

# World Of Warcraft Mastery



# Guide

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# Introduction



What is World of Warcraft? If you have spent any time in the gaming community, particularly the online gaming world, you have heard of WoW. But have you played yet? Do you know what it is all about? You want to know all about this incredibly popular MMORPG? You may wonder how do I level? How do I make money to afford gear and skills? How do I use the interface? Well, read on because we have a lot of information for you.

Well, this is an increasingly popular game that is sweeping the world and that's why we have written this guide to help you out. We have provided basic information for those of you who are new and we have taken information from the best players in the game to help you.

After you read this guide, you will be playing like a pro. You will be leveling your character, your skills, making gold and more really fast. People will be wondering where you learned your secrets and how you got so good! If you are a noob (new player) or someone who has been playing a while, you can still benefit from this guide. Don't be that person that is always asking silly or annoying questions. We have all the answers for you right here!

So what are you waiting for? Aren't you ready to begin? Read on to learn more. If you are new to the game, you might decide to read straight through from beginning to end. If you already own the game, you might choose to skip to specific sections you are wondering about. It's all up to you. We've written the book so that you can quickly and easily find whatever you need.

# What is World of Warcraft?



World of Warcraft (commonly abbreviated as WoW) is a class-based massively multi-player online role-playing game (MMORPG) that was created by Blizzard Entertainment. In an MMORPG you will find yourself playing the same game at the same time with people around the World. You will be able to interact with someone from Florida while you're in California without having to pay long distance charges. You are playing in a real time chat and play environment and your decisions can shape your character. If you are into the gaming world, you have likely heard of Blizzard before and some of their other games such as Warcraft and Starcraft.

## ***History***

So what is the story behind World of Warcraft? What is it all about anyway? Well, this is the story of the Third War and the founding of The New Age. The history of Azeroth is filled with tales of war and struggles. The most destructive conflict know to the world is the invasion of the demonic Burning Legion. They planned their return to the mortal world over the course of many centuries. Four years ago, all of this planning came to action.

If you have played World Of Warcraft before then you might already understand the story line and have a good idea for what is going on here. But even if you haven't, you can pick up everything really quick. The controls and overall game play are also easy to figure out.

### *Gameplay*

So now that you understand a little more about the history of the game, just what is the game play all about anyway? What is the point of the game? Well, the great thing about MMORPGs is that there are many different objectives and the point of the game depends a lot on what type of player you choose to be.

In general, your goals are going to be to level your character. You are also going to want to complete quests (which help you level and give you things). You are going to want to level your professional skills. This means you become better at your profession and you are able to make better items to use or sell for profit. You also want to make money. The key point of making gold is to buy a mount. (We explain this later). But there are other reasons why you need money in the game. Money can be used for buying items at auction, bartering with other players, travel, buying healing and mana potions and many other items you need in game.

In an MMORPG you'll never have to worry about saving your game! Everything is saved server side so even if your computer crashes you can start up right where you left off. You can quickly quit the game and never have to worry about saving! You do not have to be online to receive anything in the mail because the server will save it for you and once you log on you could grab it!

It also costs you money to learn new skills as you advance in levels and it costs money to repair yourself after damage. So you can see that you need a good way to keep money coming in and to stay productive.

## How to Get Started



If you are interested in the game, you might be ready to just jump in and check it out for yourself. If so, you need a computer, an internet connection and then a copy of the game or a demo version from a friend who bought the game.

You are going to want to be sure your computer meets the system requirements before you begin as well. So we have listed those below.

### ***PC***

**OS:** Windows 98/ME/2000/XP

**Processor:** Intel Pentium3 800MHz or AMD Duron 800MHz

**Memory:** 256MB RAM

**Video:**

**Minimum:** 32MB 3D graphics processor with Hardware Transform and Lighting such as NVIDIA GeForce 2 class card or above.

**Recommended:** 64MB 3D graphics processor with Vertex and Pixel Shader capability such as NVIDIA GeForce FX 5700 class card and above.

