shot in the marksman line is a must, max it to 20% chance as soon as you can. You'll love interrupting casters when your conc shot stuns them, and it's enough of a headstart on most mobs that they don't stand a chance of survival when they come round. For PVP I can't begin to tell you how nice it is to stun people.

All the skills after this add more and more damage. So are must haves.

Aggro management is a key factor in PVE, in PVP you can count on them attacking you over your pet. Useful skills that are often forgotten are:

For PVP:

Wing Clip - Slow them down if they get too close

Concussive Shot - Slow the enemy to give you time to get away, best used after Wing Clip

Scorpid Sting - At higher talent levels this even decreases HP, it's a very useful skill against higher enemies, as the agility decrease increases your odds of hitting them. If they're lower than you, the DoT effect on your other stings is more useful depending on their dependence on mana or health.

Arcane Shot - Use it every time it pops, that simple. Free damage, nuff said.

Aspect of the monkey - If they get close and you're out of mana, you'll have to stand toe to toe and hope you're in better shape. In this instance, dear god remember to switch this on, there's nothing worse than having a near free bonus to dodge, and not using it. This might buy you the time to get the mana for wing clip and conc. shot. Effectively saving your ass.

I wouldn't bother with Aimed Shot too much in PVP, it's a nice opener but the mana cost is high and PVP is often prolonged, leaving you vulnerable at the end of the fight. That said, if your talents give you a good chance of getting that holy crit, then go for it, nothing annoys the enemy more than being damn near one shot killed. Too much fun against lower level casters, its particular good to use if you've successfully stunned the enemy, but ultimately every use is a gamble where the mana could be better used elsewhere.

For PVE:

Much of the above applies but also:

Disengage - In melee this can be a life saver, usually gets used when you land a crit shot with aimed shot that upsets your monster a little more than you'd planned.

Distracting Shot - Adversely, this too can be a life saver. Losing your pet is a bad thing, and not just for the cost in food it can take to cheer them up again. If they're gonna die, use this and start tanking yourself, be sure to have switched off your pets taunt or it may be useless. This way your pet gets to do more damage and you get a little more DPS while you take some for the team. Don't get me wrong though there are some instances where you should switch your "I love my pet xxxx" mode off and leave them to die. At this stage run like mad away and whistle them as soon as you can, if you get it right, you can save both you and your pet this way. Your pet is there to save your ass if it gets ugly, to keep the mob away from you. If it's gone to hell, bug out. Better your pet dies, than both of you. If you want to RP and die with your pet, your call.

Aside from those two it's much of the same at these levels, at 30 you get feign death which is great fun, again, one to use when your pets about to die. It

buys you a little more fighting time where you'd normally have to run away. Can also be used if you desperately need to lose aggro.

For PVE a typical combo is:

Hunters mark, Scorpion Sting to pull (or till it sticks) and send pet, once pets engaged, aimed shot, conc. shot (it's still active while aimed cools down), spam arcanes or aimed shots to finish. If enemy gets close, raptor strike, wing clip and try to disengage, if it fails, run away while its wing clipped and conc. shot it to keep it slow, then pommel it with arrows till it gets close and repeat. If you wish you can activate cheetah while running for some extra distance but if u get hit, you'll be dazed, and thoroughly annoyed.

A last thing to remember is that hunters gain damage directly from increasing their agility, so this should be your top priority. It's pretty easy to get agility stuff and if you're a leather worker, the "Dusky" line will keep you going from 28ish up. The highest crit I recall getting at 29-31 or so is about 450, and I think that's low compared to many.

Leveling Druid to level 20

Race played = Tauren

Level obtained = 15

Armour = cloth, leather

Weapon of choice = Staff until lvl 10, then Mace/Offhand,(at levels 15-20 you will find items that you may hold in your off hand that have stat adds like "branches" and "orbs" and other items. So it may be advisable to go Mace at level 10 to get that weapon skill raised.

Leveling Difficulty = Easy

NOTE: the cost to buy each skill is listed next to its name. The Druid Leveling 1-15

So you are already to play the Druid class. The first thing you want to do is open your inventory and right click on the scroll, or other object that will open the quest window on the left side of the screen and give you your first quest, accept the quest and if you look on your minimap you should see a little yellow dot this dot represents the NPC that you talk too to complete your first quest.(You may have to walk a little ways, but just starting off the quest NPC is usually very close to your starting location) For future reference anytime you see a little yellow dot on your minimap this is the location of an NPC that you have completed a quest for. When you get to level 5 you may take a trade skill, which may also show you little yellow dots on the minimap, these will either represent a "mine node" (if you have the skill "mining")that can be mined or a "herb plant"(if you have the skill "herbalism") that can be harvested.

Leveling 1-4

This will go by extremely quickly and in most cases will take roughly 30 to 45 minutes. Get any and all quests from any NPC that has a yellow explanation point above its head. The spells you will have at lvl 1-4 are:

Mark of the Wild Level 1(10 copper)

Cost = 20 Mana ----- Casting time = Instant ----- Range = 30 yards

Raises your Armour by 25, can also be casted on friendly targets.

Spell lasts 30 minutes.

Wrath Level 1(free)

Cost = 20 Mana ----- Casting time = 1.5 secs. ----- Range = 30 yards

Hits the target for 13-16 Nature Damage.

Healing Touch Level 1(free)

Cost = 30 Mana ----- Casting time = 1.5 secs. ----- Range = 40 yards

Heals yourself or a friendly Target for 40 to 55.

The druid class is very dangerous if played right, not only can the Druid heal itself as well as others, it can also cast offensive spells, as well as root its victims in place and still keep casting, there are talents that even cause anyone who attacks the druid to become instantly rooted! Did I forget to mention that if you are lucky enough to get close to a Druid that it can Shapeshift into a bear? - Now you have to fight a tank that just got a large increase to its attack power and hit point pool! In my opinion the only class that should be able to solo a well experienced Druid, is a Hunter with an awesome pet AND if the hunter can get the jump on the druid. All of that being said you will have no problems at all getting this class to 15 in a hurry. The beginning skills are simply perfect, the Mark of the Wild will give you some added Armour and for the first few levels

simply make sure you are buffed with mark of the wild and close to casting range, (you are in casting range when the hotbar slot that your wrath spell is located on has a little number that is red, when that number turns white you are in range.) And start chain casting wrath until the mobs closes to melee range and whack on it a few time and its dead. If you took enough damage to warrant a heal simply select yourself and click on the healing touch spell. When targeting a mob make sure that you right click it, this puts you into combat mode so if it does get into melee range you will automatically start whacking on it if you are not already casting a spell. If at anytime I mention a skill that you do not have on your hotbar simply open up the abilities menu and left click the spell then drag it onto your hotbar.(Make sure you bought the skill or spell if it is not a free one, or you will not find a picture of it anywhere) At the lower levels you will only experience the "melee" type mob's, later on you will face mobs that once you cast a spell on them they will start casting spells on you! A little trick on casting spells... some spells when you get higher level have a "cooldown" time so you cannot keep casting over and over again, however at the lower levels wait until you see the green bar hit the end of the line and click again, do not wait for the bar to fill and disappear, click it as soon as the bar is filled this gives you about a .1 - .2 seconds of advantage over other players that simply wait until the bar disappears. By now you should be getting to level 4.

Leveling from 4-6

At level 4 you may buy the following skills:

MoonFire Level 1(50 copper)

Cost = 25 Mana ----- Casting time = Instant ----- Range = 30 yards.

Does 8-10 Arcane damage to the target and then DOT's the target for an additional 12 damage over the course of 9 seconds.

Rejuvenation Level 1(50 copper)

Cost = 25 Mana ----- Casting time Instant ----- Range = 40 yards

Heal yourself or a friendly target for 32 points over 12 seconds.

Here we have 2 new, very useful skills, Moonfire which is a DOT spell and Rejuvenation. Notice that the rejuvenation spell is an Instant cast spell which means you can cast this while running away from a bad combat situation. At this time your combat should look something like this: (make sure you have mark of the wild on) Moonfire, Wrath, wrath, wrath, melee. If you are in the middle of combat and you know you can beat the mob you are just running a little low on hit points simply cast rejuvenation and keep on swinging this will be healing you while you are in the middle of combat. Also since you have the power to heal yourself you do not need to keep any food you find you can simply sell it or give it to a non-healer class friend, you will need drinks though so if you find them keep them unless you have too many in your backpack already. Continue on to level 6, at level 6 you will most likely leave the "noob" town and make your way to another town to get new quests and higher level mobs. Up to now when you see a mob it was most likely yellow which means that these will not attack you if you get too close, however if see a mob that is red then this mob will attack you if you get too close, this is commonly called "agro". Do not forget to always cast that Moonfire spell first, however I know a few players that said that they chain casted Wrath until the mob got within melee range and then used the Instant Moonfire, you may want to try this to see if it works for you.

Leveling 6-8

At level 6 you may buy the following spells:

Thorns Level 1(1 silver 50 copper)

Cost = 35 Mana ----- Casting time = Instant - Range = 30 yards.

This spell surrounds the caster in thorns as well as any friendly target that the casters cast the spell on. The thorns do 3 Nature damage to attackers when they hit.

Spell lasts 10 min.

Wrath Level 2(1 silver 50 copper)

Cost = 35 Mana ----- Casting time = 1.7 secs ----- Range = 30 yards.

Deals 25 to 29 Nature damage to selected target.

Now at level 6 we get an upgrade to our Wrath spell as well as another buff spell "Thorns", now anytime you enter combat you should have "Mark of the Wild" and "Thorns" on, if these are on you will see them in the upper right hand corner of the screen. Although Thorns does not do a great deal of damage it does hit every time(Unless resisted) By now you should be pretty familiar with the quest system as well as knowing what level mobs you can handle. Playing as a druid you can probably handle mobs 1 -2 levels above your level if you need too. Also if you are going to take any trade skills get them now, even if you have to take some time to walk to your nearest capitol,(which is pretty close to you now) You can get your 2 main tradeskills at lvl 5.

Leveling 8-10

At level 8 you may buy the following spells:

Entangling Roots Level 1(2 silver)

Cost = 50 Mana ----- Casting time = 1.5 secs. ----- Range = 30 yards.

Roots the target in place and causes 20 nature damage over 12 sec. This Spell can only be cast outside.

Healing Touch Level 2(2 silver)

Cost = 60 Mana ----- Casting time = 2 secs. ----- Range = 40 yards

Heals yourself or a friendly target for 88-112

At level 8, the spell "Entangling Roots" really opens up some options for the Druid. You can simply cast "Entangling Roots" on the mob and mana dump using wrath after casting Moonfire, If you do this in most cases the mob will never even make it to you to start melee. Using that method though, will require a steady supply of drinks as this will burn your mana after 2 or 3 pulls. The spell Healing Touch level 2 is really not needed at this time unless you are going to be in a group, if you are solo simply keep using the Healing Touch level 1 or rejuvenation. If things do get out of hand during a pull you can always use Entangling Roots as an emergency get away spell simply cast it to root the mob and run away. As a side note you can continue to cast offensive spells at a mob after it is rooted, the mob will not break free right away(in most cases). By now you should have visited your capitol or have a quest that leads you to your capitol for your race. As a side note you cannot sell conjured food or water, yes I already tried... At level 10-11 you will most likely leave the level 5-10 "area" and be sent on a quest to visit a new location, this is also the level at which you may be introduced to your first "elite" quest. Elite quests are not meant to be done solo and no you cannot solo an "elite" mob that is your same level in most cases. I

believe Bliz did this to encourage "grouping" after level 10 if you so desire. You can easily tell an "elite" mob from a normal mob by the word "elite" in the mobs name or the wreath around the mobs pic when you left click it. You can safely left click a mob to get info however if you right click it then you enter combat mode with that mob.

Leveling 10-12

At level 10 you may buy the following spells:

Moonfire Level 2(3 silver)

Cost = 50 Mana ----- Casting time = Instant ----- Range = 30 yards.

Damages the enemy target for 13-17 then DOT's it for 32 damage over 12 seconds.

Mark of the Wild Level 2(3 silver)

Cost = 50 Mana ----- Casting time = Instant ----- Range = 30 yards

Increases the casters or a friendly targets Armour by 65.

Spell lasts 30 minutes.

Rejuvenation Level 2(3 silver)

Cost = 40 Mana ----- Casting time = Instant ----- Range = 40 yards

Heals the caster or another friendly target for 56 damage over 12 seconds.

Bear Form(10 copper)

Cost = 52 Mana ----- Casting time = Instant ----- Cooldown = 1.5 secs

The caster takes the form of a bear, increasing health by 20, attack power by 30, increases Armour by 65% of the items being worn. This Shapeshift also breaks all roots, snares, and freeze effects. The caster gains the use of the bear skills and cannot be polymorphed while in the form of a bear.

Demoralizing Roar(3 silver)

Cost = 10 Rage ----- Casting time = Instant ----- Must be in a bear form

The bear roars, decreasing all enemies close to the caster attack power by 30.

Spell lasts 30 secs.

Maul Level 1(10 copper)

Cost = 15 Rage ----- Activation time = Next melee attack ----- must be in a bear form.

Raises the druids attack damage by 18.

Growl Level 1(3 silver)

Cost = 5 Rage ----- Casting time = Instant ----- must be in a bear form.

This skill increases the threat to the druid.

The Druid at level 10 gets a ton of new skills, as well as it's first shapeshifting ability. The Mark of the Wild and Moonfire spells, as well as Rejuvenation are all upgrades to previous spells. At 10 the druid can Shapeshift into a bear, although to be honest it is not necessary yet at these low levels. At 10, I switched from a staff to a Mace so that I might use an item in my offhand to increase my stats, as the druid is not really a melee peep in druid form anyway. I still went about hunting mobs using: Entangling roots, wrath, wrath, wrath, and Moonfire if the target broke the root, there were a few time when things seem to "hit the fan" so I shapeshifted into bear form and it saved me every time. Just keep in mind you cannot cast in bear form. As far as the skills go "Growl is only needed if you are a member of a party and you need to take over the agro, Demoralizing Roar should really only be used if fighting more then 1 mob at a time. When in bear form I simply did Maul, Maul, Maul, sounds easy now but the closer to 15 I got I actually had to do a little thinking in a few of my combats, so don't get too overconfident when in bear form, also make sure you always keep 52 mana available to Shapeshift, if you mana burn you will get stuck in druid form

wearing leather Armour. (I always had a mana potion ready in case I really needed it. Just drink the potion and Shapeshift as soon as possible. By now you should understand the basics of playing a Druid, and at the capitol city you should also find your "bank" as this has numerous "slots" to store your items, before storing items see if you can "stack" them by dragging one item over the top of another items of the same type. Stackable items include: potions, food, water, crafting materials, and crafting supplies. Also depending on which type of server you are playing on PvP or PvE you may start to see enemies from the other "realm." From level 10-20 the basics of the game and the mobs start to take you out of the "noobness" and into the full game, expect to fight "caster" mobs, "bow and arrow" mobs and mobs that will give you poison, stuns, or other negative status effects. You may also want to open your "social" window and flag yourself as "looking for a group" if that is a style of play that you desire.(You also may choose to pick a talent here, see the bottom of this post for a link to a list of the talents available.)

Leveling 12-14

At level 12 you may buy the following skills:

Regrowth Level 1

Cost = 120 Mana ----- Casting time = 2 secs. ----- Range = 40 yards.

This is the Druids big heal spell, heals for 84-98 right away and HOT's(Heal Over Time) for another 98 over 21 secs.

Enrage Level 1

Costs = 0 ----- Casting time = Instant ----- cooldown = 20 secs. ----- Range = 30 yards ----- Must be in a bear form.

Gives the Bear 20 rage over 10 seconds, during this time the bear is considered in "in combat" and its Armour is decreased 75%.

The Regrowth spell is a huge mana sink but also is the druids biggest heal spell, as I soloed allot I only used this spell once and it was an extreme overkill. The enrage skill should never be used in combat but casted about 5 seconds before entering melee, however to be quite honest I never even needed this skill to solo mob my level and 2 levels above me. Congrats as it seems you are now ready to leave the noob zones and finally "make your Mark" on the world (pun intended) If you are a Druid then you have to be a Tauren, you should be making your way towards the crossroads(that's a town), here you will start to find that you are not in the lobbie noob zones anymore. The majority of the mobs are aggressive (red con) and if you pull them and they have buddies nearby they will come also. You will also find mobs that "call" other mobs if they get hurt and are close to death, so if there are other mobs close by that are of the same type do not be surprised if they agro you when you have the mob you are working on almost dead. The best way to see this is to mouse over your chat window, go to the tab that says "combat" left click and hold and drag it to the right side of your screen to separate it from the chat window, now you can review all the damage and other combat related actions taken by you and the mob you were in combat with, as well as seeing any new chat messages in the chat window. At this level you really need to be paying full attention to your surroundings. In the barrens you really need to watch what you are doing and stay away from the "dinosaur looking" lizards south of the crossroads as they are melee and casters, and will zap you with lightning damage. Needless to say, now is a good time to get in a group. Also at the crossroads I am 99.9% sure you will experience your first PvP encounter...

Leveling 14-15

At level 14 you may buy the following spells:

Wrath Level 3

Cost = 55 Mana ----- Casting time = 2 secs ----- range = 30 yards.

This is an upgraded wrath spell that will hit for 44 to 52 nature damage.

Cure Poison

Cost = 40 Mana ----- Casting time = Instant ----- Range = 30 yards

Cures 1 poison status effect from the target.

Healing Touch Level 3

Cost = 120 Mana ----- Casting time = 2.5 secs ----- Range = 40 yards

Heals the caster or a friendly target for 195 - 243.

Thorns Level 2:

Cost = 60 Mana ----- Casting time = Instant ----- Range = 30 yards.

This is an upgraded Thorns spell dealing 6 damage to all attackers.

Spell lasts 10 min..

Bash Level 1

Cost = 10 Rage ----- Casting time = Instant ----- Cooldown = 1 minute ----- Rage = melee ----- Must be in a bear form.

Stuns the target for 2 secs.

Except for "Bash" and "Cure Poison" all the spells you get at this level are upgrades. Cure Poison is self explanatory, Bash works decently in bear form, however it is hardly needed except for emergencies and then it only stuns for 2 secs and has a nasty cooldown on it. Keep your buffs up and as you are most

likely in the barrens watch out for the alliance peeps passing through, I heard Night Elf meat is really tender and tastes good to a bear... Pretty soon you will be heading to your second set of "elite quests", so hopefully by now you have met quite a few players and already have some friends you can do the quests with. As you do your quests remember that the top most quest in your quest list under an area is the easiest one to complete, so in most cases you should do these quests first.

Leveling Priest to Level 20

Race played = Undead

Level obtained = 20

Armour = cloth only

Weapon of choice = Mace/offhand, Wand (at levels 15-20 You will find items that you may hold in your off hand that have stat adds like "branches" and "orbs" and other items. Wands, I believe are broke as of the Open Beta, but I still equipped one for the stat adds.

Leveling Difficulty = Medium – Hard (Leveling gets allot easier after You get the "inner fire" skill, You can buy the inner fire skill at level 12)

Note: The cost to buy each skill is listed next to its name.

So you are ready to play the Priest class, this will definitely be a challenge until You get the "inner fire" skill. The first thing You want to do is open your inventory and right click on the scroll, or other object that will open the quest window on the left side of the screen and give You your first quest, accept the quest and if You look on your minimap You should see a little yellow dot this dot represents the NPC that You talk too to complete your first quest.(You may have to walk a little ways, but just starting off the quest NPC is usually very close to your starting location) For future reference anytime You see a little yellow dot on your minimap this is the location of an NPC that You have completed a quest for. When You get to level 5 You may take a trade skill, which may also show You little yellow dots on the minimap, these will either represent a "mine node" (if You have the skill "mining")that can be mined or a "herb plant"(if You have the skill "herbalism") that can be harvested.

Leveling 1-4

The Priest You will find is a little more difficult to level solo then other classes, although this is not evident early on You will find that at later level it gets to be more of a Challenge. Get any and all quests from any NPC that has a yellow explanation point above its head. The spells you will have at lvl 1-4 are:

Lesser Heal Level 1(free)

Cost = 35 Mana ----- Casting time = 1.5 secs ----- Range = 40 yards.

Heals targeted ally or self for 43 to 53.

Holy Smite Level 1(free)

Cost = 25 Mana ----- Casting time = 1.5 secs ----- Range = 30 yards.

Causes target to take Holy damage of 13 to 17.

Power Word Fortitude Level 1(10 copper)

Cost = 60 Mana ----- Casting time = Instant - Range = 30 yards.

Raises Stamina of the target by 3, increasing their hit points.

Spell lasts 30 min.

Power Word Fortitude should always be "on" as this raises your hit points, this spell can also be cast on group members or other friendly targets. Holy Smite is the spell that you will use to damage your enemies with at these opening levels. Lesser Heal will be your spell you use to lower the down time between pulls, and sometimes right in the middle of combat. Gradually get closer to a mob and watch for the number on your hotbar to go from red to white on your smite skill, when this happens the mob is in range of your Holy Smite spell, right click the target to enter combat mode and click on your Holy Smite spell to cast it. After the spell hits the mob it will approach you to do damage. If you can try to cast as many Holy Smite spells at the target until it gets close enough to whack

on then whack on it with your melee weapon.(At the lower levels you will only experience the "melee" type mob's later on you will face mobs that once you cast a spell on them they will start casting spells on you!) In a typical combat at this level, when you cast the Holy Smite spell you will see the "timing bar" start to fill when the bar is fully filled the spell will be casted, IMMEDIATELY click the spell again so that you may start another Holy Smite spell. In most cases you will be able to get off 2-3 spells before the mob actually gets close enough to hit you. If the mob is in melee with you and you try to cast a spell the mob may hit you, if that happens your bar will "jump back" and the spell will attempt to continue casting. A little trick on casting spells... some spells when you get higher level have a "cooldown" time so you cannot keep casting over and over again, however at the lower levels wait until you see the green bar hit the end of the line and click again, do not wait for the bar to fill and disappear, click it as soon as the bar is filled this gives you about a .1 - .2 seconds of advantage over other players that simply wait until the bar disappears. By now you should be getting to level 4.

Leveling 4-6

At level 4 you can buy the following skills:

Lesser Heal Level 2(50 copper)

Cost = 50 Mana ----- Casting time = 2 secs - Range = 40 yards.

Heals targeted ally or self for 71 to 85.

Shadow Word Pain Level 1(50 copper)

Cost = 25 Mana ----- Casting time = Instant ----- Range = 30 yards.

A DOT(Damage Over Time) spell that causes 30 damage over 18 seconds.

O.K. things change now, because you now have Shadow Word Pain which is a DOT(Damage Over Time) spell. The Lesser Heal Rank 1 icon on your hotbar

should now be replaced with Lesser Heal Rank 2. You should also open your abilities window and left click on the "Shadow Word Pain" icon to drag it to your hotbar, place this 1 space to the right of your Holy Smite spell. As a Priest you should NEVER buy "food" from a vendor as you can Heal yourself with your healing spells, however you may need to buy "drinks" which will replace your mana allot faster then if you did not drink anything at all.(So remember never throw away drinks or sell them, unless they are too low for your level) Now cast(and keep casting) your Holy Smite spell and when the mob gets within melee range click on the Shadow Word Pain icon, this is an instant spell, so as soon as you click this it is considered "casted", then whack on the mob till it dies. Continue on to level 6, at level 6 you will most likely leave the "noob" town and make your way to another town to get new quests and higher level mobs. Up to now when you see a mob it was most likely yellow which means that these will not attack you if you get too close, however if see a mob that is red then this mob will attack you if you get to close, this is commonly called "agro"

Leveling 6-8

At level 6 you may buy the following skills:

Holy Smite Level 2(1 silver)

Cost = 35 Mana ----- Casting time = 2 secs ----- Range = 30 yards.

Causes target to take Holy damage of 24 to 28.

Power Word Shield Level 1(1 silver)

Cost = 45 Mana ----- Casting time = Instant ----- Range = 40 yards ----- Cooldown = 4 secs.

This spell shields your target, for 44 damage, and lasts for 30 seconds. The shield will break after 30 secs or the shield takes 44 damage whichever

occurs first. During the time that you are shielded, you may cast spells without being interrupted. You may not be shielded again for 30 secs.

Again things change a little, replace the spell "Holy Smite 1" on your hotbar with "Holy Smite 2" and add the spell "Power Word Shield" to the hotbar space far right of your spell "Holy Smite 2". Now when you approach a mob, cast your Holy Smite 2 spell 2-3 times and when the mob is in melee range, click on Power word Shield. Power Word Shield is an "instant cast" spell, there is no "spell bar" to fill up, when you click it, it is cast instantly. Power Word Shield will keep you shielded from all damage until the time runs out or the shield breaks.(Power Word Shield at Rank 1 breaks after 44 damage) Be advised that you cannot shield yourself again for 30 seconds EVEN if the shield breaks after taking the 44 damage. By now you should be pretty familiar with the quest system as well as knowing what level mobs you can handle. It has been my playing experience with the Priest that you should only kill mobs your level or 1 level higher as anything else is going to cause a "mana dump" and a possible death, and you will find that the exp is not worth it at all, after you figure in the risk and the downtime needed to recover from the mana dumping. You can heal yourself in the middle of combat with your heal spell but every time you take a hit it will knock the spell bar backwards and the spell will try to continue casting. Also if you are going to take any trade skills get them now, even if you have to take some time to walk to your nearest capitol,(which is pretty close to you now, regardless which race you have chosen) You can get your 2 main tradeskills at lvl 5.

Leveling 8-10

At Level 8 you may buy the following skills:

Renew Level 1(2 silver)

Cost = 35 Mana ----- Casting time = Instant - Range = 40 yards.

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Heals the target or self for 45 damage over 15 seconds.(This is an HOT spell - Heal Over Time)

Fade Level 1(2 silver)

Cost = 40 Mana ----- Casting time = Instant ----- Cooldown = 30 secs.

This spell attempts to lower the caster's threat level on enemies by a small amount for 10 seconds.