**Sound:** DirectX compatible sound card

**Install Size:** 4 GB of free Hard Drive space.

### ***Macintosh***

**OS:** Mac OS X 10.3.5 or newer

**Processor:** 933MHz G4/G5 Processor

**RAM:** 512 MB RAM, DDR RAM recommended

**Video:** ATI or NVIDIA graphics processor with 32MB VRAM, 64 MB recommended.

**Controls:** Keyboard and mouse.

**Install Size:** 4 GB of free Hard Drive space

To install the game onto your computer, you simply insert the disk into your CD-ROM or DVD-ROM drive. The game comes on 4 CDs so you need to begin with the one labeled Setup 1. Insert it into the drive and double click on the icon. The installer should begin automatically for you.

You will be prompted when it is time to insert the second CD and then the third and forth. You will remove the previous CD, insert the next CD and simply follow the instructions on your screen to continue the installation. It's very easy. Depending on your computer's speed, the download could take some time. It is best (and will install faster) if you do not try to do anything else on your computer at the same time. Too many processes running will slow it down.

You also need to be prepared for patches. These are upgrades, changes and other things that have been added to the game since the original CDs were created. After you have installed everything else, your game will automatically download the patches so that you have the most current version of the game. This may also take some time.

### ***Play a Demo***

If you happen to have really cool friends that already have the game, you will note that their game comes with a free-trial for a free. Snag one of these and start playing on your own. This will give you an opportunity to create a character and begin playing to see how you like it.

The demo is the full version of the game for 14 days so you can really check it all out and see what you think. However, you need to be aware that you won't be able to keep your demo character. So if you are playing for a couple of days and you really like your character and the game, you might want to go ahead out there and purchase your own before your demo character gets any higher in level.

### ***Where to Get Your Own***

You can get your own version of World of Warcraft at any gaming store or at your local Wal-Mart or electronics store like Best Buy or Circuit City. You can also purchase online.

## **Account Billing and Setup**



Before you can play, you have to create an account. You need to setup your account and other details before you will be able to log into your account. Setting up the account is easy. You will need to either use a credit card to purchase time to play or you will have to purchase a game card from the store where you got your copy of the game. Whichever method you choose, you will be notified a couple days before your time is going to run out so that you can purchase another card. Credit card payments are typically charges automatically unless you tell them to stop.

### ***Account Creation***



After you have installed the game, it is time to create an account. You will be taken to the Login screen and you will be asked to agree to the Terms of use Agreement. You will then see a blank Login and Password field and this is where you enter your account information that you have previously created.

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If you have not created an account yet, you will see the option to Create Account. When you click on this, you will be taken out of the Login screen and back to your web browser where you will be able to create your account information. When you have finished creating this account, just go back to the Login screen. Your account name will not be the name of your character and no one will see it but you so you can make it anything you wish but make it something you can remember because you can not change it later. You can, and should, change your password from time to time however. As you may already know, changing the password is just another security feature to help your account stay safe.



### ***Billing***

When you purchase your copy of the game, you will get a free trial to the game. However, you will later have to pay to play the game. You will have to choose your method of payment and there are two basic forms of payment methods.

- You can use a credit card to pay
- Or you can get a game card from the store you bought your game from

If you have account or billing issues, you need to contact an Account and Billing Services representative. Some reasons why you might need to contact them are:

- Questions regarding billing
- Setting up your account
- Registering your account
- Recovering your account and/or password
- Canceling your account
- Reactivating your account
- Reporting a stolen or hacked account
- Other account or billing issues

If you need help, you can contact Blizzard at:

[billing@blizzard.com](mailto:billing@blizzard.com)

1-800-59-BLIZZARD



## Choosing Your Character Class



Your character class is an important decision when you begin to play. It will affect what you do and what you will do later in the game. You will first be asked if you want to be Alliance or Horde. The side you choose will effect which server you play on as well as what your character looks like. It's really just your personal choice unless you have friends that already play that you want to play with. If so, you need to find out what side and what server they play on so that you will be able to communicate with them while playing.

You will need to choose your:

- Race
- Class
- Gender
- Appearance
- Name

If you are Alliance, you can be a Dwarf, a Gnome, a Human or a Night Elf. If you are Horde, you can be an Orc, a Tauren, a Troll or an Undead. There are different class selections and different starting points depending on which of these you choose. We will explain them all below.