Finally!!! You get a spell that you can heal yourself with in the middle of combat without it being interrupted. At level 8 you get an instant HOT(Heal Over Time) spell, notice it does have a 30 second timer on it so you can insta cast this in the middle of combat but you cannot cast it again for 30 seconds. By now you should have visited your capitol or have a quest that leads you to your capitol for your race. At level 10-11 you will most likely leave the level 5-10 "area" and be sent on a quest to visit a new location, this is also the level at which you may be introduced to your first "elite" quest. Elite quests are not meant to be done solo and no you cannot solo an "elite" mob that is your same level in most cases. I believe Bliz did this to encourage "grouping" after level 10 if you so desire. You can easily tell an "elite" mob from a normal mob by the word "elite" in the mobs name or the wreath around the mobs pic when you left click it. You can safely left click a mob to get info however if you right click it then you enter combat mode with that mob. Are you paying attention? Here is a little trick for you to double heal yourself and double shield yourself in the middle of combat! When you start to pull a mob that you know is going to deal some damage try this: cast Power Word shield, count to 5 slowly(about 5 secs) pull the mob with Holy Smite, cast Holy Smite again then, Power Word Pain, by this time the mob is whacking on you,(and you should be melee whacking on the mob) as soon as the shield breaks insta cast renew, the 30 second timer on your Power Word Shield should be up soon, cast it again, and if the mob is not dead by the time the second shield breaks insta cast renew again :) Until you get the spell "inner fire" at lvl 12 you will have to use this combo allot. As far as fade goes that is really a group

spell you use to get agro off of you after you get it by healing someone. This may sound stupid but a few times when I had to run from combat I casted fade but the mob was still chasing me and whacking on me, I know... who else was it suppose to attack? If you do have to run from combat remember you CAN insta cast renew on yourself every 15 secs while running as long as you have the mana to do so, you can insta cast it sooner then 15 secs but it does not stack so you would be wasting your mana.(You also may choose to pick a talent here, see the bottom of this post for a link to a list of the talents available.)

Leveling 10-12

At level 10 You may buy the following skills:

Lesser Heal Level 3(3 silver)

Cost = Mana ----- Casting time = 2.5 secs. ----- Range = 40 yards.

Heals your target or self for 135 to 157.

Resurrection Level 1(3 silver)

Cost = 150 Mana ----- Casting time = 10 secs. ----- Range = 40 yards.

Resurrects a dead player with 15% of their health and mana.

Mind Blast Level 1(3 silver)

Cost = 50 Mana ----- Casting time = Instant ----- Cooldown = 8 secs ----- Range = 30 yards.

Slams target with shadow damage for 39 to 43. (Note: this spell causes a high amount of threat)

Shadow Word Pain Level 2(3 silver)

Cost = 50 mana ----- Casting time = Instant ----- Range = 30 yards.

A DOT spell that causes 66 damage over 18 seconds.

At level 10 you get 4 skills this should help out greatly but not as much as inner fire which you get at 12. You may want to replace Lesser Heal Level 2 with Lesser Heal Level 3, but I did not do this as I was not taking that much damage and did not want to spend the extra mana casting a Level 3 spell when I really only needed the Level 2 spell, however if You are in a group use the Level 3 spell as most other classes have more hit points then You The resurrection spell must be cast on another dead player as You cannot cast this on yourself when You are dead.(That may sound silly but there are classes that can rez themselves :) The Shadow Word Pain Level 2 should replace the Shadow Word Pain Level 1 on your hotbar and You want to add the spell "MindBlast" on your hotbar in the space to the right of your spell Shadow Word Pain Level 2. Now when You pull You want to pull with your Shadow Word Pain spell, get 1 or 2 Holy Smite spells off and then hit the Mindblast when the mob enters melee with You, after 8 seconds You can insta cast the Minblast again and continue whacking on the mob to kill it. I know You are kind of happy that You got your rez spell now its time for some drive-by rezzing, well... When You rez someone do not stand there waiting to get a warm thank You for doing it, of course if You rez them then they will most likely thank You but if You cast rez on someone that is afk, or not in the game, then You are going to be waiting for that "thank You" for a long time. My advice is if You rez someone not in your party or when You are solo, just keep moving along and doing your business as they know who rezzed them and will send You a thank You tell if they exist. I have rezzed many bodies that were just laying there on the ground but alas they either refused or were not in-game, I would guess that The actual peeps I brought back to life was less then 20% of the people I casted rez on, it takes allot. of mana and time, Bliz should remove the bodies if they are not in game. By now You should understand the basics of playing a Priest, and at the capitol city You should also find your "bank" as this has numerous "slots" to store your items, before storing items see if You can "stack" them by dragging one item over the top of another items of the same type. Stackable items include: potions, food, water, crafting materials, and

crafting supplies. Also depending on which type of server You are playing on PvP or PvE You may start to see enemies from the other "realm." From level 10-20 the basics of the game and the mobs start to take You out of the "noobness" and into the full game, expect to fight "caster" mobs, "bow and arrow" mobs and mobs that will give You poison, stuns, or other negative status effects. You may also want to open your "social" window and flag yourself as "looking for a group" if that is a style of play that You desire.

Leveling 12-14

At Level 12 You may buy the following skills:

Power Word Fortitude Level 2(8 silver)

Cost = 155 Mana ----- Casting time = Instant ----- Range = 30 yards.

Raises Stamina of the target by 8 Increasing their hit points.

Spell lasts 30 minutes.

Power Word Shield Level 2(8 silver)

Cost = 75 Mana ----- Casting time = Instant ----- Range = 40 yards ----- Cooldown = 4 secs.

This spell shields your target, for 88 Damage and lasts for 30 secs. The shield will break after 30 secs or the shield takes 88 damage whichever occurs first. During the time that You are shielded, You may cast spells without being interrupted. You may not be shielded again for 30 secs.

Inner Fire Level 1(8 silver)

Cost = 20 Mana ----- Casting time = Instant

This spell Increases the caster attack power by 20 and Armour by 210.

Spell lasts 3 minutes

Finally Inner fire! Up until now it has been more difficult to level up solo compared to other classes, but with inner fire that all changes. Make sure You remove Your older Power Word Shield and Power Word Fortitude spells and replace them with the new ones as these are much more stronger, notice the Level 1 Power Word shield only shielded for 44 damage this new one shields for 88. Always before pulling or entering combat cast inner fire as this spell makes combat a whole lot easier. Also note that the cost of inner fire is extremely small, only 20 mana. If You are on the horde side and You are a Tauren, Orc or troll You should be at the crossroads (that's a town), if You are Undead then You should be at the sepulcher. Here you will start to find that you are not in the lobie noob zones anymore. The majority of the mobs are aggressive (red con) and if You pull them and they have buddies nearby they will come also. You will also find mobs that "call" other mobs if they get hurt and are close to death, so if there are other mobs close by that are of the same type do not be surprised if they agro You when You have the mob You are working on almost dead. The best way to see this is to mouse over your chat window, go to the tab that says "combat" left click and hold and drag it to the right side of your screen to separate it from the chat window, now You can review all the damage and other combat related actions taken by You and the mob You were in combat with, as well as seeing any new chat messages in the chat window. At this level You really need to be paying full attention to your surroundings. If You are Undead and hanging around the sepulcher. Doing quests You may run into a unique mob named "son of aragul" this mob will agro You from far away, and will kill You in one to 2 hits, if You see him run, do not investigate unless You need a free trip to the graveyard... If you are Orc, troll or Tauren stay away from the "dinosaur looking" lizards south of the crossroads as they are melee and casters, and will zap You with lightning damage. Needless to say, now is a good time to get in a group. Also at the crossroads I am 99.9% sure You will experience your first PvP encounter... If you are Undead and want to go to the crossroads simply go to the "airport" a little north of the Undercity, look up and You might see one of the

airships flying in to dock. Climb the stairs to the tower and take the "west" airship this will take you right outside of Orgrimmar the Orc main city, after You get off the city id to the west about a 1 minute run. The trip in Open Beta was free, as You just walk onto the airship. Do not take the "east" airship as this takes You down close to Booty Bay and trust me You are not ready for that yet...

Leveling 14-15

At Level 14 You may buy the following skills:

Holy Smite Level 3(9 silver)

Cost = 65 Mana ----- Casting time = 2 secs ----- Range = 30 yards.

Causes target to take Holy damage of 54 to 62

Cure Disease(There is no Level to this spell)(9 silver)

Cost = 60 Mana ----- Casting time = Instant ----- Range = 30 yards.

Removes 1 disease status from a friendly target or self.

Renew Level 2(9 silver)

Requires: None 55 Mana

Instant cast

40 yard range

Heals the target or self for 85 damage over 15 secs. (This is a HOT spell - Heal Over Time)

Psychic Scream Level 1(9 silver)

Cost = 100 Mana ----- Casting time = Instant ----- Cooldown = 30 secs.

The caster screams causing up to 2 targets close to the caster to run away in fear for up to 8 secs.

At level 14 You should already know to replace your weaker versions of spells with the newer and stronger ones You just bought. You have 2 new spells here "Cure Disease" and "pyschic Scream". Cure Disease I have not found a use for at this level, so I am sure You will need it later on, I have been poisoned but this does not seem to work on that status effect. Psychic Scream is an "emergency" spell, Insta casted but big mana cost (100) sometimes though this will get resisted so be prepared. The Priest at this level is pretty versatile solo, You should always cast inner fire before combat but depending on which mob You are fighting and how hard it is You may not need to cast Power Word Shield or Renew in the middle of combat, but for mobs at your level You will probably need to cast one of them. As a general note on playing this heavy healing class, do not be surprised if a group 3-4 levels above You, asks You if You would like to be in their group, as heavy healing classes are not in great abundance in MMORPG's, and from what I saw in Open Beta WOW will not be an exception. You should by all means jump at these opportunities as they present themselves as they will yield far superior exp points compared to what You would be getting if You were soloing. As far as what to do if You see someone getting whacked on and You know they are going to die unless You heal them, well that is your choice, if they ask by all means give them a heal but if they don't ask and You heal them, do not be surprised if You get yelled at, yes You healing them did not cause them to lose any exp or anything but in other MMORPG's that WOULD have cost them to lose it

Leveling Warrior to Level 20

Race played = Tauren

Level obtained = 20

Armour = cloth, leather, mail, (use mail if you have a choice) at level 40 you may use plate (with training)

Weapon of choice = Ax/Shield

Leveling Difficulty = Medium

NOTE: the cost to buy each skill is listed next to its name. The Warrior Leveling 1-15

The Warrior is a very "Item Dependent" class, you need to keep your Armour and your weapons very close to your level or risk being "gimped". If you are a player that likes to be in a group then, your items will be even more important as the group will expect you to take and HOLD agro. In the MMORPG Shadowbane a good tank was just about impossible to solo with any class, in DAOC, a S/S(S/S = Sword/Shield) tank could hold his own in PvP but really did not shine in any particular form. In WOW it is really going to be your choice, do you want to deal massive damage up front and in a mob's face? If so then go 2 handed putting full talent points in "arms" and "fury", want to play the shy defensive type? Then go 1 hand/Shield putting most of your points in the "protection" talent tree. As the end of Open Beta approached there was a LARGE number of debates going on about the Warrior class as allot of peeps simply felt that the warrior could not stand on its own as it was built, regardless of the skills it used or the talents it took. The Warrior I played went Ax/Shield and although I had no problems soloing to level 15, I did start to see some weaknesses in the level 15-20 range, the problem was not damage output but rather being able to take damage, I am very used to a "block" with a shield being a "block", however in WOW a "block" with a shield simply reduces the damage taken it does not erase it completely. Anyway I am not complaining about the

Warrior class as that is not what I am here to do, I just mention it now because you might want to wait a few weeks, before playing this class as I am sure if Bliz sees the Warrior population being very tiny they will make some changes to get more people to play this class. nerf...(I don't know what to nerf maybe ALL the mobs - lol) The first thing you want to do is open your inventory and right click on the scroll, or other object that will open the quest window on the left side of the screen and give you your first quest, accept the quest and if you look on your minimap you should see a little yellow dot this dot represents the NPC that you talk too to complete your first quest.(You may have to walk a little ways, but just starting off the quest NPC is usually very close to your starting location) For future reference anytime you see a little yellow dot on your minimap this is the location of an NPC that you have completed a quest for. When you get to level 5 you may take a trade skill, which may also show you little yellow dots on the minimap, these will either represent a "mine node" (if you have the skill "mining")that can be mined or a "herb plant"(if you have the skill "herbalism") that can be harvested.

Leveling 1-4

From level 1-4 you will have the following skills available:

Heroic Strike Level 1 (free/quest)

Cost = 15 Rage ----- Activation = Next melee attack ----- Must have melee weapon equipped. (Stance? SEE PARAGRAPH BELOW)

A Melee attack that raises melee damage by 10.

Battle Stance (free)

Cost = 0 ----- Activation time = Instant ----- Wipes out 100% of rage (there is a talent that will allow you to keep some rage while changing stances).

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This "stance" is the normal stance at the lower levels and generates rage when you get hit and when you cause damage.

Battle Shout Level 1 (10 copper)

Cost = 20 Rage ----- Activation time = Instant

This ability raises the groups attack power by 19. (It will raise yours as well if solo)

Ability last 2 min.. (This time can also be increased with the use of talents)

A caster in WOW starts out with health and mana, a Rouge starts out with health and 100 energy, a Warrior starts out with health and an empty "rage" bar. As the warrior hits a mob the rage bar will start to fill, (it has been my experience that the more damage the mob takes from your hit the more rage you receive) and you will also gain a very small amount of rage when you are hit. You can think of "rage" as a casters mana bar but it starts on empty, as it fills you have enough "rage" to use skills such as Heroic Strike. At this level you only have 1 "stance" so you will in that stance all the time that you are online. A typical combat until you get more skills is simply to close to melee range with a mob and click on the skill Heroic Strike anytime that you have enough rage to do so. The skill Battle Shout, should only be used if you know that within the next 2 minutes you will be in another melee combat. If you find that any skills are mentioned here or later in this article then simply open up your abilities window and left click on the skill then drag it to your hotbar and left click it again. To start combat simply right click a mob and move into melee range. At the lower levels you will only experience the "melee" type mob's, later on you will face mobs that once you attack them they may start casting a spell on you. As you noticed above there is a message to "see paragraph below" this is in reference to numerous changes Bliz has made in the days (and with the last patch within hours) to the warrior class as of the close of Open Beta. Although this guide is only to get you to level 15, so for the most part you have nothing to worry about for now. But later on you will need to check with your trainer and see what skills require what stances, this will be very important to check BEFORE you start throwing points into talents. Remember, talent points are a "bonus" to your combat abilities, and

you are not forced to place them when you start getting them at level 10, it is far better to save them for a few levels until you get clarification on topics such as required stances and such, then to place the talent points and have to pay 10 gold to get them untrained... From now until level 4 simply get within melee range and just whack him with your weapon a few times and he should die. By now you should be getting to level 4.

Leveling 4-6

At level 4 you may buy these skills:

Rend Level 1(50 copper)

Cost = 10 Rage ----- Activation time = Instant ----- range = melee ----- Must have melee weapon equipped

Bleeds the target for 15 damage over 9 seconds.(a Minor DOT)

Charge Level 1(50 copper)

Cost = 0 ----- Range = 10-25 yards ----- Cooldown = 15 secs.

Charges at an enemy, stunning it for 2 secs and generating 9 rage, cannot be used while "in combat".

Pummel Level 1(1 silver)

Cost = 10 Rage ----- Activation time = Instant ----- Range = melee ----- Cooldown = 10 secs.

Slams the target for 4 damage and interrupts the spell being cast for 5 secs.

NOTE: I will mention this skill here, but one of the last things I heard in the Closing of the Open Beta was that this skill was removed, check with your trainer as soon as you can in game. This is a "caster killer" skill witch interrupts spell

casting, if you are equipped with a shield there is a skill called "Shield Bash" that you get at level 12 that does the same thing, interrupts spell casting.

Now you are a little better off, your new combat drill will be: Charge, Rend, Heroic Strike, Heroic Strike, Rend, Heroic Strike. (Don't forget Battle Shout if you are going to be "chain pulling" (chain pulling is when you engage another mob within seconds of finishing the first mob you were fighting, at low levels this is fine, but do not try to do this at higher levels with mobs that are your same level if you are solo.) A Warrior does not have mana so it does not need to keep "drinkable" items in his inventory so either sell them or give them to a caster friend, however to lessen downtime between pulls always have a supply of food on hand, at later levels you will find drinks that give you stat adds these you may want to consume instead of selling them or giving them away. Another thing to keep in mind is that your Charge skill can be activated quite a distance away from your target so start getting closer to your target as you watch the slot that your Charge skill is in, when the number in the slot box turns from red to white you are close enough to activate this skill. Continue on to level 6, at level 6 you will most likely leave the "noob" town and make your way to another town to get new quests and higher level mobs. Up to now when you see a mob it was most likely yellow which means that these will not attack you if you get too close, however if you see a mob that is red then this mob will attack you if you get too close, this is commonly called "agro".

Leveling 6-8

At level 6 you may buy the following skill(s):

Thunderclap Level 1 (1 silver)

Cost = 20 Rage ----- Activation time = Instant ----- Cooldown = 4 secs.

This is a PBAEO Thunder attack that will slow your enemies attack speed by 10% and do 7 Nature damage to them, this will last 10 seconds and will affect up to 4 targets.

I did not find the Thunderclap spell very useful, so I really did not use it, continue to complete all the quests you can and keep obtaining the best Armour and weapons you can without directly buying them from a merchant, for example: When doing a quest that offers you Armour pieces as a reward always take the Armour piece that will "add" the most Armour value to your character, this is not always the highest piece offered. If you have a choice of a "50 Armour chest piece" and a "30 Armour pair of boots" and you are wearing a "45 Armour chest piece" and a "5 Armour pair of boots" take the new boots! By now you should be pretty familiar with the quest system as well as knowing what level mobs you can handle. It has been my playing experience that you should only kill mobs your level or 1-2 levels higher as anything else is going to cause too much down time and too much food consumed or a possible death, and you will find that the exp is not worth it at all, after you figure in the risk and the downtime needed to recover from the lost health. Also if you are going to take any trade skills get them now, even if you have to take some time to walk to your nearest capitol,(which is pretty close to you now, regardless which race you have chosen) You can get your 2 main tradeskills at lvl 5.

Leveling 8-10

At level 8 you may buy the following skills:

Hamstring Level 1(2 silver)

Cost = 10 Rage ----- Range = melee ----- Must have melee Weapon equipped

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Hits the enemies legs for weapon damage + 5 additional damage, also slows the enemies movement by 60% for 15 secs.

Heroic Strike Level 2(2 silver)

Costs = 15 Rage ----- Activation = Next melee attack - Must have melee weapon equipped.

A melee attack that raises damage by 18.

Parry(2 silver)

Costs = 0 ----- This is a passive skill, to see your actual Parry chance open your abilities window and click on the general tab then look at the skill named Parry.

Here you receive the skill Hamstring, because of my playing style I really did not use this, because at level 10 I trained in throwing knives, so if the mob ran away I would just chuck a knife or 2 at him and he would come running back.(If he did not run into hi friends and bring additional agro, lol) The Parry skill is useful even if you want to go 2 handed as this ability would also give your 2 handed weapon a chance to parry. The next rank of Heroic Strike is here to help boost your damage output as well. It should be noted however that you could use Hamstring as an "emergency" skill, simply activate it and if it hits run as the mob would be too slow to keep whacking on you. By now you should have visited your capitol or have a quest that leads you to your capitol for your race. At level 10-11 you will most likely leave the level 5-10 "area" and be sent on a quest to visit a new location, this is also the level at which you may be introduced to your first "elite" quest. Elite quests are not meant to be done solo and no you cannot solo an "elite" mob that is your same level in most cases. I believe Bliz did this to encourage "grouping" after level 10 if you so desire. You can easily tell an "elite" mob from a normal mob by the word "elite" in the mobs name or the wreath around the mobs pic when you left click it. You can safely left click a mob to get info however if you right click it then you enter combat mode with that mob.

Leveling 10-12

At level 10 you may buy the following skills:

Punishing Blow Level 1(3 silver)

Cost = 10 Rage ----- Cooldown = 2 minutes ----- Must have melee weapon equipped.

A brutal attack that raises damage by 7 and causes a lot of threat to yourself, lasts for 6 secs.

Defensive Stance(quest reward)

Cost = 0 ----- Activation time = Instant -----Wipes out 100% of rage(there is a talent that will allow you to keep some rage while changing stances)

This is the Next stance you get after Battle Stance, you still generate rage when you hit and when your receive a hit but this Stance raises your Defense by 10 and allows some Stance restricted moves that you will obtain later

Blood Rage Level 1(3 silver)

Cost = 0 -----Cooldown = 20 secs -----requires defensive stance(I believe this requirement was changed recently check with your trainer)

This ability will generate 20 rage over 10 secs, BUT will take a chunk of health from you instantly, the warrior is also considered "in combat" so you cannot charge if you use this.

Taunt Level 1(silver)

Cost = 5 Rage ----- Activation time = Instant ----- Must be in Defensive Stance for this ability

Teases the target to attack you, increasing threat.

Punishing Blow I did not use as I was always solo, so there was simply nothing more I could do to make the mob attack me besides whacking him

upside the head wit my ax, this is a "group" skill to try and get the agro off a healer or other caster. Defensive stance is the stance that I used most as this seemed to work the best for me, as I have stated earlier I never had a problem with damage output just being able to take damage even with the above average hit points. Blood Rage is really 2 sided, as it does give you the 20 rage but the health you lose is instant and it seemed to be about 10% of my hits, so as far as I am concerned this is really a toss up, if you use this in a tight battle I hope you have a big heal potions on your hotbar... Taunt, this is another skill I did not use since I was solo, however I have heard numerous problems with this, mainly as the warrior not being able to hold enough agro regardless if using it or not, not to cause a fuss but WOW is really new, which means we are all noobs playing it, and in my experience in past MMORPG's I have seen many clerics spam casting large heals in battle, and then screaming when they get agro and cant figure out why and simply blame it on the tank that is supposed to be holding the agro, I am not saying this is the case in WOW, but I am sure this has happened here more then anyone will admit, after all it is a new game. By now you should understand the basics of playing a Warrior, and at the capitol city you should also find your "bank" as this has numerous "slots" to store your items, before storing items see if you can "stack" them by dragging one item over the top of another items of the same type. Stackable items include: potions, food, water, crafting materials, and crafting supplies. Also depending on which type of server you are playing on PvP or PvE you may start to see enemies from the other "realm." From level 10-20 the basics of the game and the mobs start to take you out of the "noobness" and into the full game, expect to fight "caster" mobs, "bow and arrow" mobs and mobs that will give you poison, stuns, or other negative status effects. You may also want to open your "social" window and flag yourself as "looking for a group" if that is a style of play that you desire.(You also may choose to pick a talent here, see the bottom of this post for a link to a list of the talents available.)

Leveling 12-14

At level 12 you may buy the following skills:

Overpower Level 1(8 silver)

Cost = 5 Rage ----- Activation time = Instant ----- Range = melee ----- Cooldown = 5 secs ----- Must have melee weapon equipped ---- Must be in Battle Stance.

This skill cannot be blocked, parried, or dodged, however you may only use it after your target dodges your attack, cause weapon damage + 5.

Shield Bash Level 1(8 silver)

Cost = 10 Rage ----- Activation time = Instant ----- Range = melee ----- Cooldown = 10 secs ----- Must have Shield equipped ----- Must be in defensive stance

Slams the target for 6 damage with your shield, cancels the spell being cast for 8 seconds.

Battle Shout Level 2(8 silver)

Cost = 20 Rage ----- Activation time = Instant

The next level in your battle shouts increasing your attack power by 35 as well as your groups attack power.

Skill lasts 2 minutes.

Overpower is a very useful skill IF you have your eyes glued to the hotbar to see when it lights up so you can use it. Shield Bash is the skill I mentioned earlier that is a necessity to use against caster class mobs, and battle shout now deserves a little more attention as the attack power increase will now be noticeable in the damage you do. I would set up a typical combat here but I have no idea how your are going to spec your character... Maybe you are going to go Dual Wield @ lvl 20, maybe you are using 2 handed weapons by now, I believe the most important thing to remember is simply remembering to keep your

Armour and weapon up to the closest you can to your level without wasting coin at the vendors, check the auctions,(located in Orgrimar for the Horde) I guess regardless how you play your warrior some fundamentals would be to STAY AWAY from casters, yeah you can run in and charge one, but what happens if you agro another caster close by? You will be getting nuked from a distance and if you run you will be getting nuked by the one you agroed and the one that you were fighting. At level 10 I went and bought the "thrown" skill for 10 silver and if I ever had to pull a caster mob for a quest I would throw a knife at it then run away, the caster mob would run after me and when it got far enough away for the other casters mobs I turned around and ran straight at it, I could not charge it since I was already flagged for combat but I was able to close and use my shield bash every chance I could, this worked out rather well for me. Another mob you want to stay away from if you can is a bow mob as these again have ranged attacks and you will face the same problem as if you were facing a caster class, and a caster that can heal itself is double trouble to a Warrior. For now it is probably best if you move on, if you are on the horde side and you are a Tauren, Orc or troll you should be at the crossroads (that's a town), if you are Undead then you should be at the sepulcher. Here you will start to find that you are not in the lobbie noob zones anymore. The majority of the mobs are aggressive (red con) and if you pull them and they have buddies nearby they will come also. You will also find mobs that "call" other mobs if they get hurt and are close to death, so if there are other mobs close by that are of the same type do not be surprised if they agro you when you have the mob you are working on almost dead. The best way to see this is to mouse over your chat window, go to the tab that says "combat" left click and hold and drag it to the right side of your screen to separate it from the chat window, now you can review all the damage and other combat related actions taken by you and the mob you were in combat with, as well as seeing any new chat messages in the chat window. At this level you really need to be paying full attention to your surroundings. If you are Undead and hanging around the sepulcher. Doing quests you may run into a unique mob named "son of aragul" this mob will agro you from far away, and will kill you in one to 2 hits, if

you see him run, do not investigate unless you need a free trip to the graveyard... If you are Orc, troll or Tauren stay away from the "dinosaur looking" lizards south of the crossroads as they are melee and casters, and will zap you with lightning damage. Needless to say, now is a good time to get in a group. Also at the crossroads I am 99.9% sure you will experience your first PvP encounter... If you are Undead and want to go to the crossroads simply go to the "airport" a little north of the Undercity, look up and you might see one of the airships flying in to dock. Climb the stairs to the tower and take the "west" airship this will take you right outside of Orgrimmar the Orc main city, after you get off the city id to the west about a 1 minute run. The trip in Open Beta was free, as you just walk onto the airship. Do not take the "east" airship as this takes you down close to Booty Bay and trust me you are not ready for that yet...