# Alliance

## Dwarf



**Class selection:** hunter, mage, rogue, paladin, priest and warrior

**Starting Area:** Coldridge Valley, Dun Morogh

**Capital City:** Ironforge

## Gnome

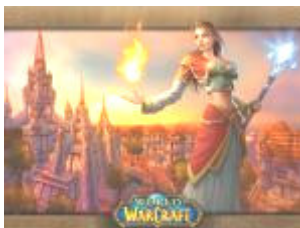


**Class selection:** mage, rogue, warlock, warrior

**Starting Area:** Coldridge Valley, Dun Morogh

**Capital City:** Ironforge

### Human



**Class selection:** mage, priest, paladin, rogue, warlock and warrior

**Starting Area:** Northshire Valley, Elwynn Forest

**Capital City:** Stormwind

### Night Elf



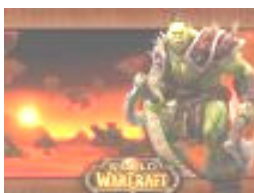
**Class selection:** druid, hunter, rogue, priest and warrior

**Starting Area:** Shadowglen, Teldrassil

**Capital City:** Darnassus

# Horde

## Orc



**Class selection:** hunter, rogue, shaman, warlock and warrior

**Starting Area:** Valley of Trials, Durotar

**Capital City:** Orgrimmar

## Tauren



**Class selection:** druid, hunter, shaman and warrior

**Starting Area:** Camp Narache, Mulgore

**Capital City:** Thunder Bluff

### Troll



**Class selection:** hunter, mage, rogue, priest, shaman and warrior

**Starting Area:** Valley of Trials, Durotar

**Capital City:** Orgrimmar

### Undead



**Class selection:** mage, priest, rogue, warlock and warrior

**Starting Area:** Deathknell, Trisfal Glades

**Capital City:** Undercity

# Classes

Below is a description of each of the classes and a little about what they do, what spells and abilities they have and what weapons they are good with. We will go into more class-specific details later but this is meant to help you choose your class. Once you have chosen the class you are going to be, you can focus on learning more details about that particular class and how to best succeed with them.

## ***Druid***

The Druid is a class that has great healing power. They also have very potent offensive spells and the awesome ability to shape-shift. If you've seen those cats or bears running around, those are druids.

If you want to be a druid then you need the race of Night Elf or Tauren. The primary attributes of this class are intellect, stamina and spirit. The most common weapon skills are staves, one handed maces or daggers and unarmed combat. Advanced weapon skills include daggers, fist weapons and spears.

Druids can wear cloth and leather armor. When it comes to spells, Druids have three categories; healing, buffs and offensive spells. They have healing spells both for immediate healing and also healing over time. Their offensive spells are good but are not the main strength of the Druid.

### Spells

A spell that can only be used outside is one that temporarily roots its target in place and is called the Entangling Roots spell. The higher level the spell is the more damage it will do over time.

If a Druid wanted to decrease the armor of a target or prevent it from becoming invisible they would use a Faerie Fire spell.

Moonfire will blast the enemy and do unpretentious damage to them and Starfire will send a bolt of damaging magic at its target.

The higher rank a druid is the more damage the spells will do.

### Starting Attributes

Race	STRENGTH	AGILITY	STAMINA	INTELLIGENCE	SPIRIT
Night Elf	17	26	20	21	21
Tauren	26	17	23	17	22

### Starting Statistics (With armor/weapon equipped in parentheses)

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Night Elf	44	100	1	14	3-3 (4-7)	1	52 (56)
Tauren	74	82	1	32	5-6 (8-11)	1	34 (38)

### Strengths:

- Multiple play style options
- Transform into animals that impress other players and add a lot of character and humor to the world
- Several weapon options
- Fast travel via aquatic and travel forms
- The most powerful buff of all the classes

### **Weaknesses:**

- Restricted to Cloth and Leather Armor only
- Forms are not as versatile as their counterpart classes, but might be considered as powerful
- Can't use items or Druid spells while in the various animal forms

### ***Hunter***

The hunter is primary a ranged attacker and has two main advantages over other classes. One advantage the hunter has is a wide collection of spells that restrict movement in its enemy. The other is a loyal pet that can keep the target busy while the hunter performs range attacks.