Leveling 14-15

At level 14 you may buy the following skills:

Revenge Level 1(12 silver)

Cost = 5 Rage ----- Activation time = Instant ----- Range = melee - Cooldown = 5 secs ----- Must be in Defensive Stance

This skill Instantly strikes back at an opponent for 12-14 damage, however it can only be activated after you block, dodge or parry.

Shield Block(12 silver)

Cost = 10 Rage ----- Activation time = Instant ----- Cooldown = 5 secs. -----Must have shield equipped ----- Must be in defensive Stance.

Raises your chance to block by 75% for 5 seconds, but will only block 1 attack.

Demoralizing Shout Level 1(12 silver)

Cost = 10 Rage ----- Activation time = Instant ----- Cooldown = 5 secs.

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Lowers nearby enemies attack power by 30

Ability lasts 30 seconds.

Revenge I did not use as again this is a skill that you must constantly "baby-sit" to see if you can use it, Shield block works really well as it only has a 5 sec cooldown and it costs very little to use. Demoralizing shout is another very good skill to use when you are fighting more than 1 mob at a time. From here to level 20 it seemed to get harder and harder to take on mobs my own level or 1 level above me as, I was just taking too much damage I did the best I could to keep my items at my level and even crafted a few items for myself that added about 70 more Armour. It just seemed that I was always 2-3 steps behind where I should be as far as taking damage was concerned. Pretty soon you will be heading to your second set of "elite quests", so hopefully by now you have met quite a few players and already have some friends you can do the quests with. As you do your quests remember that the top most quest in your quest list under an area is the easiest one to complete, so in most cases you should do these quests first.

Leveling Warlock to Level 20

Race played = Orc

Level obtained = 15

Armour = cloth only

Weapon of choice = dagger/offhand, Wand (at levels 15-20 you will find items that you may hold in your off hand that have stat adds like "branches" and "orbs" and other items. So it may be advisable to go dagger at level 10 to get that weapon skill raised. Wands, I believe are broke as of the Open Beta, but I still equipped one for the stat adds.

Leveling Difficulty = Medium - Hard

NOTE: the cost to buy each skill is listed next to its name.

Leveling 1-15

Forget everything you were ever told about the warlock class... This is not a warlock... It is a Vampire with a pet, life leech, mana drain, drain soul... I would describe the Warlock as a glass cannon but that simply would not fit as the glass part is correct but the cannon part is not. The Warlock class has the lowest amount of hit points I have seen out of all 8 classes, and the damage that the Warlock deals is mainly through numerous massive DOT's, this is not an easy class to play and will it shine at higher levels? I have no Idea, as it is just my job to get you to 15.

The first thing you want to do is open your inventory and right click on the scroll, or other object that will open the quest window on the left side of the screen and give you your first quest, accept the quest and if you look on your minimap you should see a little yellow dot this dot represents the NPC that you

talk too to complete your first quest.(You may have to walk a little ways, but just starting off the quest NPC is usually very close to your starting location) For future reference anytime you see a little yellow dot on your minimap this is the location of an NPC that you have completed a quest for. When you get to level 5 you may take a trade skill, which may also show you little yellow dots on the minimap, these will either represent a "mine node" (if you have the skill "mining")that can be mined or a "herb plant"(if you have the skill "herbalism") that can be harvested.

Leveling 1-4

At level 1-4 you already have(or may acquire) the following skills:

Shadow Bolt Level 1 (free)

Cost = 25 Mana ----- Casting time = 1.7 secs. ----- Range = 30 yards.

Shoots a Shadow Bolt at the targeted enemy, hitting for 13-18 damage.

Demon Skin Level 1 (free)

Cost = 50 Mana ----- Casting time = Instant

Increases Armour by 20 and health regeneration.

Spell lasts 30 minutes.

Immolate Level 1 (10 copper)

Cost = 25 Mana ----- Casting time = 2 secs. ----- Range = 30 yards

Torches the target for 13 to 14 damage and then DOT's for 14 damage over 21 seconds.

Summon Imp(quest)

Cost = 189 Mana ----- Casting time = 10 secs

Summons an Imp.

Firebolt - Pet spell(free)

Tools need = skill summon Imp

O.K. first things first, you should have demon skin casted on you 100% of the time you are online, until you quest for your first pet, the Imp, use this combo to pull: Immolate, Shadowbolt, Shadowbolt.(Just pray you do not have to melee too long) After you get the quest for you Imp and complete it, things get a little easier. The Imp should be viewed for what he is an "ugly Mage" he is a caster with very low hit points and refuses to enter melee. The easiest way to manage this at low levels is to tell the Imp to attack a target, WAIT until you here the "whoosh" of his fireball then start casting any DOT you have followed by constant chain casting of Shadowbolt, yes you will get agro a few times when this happens either melee the mob or run around in circles letting your pet nuke it to death.(daunt run straight away from your pet though) A little trick on casting spells... some spells when you get higher level have a "cooldown" time so you cannot keep casting over and over again, however at the lower levels wait until you see the green bar hit the end of the line and click again, do not wait for the bar to fill and disappear, click it as soon as the bar is filled this gives you about a .1 - .2 seconds of advantage over other players that simply wait until the bar disappears. By now you should be getting to level 4. Also remember that you can tell exactly when you are barely in range to cast a spell... Look at your hotbar at the spell you want to cast, gradually get closer to your target, When you are close enough the little number in the hotbar slot that your spell is in will turn white, this lets you know you can start casting, because you are now in range.

Leveling 4-6

At level 4 you may buy the following spells:

Curse of Weakness Level 1 (80 copper)

Cost = 30 Mana ----- Range = 30 yards

This spell gimps the target lowering the damage caused by the target by

3. You may only have 1 curse per target active.

Spell lasts 2 min.

Corruption Level 1 (copper)

Cost = 35 Mana ----- Casting time = 2 secs. ----- Range = 30 yards

DOT's the target for 45 damage over 36 secs.

Blood pact - Pet Spell (1 silver 30 copper)

Tolls required = Summon Imp

This is a pet spell here, buy it when you can (you need to be lvl 5) and when your pet uses it your stamina will increase by 3 as long as he is alive. (Your pet auto casts this spell)

At this point a typical combat will go: pet attack, as soon as pet casts, do immolate, corruption, shadow bolt, shadow bolt. You do have your demon skin buff active right? You will find that until you get your tank pet at lvl 10 "voidwalker," that it is all a game of agro management, the perfect way is to bounce the mob between you and your pet until it dies. Continue on to level 6, at level 6 you will most likely leave the "noob" town and make your way to another town to get new quests and higher level mobs. Up to now when you see a mob it was most likely yellow which means that these will not attack you if you get too

close, however if see a mob that is red then this mob will attack you if you get to close, this is commonly called "agro". At this point as far as food and water is concerned, you have so few hit points so food is not really needed just keep a steady supply of drinks available for when you mana burn, this will decrease down time.

Leveling 6-8

At level 6 you may buy the following spells:

Life Tap Level 1(2 silver)

Cost = 27 health ----- Casting time Instant

Takes away 27 life and gives you 27 Mana

Shadowbolt Level 2(2 silver)

Cost = 40 Mana ----- Casting time = 2.2 secs ----- Range = 30 yards

Fires a Shadow Bolt at the enemy, hitting for 26-33 damage.

You should be a little more used to your pet by now, so you should understand what he can do(cast spells and die) and what he cannot do.(Tank) The Life Tap spell wont help you much now as you really should not be using this as you still do not have enough health. If you absolutely feel you must use this skill to level faster then cast it, BUT ONLY when you have 100% hit points, hit points at these lobie levels generate pretty fast even when walking around. I am sure you know that the shadow bolt spell you get here is an upgrade for shadow bolt level 1. By now you should be pretty familiar with the quest system as well as knowing what level mobs you can handle. It has been my playing experience that you should only kill mobs your level or 1-2 levels higher as anything else is going to cause a "mana dump" and a possible death, and you will find that the exp is not worth it at all, after you figure in the risk and the downtime needed to recover from the mana dumping. Also if you are going to take any trade skills get them

now, even if you have to take some time to walk to your nearest capitol,(which is pretty close to you now, regardless which race you have chosen) You can get your 2 main tradeskills at lvl 5.

Leveling 8-10

At level 8 you may buy the following skills:

Curse of Agony Level 1(3 silver 50 copper)

Cost = 25 Mana ----- Casting time = 1.5 secs. ----- Range = 30 yards

DOT that hits for 60 damage over 60 seconds. You may only have 1 curse on any 1 target at any 1 time.

Fear Level 1(3 silver 50 copper)

Cost = 35 Mana ----- Casting time = 1.5 secs. ----- Range = 20 yards.

Causes the target to be afraid forcing it to run away for up to 10 sec. You may only fear 1 Target at a time.

Firebolt Pet Spell(3 silver 50 copper)

Cost = Pet Mana 20 Mana ----- Casting time = 2 secs. ----- Range = 30 yards.

Hits target for 14-17 damage.(This is a pet spell that your pet auto casts all you have to do is buy it and give it to your pet)

Curse of Agony should replace the curse of weakness as you main curse spell, fear is an emergency spell in case the situation turns bad.(If the situation does turn bad and you fear a target make sure your pet is not still casting on it!) By now you should have visited your capitol or have a quest that leads you to your capitol for your race. As a side note you cannot sell conjured food or water, yes I already tried... At level 10-11 you will most likely leave the level 5-10 "area" and be sent on a quest to visit a new location, this is also the level at which you

may be introduced to your first "elite" quest. Elite quests are not meant to be done solo and no you cannot solo an "elite" mob that is your same level in most cases. I believe Bliz did this to encourage "grouping" after level 10 if you so desire. You can easily tell an "elite" mob from a normal mob by the word "elite" in the mobs name or the wreath around the mobs pic when you left click it. You can safely left click a mob to get info however if you right click it then you enter combat mode with that mob.

Leveling 10-12

At level 10 you may buy the following skills:

Demon Skin Level 2(7 silver 50 copper)

Cost = 120 Mana ----- Casting time = Instant

Increases the casters Armour by 40 and health regeneration.

Spell lasts 30 minutes.

Immolate Level 2(7 silver 50 copper)

Cost = 50 Mana ----- Casting time = Instant ----- Range = 30 yards

Torches the enemy target for 25 damage and then DOT's for an 42 damage over 21 seconds.

Create Minor Healthstone(7 silver 50 copper)

Cost = 95 Mana ----- Casting time = 3 secs. ----- Items required = Soul Shard

Creates a Healthstone that can be used to restore 100 health. These items will disappear if logged out more the 15 minutes.

Drain Soul Level 1(7 silver 50 copper)

Cost = 55 Mana ----- Casting time = Instant ----- range = 30 yards

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Drains the soul of the target, dealing 50 damage over 15 seconds. If the target dies while this spell is active then the caster will gain a Soul Shard.

Summon Voidwalker(quest)

Cost = 252 Mana ----- Casting time = Instant ----- Item required = Soul Shard

Summons a void walker to be a pet to the warlock.

Torment - Pet Spell(free)

Taunts the creature into attacking the void walker.

O.K. Allot of new spells here at 10.(As with most classes) Demon skin and immolate are both upgrades to previous spells. The health stone is kind of like an extra health potion, as a test I drank a health potion while wounded and then within 2 seconds used a health stone and everything worked just fine. The drain soul spell, the damage is not great but you need to be channeling this spell on a mob when it dies to get a Soul Shard. The Soul Shards can be used for a variety of things, for example to create(summon) a void walker you need a soul shard in your inventory, to create a health stone you need a soul shard in your inventory. The bad news is that Soul Shards DO NOT stack that's right better have a lot of big bags, or do what I do and only carry 3, if I get more then 3 I just destroy them. The pet spell torment is a pet auto cast spell, if this is working you should see a little box on your pet hotbar kind of glowing white if you see this then all is well, if you do not see this then you need to click on the spell in your pets hotbar to get it to turn on. By now you should understand the basics of playing a Warlock, and at the capitol city you should also find your "bank" as this has numerous "slots" to store your items, before storing items see if you can "stack" them by dragging one item over the top of another items of the same type. Stackable items include: potions, food, water, crafting materials, and crafting supplies. Also depending on which type of server you are playing on PvP or PvE you may start to see enemies from the other "realm." From level 10-20 the basics of the game and the mobs start to take you out of the "noobness" and into the full game, expect to

fight "caster" mobs, "bow and arrow" mobs and mobs that will give you poison, stuns, or other negative status effects. You may also want to open your "social" window and flag yourself as "looking for a group" if that is a style of play that you desire. (You also may choose to pick a talent here, see the bottom of this post for a link to a list of the talents available.)

Leveling 12-14

At level 12 you may buy the following spells:

Health Funnel Level 1 (10 silver)

Cost = 9 health and 5 health per second ----- Casting time = Instant ----- Range = 20 yards.

Channels 13 health to the casters pet every second for 10 seconds as long as the spell is channeled.

Shadow Bolt Level 3 (10 silver)

Cost = 65 Mana ----- Casting time = 2.8 secs. ----- Range = 30 yards

Fires a Shadow bolt at the targeted enemy, causing 48-56 damage.

Here you get your first Health funnel, never use this on an imp as by now you should have a voidwalker. As far as using health funnel to heal your pet in mid combat just remember this: The action that you are doing is seen by the server as a "heal spell" and yes do it a little too much and you just got the agro, and you are low on health... As I have said before the key to the Warlock is managing the agro between you and your pet, however a voidwalker is a "tank" class, so let him have the agro he can deal with it allot better then you. The ShadowBolt 3 here is an upgrade on a previous spell, and it should take its place. So you are here now, if you are on the horde side and you are an Orc you should be at the crossroads (that's a town), if you are Undead then you should be

at the sepulcher. Here you will start to find that you are not in the lobie noob zones anymore. The majority of the mobs are aggressive (red con) and if you pull them and they have buddies nearby they will come also. You will also find mobs that "call" other mobs if they get hurt and are close to death, so if there are other mobs close by that are of the same type do not be surprised if they agro you when you have the mob you are working on almost dead. The best way to see this is to mouse over your chat window, go to the tab that says "combat" left click and hold and drag it to the right side of your screen to separate it from the chat window, now you can review all the damage and other combat related actions taken by you and the mob you were in combat with, as well as seeing any new chat messages in the chat window. At this level you really need to be paying full attention to your surroundings. If you are Undead and hanging around the sepulcher. Doing quests you may run into a unique mob named "son of aragul" this mob will agro you from far away, and will kill you in one to 2 hits, if you see him run, do not investigate unless you need a free trip to the graveyard... If you are an Orc, stay away from the "dinosaur looking" lizards south of the crossroads as they are melee and casters, and will zap you with lightning damage. Needless to say, now is a good time to get in a group. Also at the crossroads I am 99.9% sure you will experience your first PvP encounter... If you are Undead and want to go to the crossroads simply go to the "airport" a little north of the Undercity, look up and you might see one of the airships flying in to dock. Climb the stairs to the tower and take the "west" airship this will take you right outside of Orgrimmar the Orc main city, after you get off the city id to the west about a 1 minute run. The trip in Open Beta was free, as you just walk onto the airship. Do not take the "east" airship as this takes you down close to Booty Bay and trust me you are not ready for that yet...

Leveling 14-15

At level 14 you may buy the following spells:

Curse of Recklessness Level 1(10 silver)

Cost = 40 Mana ----- Casting time = 1 sec. -----range = 30 yards.

Curses the target, increasing attack power by 20 and reducing Armour by 45. While cursed the enemy cannot be feared and will not flee. You may only have 1 curse active on a target at a time. Spell lasts 2 min.

Curse of Weakness Level 2(10 silver)

Damage caused by the target is reduced by 7 for 2 minutes. Only one curse per Warlock can be active on any one target.

Drain Life Level 1(9 silver)

Cost = 55 Mana ----- Casting time = Instant ----- Range = 20 yards.

Transfers 10 health every second from the target to the caster. Lasts 5 seconds.

Corruption Level 2(9 silver)

Cost = 65 Mana ----- Casting time = 2 secs ----- Range = 30 yards.

DOT's the target, causing 100 damage over 40 seconds.

Fire Shield - Pet spell(15 silver)

Cost = Imp 60 Mana ----- Casting time = Instant ----- Range = 30 yards.

This is a pet auto cast spell and only need s to be bought for the imp.(If you want it)

Gives the target a shield of fire. Every melee damaging hit against the target causes 5 fire damage to the attacker.

Blood Pact Pet Spell Level 2(30 silver)

Cost = 0 ----- Casting speed = Instant - Range = 20 yards.

Raises party members' Stamina by 7.

Here again is another ton of new skills for you and you pet. The 2 Curses, one of weakness and one of Recklessness I would not use as you have that good ole Curse of Agony. Corruption is an upgrade and here you get you first Drain, Drain Life, yeah its Kind of weak but you still have to love it.(You will get much better drains later on) Fire shield and Blood Pact are both Imp Pet spells, and if you afford them I would buy them both from the pet trainer, I know you wont be running around allot with your imp, but what happens when that void walker dies and you have no Soul Shards stored up? opps.... Fire Shield, is very useful as well. Pretty soon you will be heading to your second set of "elite quests", so hopefully by now you have met quite a few players and already have some friends you can do the quests with. As you do your quests remember that the top most quest in your quest list under an area is the easiest one to complete, so in most cases you should do these quests first.

Leveling Shaman to Level 20

Race played = Orc

Level obtained = 15

Armour = cloth, leather, can wear mail at 40 with training.

Weapon of choice = Mace/Shield until 10 then Ax/Shield(I switch to Ax at 10 to get that extra 5% Orc damage bonus for using axes.)

Leveling Difficulty = Medium (hard in PvP)

NOTE: the cost to buy each skill is listed next to its name.

The Shaman, Bliz describes this class as a Jack of all trades and master of none, we will see about that... The Shaman will definitely be a challenge for those of you who take him into high level PvP, as his skills are extremely spread around, not really being able to do any one thing like an expert. At the lobbie levels this is not apparent at all until you start to hit 10+, think of the Shaman as a pala... Oh?!? almost said the "p" word, being a Horde peep that is against my religion. The biggest single problem you will face will also be your greatest asset... Totems Yes they are awesome if used correctly, but even if used correctly will you be able to convince an alliance member to step inside your Shamanistic totemic circle of doom? ummm no... In PvE where the mobs have the intelligence of a high school senior on prom night, they will simply run right up to you, never stopping once to see the 4 totems you have sitting on the ground. So if you dare to enter the world of the Shaman do not expect to get massive kills in PvP as the opposing side will simply nuke you from range or totally ignore you, its not like you can just pick your totems up and start chasing them, no the Air totems do not have the fly ability enabled. Am I bashing the Shaman? Oh no, quite the opposite, the shaman will be the greatest challenge of all to play in PvP. That is why 90% of peeps play MMORPG's, for the challenge of being the best there is, and letting everyone else know it. Necessity is the mother of invention and if it is humanly possible to find a way to rack up the kills with a Shaman in

PvP, then it will be done. O.K. lets get you to 15 before I start a Shaman ritual or something... The first thing you want to do is open your inventory and right click on the scroll, or other object that will open the quest window on the left side of the screen and give you your first quest, accept the quest and if you look on your minimap you should see a little yellow dot this dot represents the NPC that you talk too to complete your first quest.(You may have to walk a little ways, but just starting off the quest NPC is usually very close to your starting location) For future reference anytime you see a little yellow dot on your minimap this is the location of an NPC that you have completed a quest for. When you get to level 5 you may take a trade skill, which may also show you little yellow dots on the minimap, these will either represent a "mine node" (if you have the skill "mining")that can be mined or a "herb plant"(if you have the skill "herbalism") that can be harvested.

Leveling 1-4

You will have (or may buy) these skills at lvl 1-4

Lightning Bolt Level 1

Cost = 35 Mana ----- Casting time = 1.5 secs. ----- Range = 30 yards.

A lightning bolt that hits your target for 26-30 damage.

Healing Wave Level 1

Cost = 35 Mana ----- Casting time = 1.5 secs. ----- Range = 40 yards.

Heals yourself or a friendly target for 39 to 49.

RockBiter Weapon

Cost = 30 Mana ----- Casting time = Instant.

Bufs the Shamans weapon by increasing the attack power by 26.

Spell lasts 5 minutes.

Stoneskin Totem

Cost = 35 Mana ----- Casting time = Instant ----- Must have the tool "Earth Totem"
Instant cast

Tools: Earth Totem

Summons a Stoneskin Totem with 5 health at the feet of the caster. The totem protects party members within 10 yards, reducing physical damage taken by 3. Lasts 45 seconds.

For your first few levels The "Lightning Bolt" spell will be your main pulling spell, Healing wave is here as well in case you need to heal between pulls. (Notice the really fast 1.5 sec cast rate) RockBiter is a weapon buff that you should always have on when about to begin melee, the stoneskin Totem is awarded to you after completing a quest, this is your first totem so make sure you get some good use out of it. Since Totems are insta cast spells, you really do not need to cast these before combat, simply cast one when you receive your first melee hit. Later on when you can drop 4 different totems you will have to do a little more advanced planning. Approach a "mob" and as you approach you will see that the numbered box that your Lightning Bolt spell is in turn from red to white, this means that the mob is in range for your spell. If the spell "Lightning Bolt" is not on your hotbar you will have to open your "abilities" page and left click to drag the icon to a place on your hotbar so that you may use it. So the mob is in range, what I do is right click the mob, this puts you into "combat mode" if the mob is in range you will swing at the mob with whatever weapon you have equipped, but hopefully the mob is still a little distance away so that you may cast Lightning Bolt to damage it. Once you do this, the mob will come to you to do battle. (At the lower levels you will only experience the "melee" type mob's later on you will face mobs that once you cast a spell on them they will start casting spells on you!) Once you cast Lightning Bolt you will see the "timing bar" start to fill when the bar is fully filled the spell will be casted, IMMEDIATELY click the

spell again so that you may start another Lightning Bolt spell. In most cases you will be able to get off 2-3 spells before the mob actually gets close enough to hit you. If the mob is in melee with you and you try to cast a spell the mob may hit you, if that happens your bar will "jump back" and the spell will attempt to continue casting. At the lower levels after the mob gets within melee range just whack him with your weapon a few times and he should die. A little trick on casting spells... some spells when you get higher level have a "cooldown" time so you cannot keep casting over and over again, however at the lower levels wait until you see the green bar hit the end of the line and click again, do not wait for the bar to fill and disappear, click it as soon as the bar is filled this gives you about a .1 - .2 seconds of advantage over other players that simply wait until the bar disappears. By now you should be getting to level 4.

Leveling 4-6

At level 4 you may buy these spells:

Earth Shock Level 1

Cost = 30 Mana ----- Casting time = Instant ----- Range = 20 yards ----- Cooldown = 6 secs.

This is an Insta cast spell that not only causes damage of 17-19 Nature damage, but also disrupts any spell being cast for 2 seconds.

This spell is very useful later on when facing casters, right now you just want to use this as an insta damage spell. As a Shaman since you can heal your self you really have no need for food, but keep all the drinks you find to replace your man to decrease downtime between pulls. Continue on to level 6, at level 6 you will most likely leave the "noob" town and make your way to another town to get new quests and higher level mobs. Up to now when you see a mob it was most likely yellow which means that these will not attack you if you get too close,

however if see a mob that is red then this mob will attack you if you get to close, this is commonly called "agro".

Leveling 6-8

At level 6 you may buy the following spells:

EarthBind Totem Level 1

Cost = 40 Mana ----- Casting time = Instant ----- Tolls required = Earth Totem

Creates an Earthbound Totem that slows enemies with 10 yards. Totem has 5 hit points.

Molten Blast Level 1

Cost = 30 Mana ----- Casting time = 1.8 secs ----- Range = 30 yards.

Flames the target for 18-26 damage

Healing Wave Level 2

Cost = 50 Mana ----- Casting time = 2 secs. ----- Range = 40 yards

Heals the caster or another friendly target for 64-78

The earthbound totem is really not needed at this level as you can just cast lightning bolt if a mob tries to run away. The molten blast spell is about the same power as the lightning bolt spell but has a little longer casting time. Healing wave 2 is an upgrade to your earlier Healing wave 1 spell. Still do as many quests as you can and always have the rockbiter buff on your weapon. By now you should be pretty familiar with the quest system as well as knowing what level mobs you can handle. It has been my playing experience that you should only kill mobs your level or 1-2 levels higher as anything else is going to cause a "mana dump" and a possible death, and you will find that the exp is not worth it at all, after you figure in the risk and the downtime needed to recover from the mana

dumping. Also if you are going to take any trade skills get them now, even if you have to take some time to walk to your nearest capitol,(which is pretty close to you now, regardless which race you have chosen) You can get your 2 main tradeskills at lvl 5.

Leveling 8-10

At level 8 you may buy the following spells:

Lighting Shield Level 1

Cost = 45 Mana ----- Casting time = Instant

This shields the caster with 3 balls of lightning. When the caster is hit in melee or by a ranged enemy they will be hit with of the lightning balls for 13 damage. Each hit that an attacker takes, takes away 1 lightning ball, the lightning balls will not discharge all at once and will only fire every few seconds.

Spell lasts 10 min. or until all 3 lightning balls are used up.

Lightning Bolt Level 2

Cost = 35 Mana ----- Casting time = 2 secs. ----- Range = 30 yards.

This is an upgrade from your Lightning Bolt level 1 spell and hits for 26-30 damage.

Earth Shock

Cost = 50 Mana ----- Casting time = Instant ----- Range = 20 yards ----- Cooldown = 6 secs.

This is an upgrade to your earth shock spell causing 33-35 lightning damage and interrupting spell casting for 2 secs.

StoneClaw Totem Level 1

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Cost = 20 Mana ----- Casting time = Instant ----- Cooldown = 30 secs. ----- Tools required = Earth Totem.

Creates a totem with 50 health for 15 secs that tries to taunt creatures into attacking it.

RockBiter Weapon Level 2

Cost = 55 Mana ----- Casting time = Instant.

Upgraded weapon buff increasing the attack power by 53

Spell lasts 5 minutes

A good idea is too cast lightning shield and rockbiter 2 right after one another, if you are soloing then the Stoneclaw will simply attempt to pull the agro from you, I have found that the vast majority of the time this did not work well. At this level I was still using the Stoneskin totem and casting Lightning Bolt to pull and kept casting it until mob closed to melee then hit an earthshock for the insta damage and then melee the rest of it. By now you should have visited your capitol or have a quest that leads you to your capitol for your race. As a side note you cannot sell conjured food or water, yes I already tried... At level 10-11 you will most likely leave the level 5-10 "area" and be sent on a quest to visit a new location, this is also the level at which you may be introduced to your first "elite" quest. Elite quests are not meant to be done solo and no you cannot solo an "elite" mob that is your same level in most cases. I believe Bliz did this to encourage "grouping" after level 10 if you so desire. You can easily tell an "elite" mob from a normal mob by the word "elite" in the mobs name or the wreath around the mobs pic when you left click it. You can safely left click a mob to get info however if you right click it then you enter combat mode with that mob.

Leveling 10-12

At level 10 you may buy the following spells:

Strength of Earth Totem

Cost = 30 Mana ----- casting time = Instant ----- required tools = Earth Totem

Creates an Earth Totem that increase the strength of all party members as well as the caster by 10, totem has 5 hit points and works within a radius of 20 yards.

Spell lasts 45 secs.

Flametongue Weapon

Cost = 60 Mana ----- Casting time = Instant

Bufs the casters weapon with 4-12 fire damage per hit, actual buff damage is based upon speed of the weapon.

Spell lasts 5 minutes

Flame shock Level 1

Cost = 55 Mana ----- Casting time = Instant ----- Range = 20 yards ----- Cooldown = 6 secs.

Insta cast spell that hits for 21 and then DOT's for an additional 24 damage over 12 secs.

Searing Totem Level 1

Cost = 30 Mana ----- Casting time = Instant ----- tools required = Fire Totem.

Creates a Totem that attacks a single enemy within 20 yards for 4-6 fire damage every 2 secs. Lasts 30 seconds. Totem has 5 hit points.

Here the Shaman can quest for a fire totem at level 11, once obtained the Shaman can now have 2 totems running at the same time a fire totem and an earth totem. Another bonus is another insta shock spell so now you have earth

shock insta AND the Flame shock Intsa.(Use the Flame shock insta first as this is a DOT) You also can now buff your weapon with Flametongue instead of RockBiter, Flametongue overall is the better buff. By now you should understand the basics of playing a Mage, and at the capitol city you should also find your "bank" as this has numerous "slots" to store your items, before storing items see if you can "stack" them by dragging one item over the top of another items of the same type. Stackable items include: potions, food, water, crafting materials, and crafting supplies. Also depending on which type of server you are playing on PvP or PvE you may start to see enemies from the other "realm." From level 10-20 the basics of the game and the mobs start to take you out of the "noobness" and into the full game, expect to fight "caster" mobs, "bow and arrow" mobs and mobs that will give you poison, stuns, or other negative status effects. You may also want to open your "social" window and flag yourself as "looking for a group" if that is a style of play that you desire.(You also may choose to pick a talent here, see the bottom of this post for a link to a list of the talents available.) Although the shaman, at this point does not have emergency "get away" spell if things turn bad, drop an EarthBind totem and run it usually works well.

Leveling 12-14

At level 12 you may buy the following spells:

Rebirth

Cost = 140 Mana ----- Casting time = 10 secs ----- Range = 30 yards.

This is a rez spell that restores a dead friendly target to life, make sure after the rez that you heal the target right away as the target will only have 1% health.

Purge Level 1

Cost = 45 Mana ----- Casting time = Instant ----- Range = 30 yards

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Remove 1 positive benefit effect from an enemy target.(Not to be confused with the DAOC realm ability "purge" LOL)

Healing Wave Level 3

Cost = 90 Mana ----- Casting time = 2.5 secs. ----- Range = 40 yards.

Heals the caster or a friendly target for 129-155.

Fire Nova Totem Level 1

Cost = 115 Mana ----- Casting time = Instant ----- Tools required = Fire Totem.----

- Cooldown = 15 secs.

Creates a fire totem that will hit all enemies within 10 yards for 48-56 damage in 4 secs. Totem has 5 hit points.

Here we have a new interesting selection of new skills here, the Fire Nova Totem is kind of like a time bomb, after you place it will "detonate" in 4 seconds, there is a talent that will lower this time down to 2 seconds, only bad thing here is the 15 second cooldown on it. Rebirth is a rez spell that only gives the target 1% of health and purge, to me just does not seem like a good skill in PvE. Healing wave is the upgrade from level 2. Well now it seems like it is time for you to move along to mobs that are a little harder, start out in search of a town called the crossroads. Here you will start to find that you are not in the lobie noob zones anymore. The majority of the mobs are aggressive(red con) and if you pull them and they have buddies nearby they will come also. You will also find mobs that "call" other mobs if they get hurt and are close to death, so if there are other mobs close by that are of the same type do not be surprised if they agro you when you have the mob you are working on almost dead. The best way to see this is to mouse over your chat window, go to the tab that says "combat" left click and hold and drag it to the right side of your screen to separate it from the chat window, now you can review all the damage and other combat related actions taken by you and the mob you were in combat with, as well as seeing any new

chat messages in the chat window. At this level you really need to be paying full attention to your surroundings. Stay away from the "dinosaur looking" lizards south of the crossroads as they are melee and casters, and will zap you with lightning damage. Needless to say, now is a good time to get in a group. Also at the crossroads I am 99.9% sure you will experience your first PvP encounter...

Leveling 14-15

At level 14 you may buy the following spells:

Lightning Bolt Level 3

Cost = 55 Mana ----- Casting time = 2.5 secs. ----- Range = 30 yards.

Hurls lightning Bolt for 45-53 damage.

Earth Shock Level 3

Cost = 85 Mana ----- Casting time = Instant ----- Range = 20 yards ----- Cooldown = 6 secs.

Socks the target hitting for 60-64 damage and interrupting the spell being cast for 2 secs.

Stoneskin Totem Level 2

Cost = 75 Mana ----- Casting time = Instant ----- tools required = Earth Totem

Creates Totem with 5 hit points, reducing physical damage to all party members within 20 yards.

Spell lasts 1 minute.

Molten Blast Level 2

Cost = 45 Mana ----- Casting time = 2 secs. ----- Range = 30 yards.

Blasts the target for 32-44 fire damage.

Lightning Bolt is an Upgrade as well as the other 3 spells you get at this level. Something very important to remember about totems: you cannot "cast" a totem unless you have the actual totem somewhere in your inventory. By the time you hit the 14-15 range you will have figured out by now that the Shaman at these levels are really melee's using totems as "buff" If you can see Shaman in this way I believe it will make your Leveling allot easier. Pretty soon you will be heading to your second set of "elite quests", so hopefully by now you have met quite a few players and already have some friends you can do the quests with. As you do your quests remember that the top most quest in your quest list under an area is the easiest one to complete, so in most cases you should do these quests first.

Leveling Rogue to Level 20

Race played = Troll

Level obtained = 20

Armour = cloth, leather(use leather when you have a choice)

Weapon of choice = Dagger until lvl 10, then Dual Wield Daggers

Leveling Difficulty = Medium

NOTE: the cost to buy each skill is listed next to its name. The Rouge Leveling 1-15

So you heed the calling of playing the Rogue class. For you DAOC vets this rogue is quite a bit different from the ones used in that MMORPG. The first thing you want to do is open your inventory and right click on the scroll, or other object that will open the quest window on the left side of the screen and give you your first quest, accept the quest and if you look on your minimap you should see a little yellow dot this dot represents the NPC that you talk too to complete your first quest.(You may have to walk a little ways, but just starting off the quest NPC is usually very close to your starting location) For future reference anytime you see a little yellow dot on your minimap this is the location of an NPC that you have completed a quest for. When you get to level 5 you may take a trade skill, which may also show you little yellow dots on the minimap, these will either represent a "mine node" (if you have the skill "mining")that can be mined or a "herb plant"(if you have the skill "herbalism") that can be harvested. Some notes of interest on playing as a Rouge: You have an "energy bar" this starts at a value of "100 energy" when you use a "combat move" this reduces your energy by the amount mentioned in the skill description, if you do not have enough energy to perform the "combat move" then you will not be able to execute that "combat move", however you will always be able to do your normal combat melee swings. Certain combat moves "award combo points" the most combo points you may save up is 5, when doing a "finishing move" this uses all of your combo points to

execute the finishing combat move, obviously the more points you have saved up the more powerful the finishing combat move will be. If you switch targets in mid-combat you will LOSE all the combo points saved up. There is an assassination talent that will permanently raise your cap of 100 energy to a cap of 110 energy. (This might not sound like a big deal now, but trust me it is) Energy is replenished automatically in mid combat at a half decent pace. As a Rouge you should NEVER buy anything to drink, and sell all the drinkable items you find. (Unless the drinkable item has a status effect(s) that your Rogue desires) Rouses do not need drinks as they have no mana...

Leveling 1-4

The skills available to you from 1-4 are:

Eviscerate Level 1 (free)

Cost = 35 Energy ----- Range = Melee ----- Must have melee weapon equipped
Finishing Move

Finishing move that causes damage per combo point:

1 point: 8-12 damage.

2 points: 14-18 damage.

3 points: 20-24 damage.

4 points: 26-30 damage.

5 points: 32-36 damage.

Stealth Level 1 (10 copper)

Cost = 0 ----- Casting time = Instant ----- Cooldown = 10 secs.

Stealth's the Rouge, reduces movement speed to 50% of normal, lasts until cancelled by clicking on the "Stealth button" or Rouge attacks. (With the use of

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talents, a few skills will instantly re-stealth the rogue after using specific combat moves)

Sinister Strike Level 1 (free)

Cost = 45 Energy ----- Range = melee ----- Must have melee weapon equipped.

A melee attack that adds 3 damage points to your normal weapon damage.

Awards 1 combo point.

The rogue class does not use any magic and has no "buffs" (but will be able to use poisons at higher levels) The Rogue is kind of like a warrior in the aspect of it being a pure melee class. (The Rogue and Warrior are the only 2 classes in WOW that are melee only, although both the Rogue and Warrior can use ranged weapons such as bows, guns, and throwing knives, these items are for pulling only and will result in VERY small damage to the target) A little known fact about Rogues is that you may start using thrown weapons at level 1, although they are too expensive to buy at level 1, they should be bought as soon as possible as you don't want to run up to an aggressive mob in the middle of other aggressive mobs and "body pull" it, instead you would wait for one of the mobs to wander away from the rest and chuck a knife at him. As a personal note you may use bows and guns as a Rogue (with training) but to me this is silly as the damage you would cause would be meaningless, although you may want one later for the eye candy of carrying one around or for some other amusing reason. I am strictly a "play for blood" peep, another words you give me a dress and high heels and if they are better than the equipment I am wearing I will wear them, to me it only matters who is laying dead on the ground, and if it means I wear a dress for the win then so be it. Also knives fit into your ranged attack ammo slot very nicely even if you are carrying 200 of them.

For combat at these low levels simply target a mob by left clicking it and click on your weapon in the far left slot of your hotbar, or if you want to do things the easy way just right click a mob to enter combat mode with it. For these levels

you would use the combat move "Sinister Strike", Keep using this move as often as you have enough energy for, if you look at the top of your screen you will see "combo" points being built up on your target when you get the mob to about 30-40% of its hit points wait until you have enough energy then click on the "Eviscerate" skill to finish the mob off. If the Eviscerate skill is not on your hotbar open up your abilities window and left click it, and drag it to your hotbar. By the way stealth is not free as you must pay your trainer 10 copper to obtain that skill. You may watch your hotbar and can tell when you are in range of one of your skills when the color of the number in your hotbar turns from red to white, although melee range is pretty obvious as the mob will be right in front of you, when you get your first set of throwing knives this will help you out greatly by letting you know you are in range to throw a knife. Also, later on when you start to face "caster" mobs or "bow mobs" remember they will easily out-damage and kill you before your daggers kill them, so for "casters" and "bow peeps" you must close the distance to melee before beginning combat.(That is what stealth and backstab are for:)

Leveling 4-6

At level 4 you may buy the following skills:

Backstab Level 1(50 copper)

Cost = 60 Energy - Range = melee - Must have Dagger in main hand equipped.

Backstab the target, hitting for 150% weapon damage plus 15. Must be behind the target.(DOES NOT require Stealth) Awards 1 combo point.

Pick Pocket Level 1(50 copper)

Cost = 0 ----- Range = melee

Attempt to steal from the target, must be stealthed.

Now we have a new skill here "Backstab" In my opinion you should still body pull or pull with a thrown knife as a mob is never going to let you walk right up to it and backstab it, yes you can stealth and do this, but at this low of a level it is far better to wait until you get "Gouge" at level 6 to use this effectively. As far as pick pocket goes I only used this once or twice as I would rather spend my time Leveling here so I can steal from the much higher level mobs that have much more loot to take :) Continue on to level 6, at level 6 you will most likely leave the "noob" town and make your way to another town to get new quests and higher level mobs. Up to now when you see a mob it was most likely yellow which means that these will not attack you if you get too close, however if see a mob that is red then this mob will attack you if you get to close, this is commonly called "agro". At this level it is probably a good idea to keep an eye open for a second dagger because at level 10 you will get the skill "Duel Wield" so always keep 1 extra melee dagger in your inventory. When choosing what weapon to keep and which weapon to sell always judge a weapon by its D.P.S.(Damage Per Second), however keep in mind that you do not want a dagger that is "slow" although I have not seen a "slow" dagger from lvls1-20. Another thing about pick pocket, no you cannot use it to steal from player characters and the "pool" that you steal from is separate form the "pool" that the mob drops when it is killed, so feel free to pick pocket and a mob and then kill it and get even more loot.

Leveling 6-8

At level 6 you may buy the following skills:

Gouge Level 1(1 silver)

Cost = 45 Energy ----- Cooldown = 10 secs. ----- Range = melee ----- Must have melee weapon equipped.

Deals 10 damage to the target, stuns the target for 4 seconds and exits you from combat mode. Target must be facing you. If the target takes any damage, it will be pulled out of the "stunned status" Awards 1 combo point.

Sinister Strike Level 2(1 silver)

Cost = 45 Energy ----- Range = Melee ----- Must have melee weapon equipped.

A melee attack that adds 6 damage points to your normal weapon damage.

Awards 1 combo point.

The Gouge skill and how it works: You may use this skill anytime you are face to face with a mob(cannot do it from the back or side) and you have enough energy to use it. After it hits you will see the little "stunned effect" above the mobs head, also notice that you are not attacking the mob as this would pull it out of the stunned state. As soon as it is stunned, walk straight through the mob and turn around and click on the backstab skill, after you do this, normal melee combat will continue. You can use this skill as a "run away" skill simply Gouge it and run, you have 4 seconds before the mob will chase you. Also notice that this skill does not say "stuns the target for UP TO 4 secs", in other words the stunned mob will not become 'unstunned' in less then 4 secs unless damage is caused to the mob. The only problem with this skill is, there are plenty of times I whacked on a mob maybe using a Sinister Strike or 2 and then Gouged it, walked straight through it, turned around and waited... I did not have enough energy to execute the backstab, the 4 secs ran out and the mob started whacking on me again. Notice that the Gouge skill has a 10 sec cooldown this is so you do not endlessly gouge the target, waiting for your energy to build up, remember earlier I said how important that extra 10 energy is, that the talent grants you if you take it? At this level a typical combat would be: Gouge, walk behind, turn around and backstab, Sinister strike, wait for gouge timer to cooldown, gouge, walk behind, turn around and backstab, eviscerate for the kill(if the mob is still alive at this point you are in trouble...) If your dagger is not at your level or the mob is a level or 2 above you, pull it with a thrown knife.(I can usually throw 2 knives at a mob before it can get

close enough to me that I must melee it, although to accomplish this you must pull at the max range of your thrown knives) By now you should be pretty familiar with the quest system as well as knowing what level mobs you can handle. It has been my playing experience that you should only kill mobs your level or 1-2 levels higher as anything else is going to cause a you either allot of down time or a possible death, and you will find that the exp is not worth it at all, after you figure in the risk and the downtime needed to recover from the health lost. Also if you are going to take any trade skills get them now, even if you have to take some time to walk to your nearest capitol,(which is pretty close to you now, regardless which race you have chosen) You can get your 2 main tradeskills at lvl 5.

Leveling 8-10

At level 8 you may buy the following skills:

Eviscerate Level 2(2 silver)

Cost = 35 Energy ----- Range = melee ----- Must have melee weapon equipped.

Finishing Move

Finishing move that causes damage per combo point:

1 point: 16-24 damage.

2 points: 29-37 damage.

3 points: 42-50 damage.

4 points: 53-63 damage.

5 points: 68-76 damage.

Evasion Level 1(2 silver)

Cost = 0 ----- Cooldown = 5 min.

Increases dodge chance by 50%, lasts 15 secs.

The new skill here "Evasion Level 1" is an emergency skill that dramatically raises your dodge chance for 15 seconds. Level 9 will be your most difficult level yet as you get your "Duel Wield" skill at 10, although not actually doubling your damage it does help greatly. By now you should have visited your capitol or have a quest that leads you to your capitol for your race. As a side note you cannot sell conjured food or water, yes I already tried... At level 10-11 you will most likely leave the level 5-10 "area" and be sent on a quest to visit a new location, this is also the level at which you may be introduced to your first "elite" quest. Elite quests are not meant to be done solo and no you cannot solo an "elite" mob that is your same level in most cases. I believe Bliz did this to encourage "grouping" after level 10 if you so desire. You can easily tell an "elite" mob from a normal mob by the word "elite" in the mobs name or the wreath around the mobs pic when you left click it. You can safely left click a mob to get info however if you right click it then you enter combat mode with that mob.

Leveling 10-12

At level 10 you may buy the following skills:

Sprint Level 1(3 silver)

Cost = 0 ----- Cooldown = 5 min.

Raises movement speed for 15 seconds.

Sap Level 1(3 silver)

Cost = 65 Energy ----- Range = melee - Must have melee weapon equipped -----

Must be Stealthed.

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Stuns the target for 25 seconds. Only works on Humanoids that are not in combat. If target takes any damage it will come out of the stunned status. You may only "Sap" 1 target at a time.

Slice And Dice Level 1(3 silver)

Cost = 25 Energy

Finishing Move

Finishing move, Raises melee attack speed by 20%. Time "hastened" depends on amount of combo points used.

1 point: 9 seconds

2 points: 12 seconds

3 points: 15 seconds

4 points: 18 seconds

5 points: 21 seconds

Dual Wield(3 silver)

Cost = 0 ----- This is a passive skill

Allows the Rouge to equip 2 weapons(see my descript below)

At level 10 it's a whole new ball game for the Rouge class. The new Sprint skill lets you quickly run away when things turn ugly, in Open Beta though, I did notice that if you use the sprint skill and have a stun or slow effect put on you, the effect overrides the Sprint ability, I disagree with this, but I am not a Bliz Dev. The Dual Wield skill allows you to wield a "1 handed weapon" in your main hand and an "Off hand " weapon in your off hand, you CANNOT wield a "main hand" weapon in your off hand, even if it is a "1 Handed" weapon.(The item will say in the descript if it is a "Main Hand" or "Off Hand" weapon, if for some reason it does not, simply try to put it in your off hand, if it wont go, then it is not an "Off

Hand" weapon. The Dual Wield skill DOES NOT give you full damage from the weapon in your off hand, however it does give you considerable additional damage. The Slice and Dice skill increases your combat speed (not running or movement speed), I did use this once or twice but my playing style prefers the Eviscerate as a far better skill to spend my built up combo points on. And I saved the best for last... the Sap skill, although this has limited uses in PvE,(are you really going to come upon 2 mobs and Sap one while you combat the other knowing that in 25 seconds you will be forced to fight the second mob with less hit points and energy? - I solo mostly, so in a group, I guess this skill would be invaluable) but in PvP this skill is deadly, no it does not cause any damage, but how would you like it if you got hit with Sap, which is basically giving you a "time-out" in the corner, while your friends and buddies are getting whacked on? The only thing worse then dieing in PvP is to be forced to sit there and watch your friends dieing, while you are helpless.(In PvP always Sap or kill the Priest first, but of course you already knew this...) By now you should understand the basics of playing a Rouge, and at the capitol city you should also find your "bank" as this has numerous "slots" to store your items, before storing items see if you can "stack" them by dragging one item over the top of another items of the same type. Stackable items include: potions, food, water, crafting materials, and crafting supplies. Also depending on which type of server you are playing on PvP or PvE you may start to see enemies from the other "realm." From level 10-20 the basics of the game and the mobs start to take you out of the "noobness" and into the full game, expect to fight "caster" mobs, "bow and arrow" mobs and mobs that will give you poison, stuns, or other negative status effects. You may also want to open your "social" window and flag yourself as "looking for a group" if that is a style of play that you desire.(You also may choose to pick a talent here, see the bottom of this post for a link to a list of the talents available.)

Leveling 12-14

At level 12 you may buy the following skills:

Backstab Level 2(8 silver)

Cost = 60 Energy ----- Range = melee ----- Must have a Dagger in main hand equipped.

Backstab the target, hitting for 150% weapon damage plus 30. Must be behind the target.(DOES NOT require Stealth) Awards 1 combo point.

Kick Level 1(8 silver)

Cost = 25 Energy ----- Cooldown = 10 secs ----- Range = melee ----- NOTE: this is an INSTANT ability.

Kick for 15 damage and interrupt a spell being cast for 6 secs.

I forgot to mention this earlier but unlike the "caster" skills, the Rogue does not have to replace most skills as this is done automatically since the said skills always cost the same amount of energy to use. The new "Kick" skill is totally awesome against casters, whenever you are fighting casters NEVER(regardless of the circumstances) let your energy fall below 25.(Unless Kick is in a cooldown mode, which kind of ruins NEVER I guess) In Open Beta you would not believe how many times I almost had the mob dead and !WHAM! it casts heal on itself... Kick will interrupt ANY spell currently being cast. So you are here now, if you are on the horde side and you are a Tauren, Orc or troll you should be at the crossroads(that's a town), if you are Undead then you should be at the sepulcher. Here you will start to find that you are not in the lobie noob zones anymore. The majority of the mobs are aggressive(red con) and if you pull them and they have

buddies nearby they will come also. You will also find mobs that "call" other mobs if they get hurt and are close to death, so if there are other mobs close by that are of the same type do not be surprised if they agro you when you have the mob you are working on almost dead. The best way to see this is to mouse over your chat window, go to the tab that says "combat" left click and hold and drag it to the right side of your screen to separate it from the chat window, now you can review all the damage and other combat related actions taken by you and the mob you were in combat with, as well as seeing any new chat messages in the chat window. At this level you really need to be paying full attention to your surroundings. If you are Undead and hanging around the sepulcher. Doing quests you may run into a unique mob named "son of aragul" this mob will agro you from far away, and will kill you in one to 2 hits, if you see him run, do not investigate unless you need a free trip to the graveyard... If you are Orc, troll or Tauren stay away from the "dinosaur looking" lizards south of the crossroads as they are melee and casters, and will zap you with lightning damage. Needless to say, now is a good time to get in a group. Also at the crossroads I am 99.9% sure you will experience your first PvP encounter... If you are Undead and want to go to the crossroads simply go to the "airport" a little north of the Undercity, look up and you might see one of the airships flying in to dock. Climb the stairs to the tower and take the "west" airship this will take you right outside of Orgrimmar the Orc main city, after you get off the city id to the west about a 1 minute run. The trip in Open Beta was free, as you just walk onto the airship. Do not take the "east" airship as this takes you down close to Booty Bay and trust me you are not ready for that yet...

Leveling 14-15

At level 14 you may buy the following skills:

Expose Armour Level 1(12 silver)

Cost = 25 Energy ----- Range = melee ----- Must have melee weapon equipped.

Finishing Move.

Finishing move that removes a chunk of Armour from the target for 30 secs.

Removes more Armour for each point built up.

1 Point : 25 Armour

2 points: 50 Armour

3 points: 75 Armour

4 points: 100 Armour

5 points: 125 Armour

Garrote Level 1(12 silver)

Cost = 50 Energy ----- Range = melee ----- Must be Stealthed ----- Must be behind target.

Garrotes the target for 108 damage over 18 secs.(DOT Damage Over Time)

Adds 1 combo point.

Sinister Strike Level 3(12 silver)

Cost = 45 Energy ----- Range = melee ----- Must have Melee weapon equipped.

A melee attack that adds 10 damage points to your normal weapon damage.

Award 1 combo point.

Up until now you will notice that I have always said, "Must have melee weapon equipped" and "Must have Dagger equipped" This is because a Rogue may use other weapons to Dual Wield such as swords, you may notice that the skill "Backstab" says "Must have Dagger equipped" This was, as I understand it, subject to change as in the Open Beta I do not remember the actual skill saying this, however this was still the "official" description from Bliz.(maybe this was changed in the last 2 patches in the last week of the Open Beta) So when you first get the skill "Backstab" check the actual in game description, and if it does not say "Must have Dagger equipped" then you can use this skill with other weapons, such as swords. At level 18 you will be able to buy a skill called "Ambush" which does 250% weapon damage plus 50 and awards a combo point!!! I am 100% sure that you must have Daggers equipped for this skill, as well as being stealthed and behind a target mob. Pretty soon you will be heading to your second set of "elite quests", so hopefully by now you have met quite a few players and already have some friends you can do the quests with. As you do your quests remember that the top most quest in your quest list under an area is the easiest one to complete, so in most cases you should do these quests first. As a general side note, the "Rogue" class is a difficult one to play and you may be better off playing a less difficult character class before attempting to master this end game awesome PvP class...

Level 60 in 3 Weeks

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

Levels 1-20

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

Levels 20-26

Wetlands quests and raptors/slime/orcs for grinding. Redridge mountain Lakeshire quests.

Levels 26-30

Duskwood quests and undead for grinding. Hillsbrad critter roamers for grinding.

Levels 30-35

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

Levels 36-40

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

Levels 41-45

Hinterlands trolls, owl beasts, and wolves for grinding and quests. Badlands ogres, gnolls, and quests.

Levels 45-48

Tanaris quests and pirates on the eastern peninsula for grinding. Stranglethorn vale quests (only if you need rewards). Badlands greater elementals for grinding.

Levels 48-52

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

Levels 52-55

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

Levels 55-58

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

Levels 58-60

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