To become a hunter you either have to be a Dwarf, Tauren or Night Elf race. Agility, intellect, Spirit and Stamina are the primary attributes of the hunter. One handed axes or daggers, guns or bows or the common weapon skills. The advanced weapon skill includes crossbows, spears and staves. It also includes fist weapons, one and two-handed swords and two-handed axes.

The hunter is a combat class and has armor made of cloth or leather, the hunters spells are used to enhance their natural abilities. Hunters have a line-of-buff spell called Aspects that they use on themselves to enhance their abilities. The hunter has spells that enhance their pets ability but also have control spells they can use on other beast to manage them.

A hunters pet plays a big role in their class and becomes a valuable companion. It is important to keep them happy so they won't run away or turn on you. The hunter's pet icon will tell you how happy the pet is rated. They will lose happiness when in battles but feeding the beasts on a regular schedule will replenish their happiness. The hunter can tame several pets, but can only have one with them at a time. The ones that are not with him are kept in stables which

are found in most major cities. The hunter can change its companion when traveling through different worlds.

### Spells and abilities

A spell that allows the hunter to shoot its bow or gun automatically until turned off is called an Auto Shot. The hunter is the only class that has this ability the rest have to fire each shot manually.

The spell Serpent Sting adds a component to the ranged attack that continues to inflict damage over time. The Revive Pets spell will restore your pet back to life with minimal health.

An attack that can damage its target and significantly slow it down is a Wing Clip spell. Aspect of the Pack is a spell that while active will make the hunter and its party move faster.

The hunter has two traps that can only be set out of combat and can only be used one at a time; they are The Freezing Trap and the Immolation trap. Both these traps only last for one minute. The freezing trap will freeze the first enemy it comes in contact with, if the target gets damaged the spell ends ahead of time. The Immolation trap is set on the ground and will burn the enemy to damage them over time.

### Starting Attributes

Race	STRENGTH	AGILITY	STAMINA	INTELLIGENCE	SPIRIT
Dwarf	23	19	24	19	20
Night Elf	17	27	20	20	21
Orc	24	19	23	17	22
Tauren	26	18	23	16	22
Troll	21	24	22	17	22

### Starting Statistics (With armor/weapon equipped in parentheses)

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Dwarf	86	84	1	24	4-5 (4-7)	1	38 (40)
Night Elf	46	85	1	26	4-5 (3-5)	1	54 (56)
Orc	76	82	1	25	4-5 (4-7)	1	38 (40)
Tauren	76	81	1	26	4-5 (4-7)	1	36 (38)
Troll	66	82	1	27	4-5 (4-7)	1	48 (50)

### Strengths:

- Can tame and control various beasts
- Can travel very fast using Aspect of Cheetah and share it with Aspect of the Pack
- Has special abilities vs. beasts
- Can use various beast special abilities
- Good at chasing monsters or players that run away

### Weaknesses:

- Can initially only wear leather armor, making it less able to absorb damage than the Paladin and Warrior
- Can't wear plate armor
- The Hunter has very few melee abilities, and is more effective at ranged combat

### ***Mage***

The mage is known for its magic. It has great magic that can be very powerful and destructive. The only downside to this is that the mage is a weaker class and can be very fragile. Humans, gnomes, dwarves, trolls and undead can all be mages. Intellect and spirits are the primary attributes of the mage.

You have different weapon options but common weapons are staves, wands and unarmed combat. Advanced weapon skills are daggers and one handed swords. Mages can only wear cloth armor. This is another thing that makes them a bit more fragile. Mages need to be able to heal to make up for this.

Mages are unique in the fact that they have powerful ranged attacks and great offensive magic. Mage spells are either arcane, frost or fire. Frost and fire spells are mostly offensive and the arcane spells can be both offensive and defensive. Mages also have teleport spells which also fall under arcane category.

Another weakness of the mage is that when they run out of mana they have little ability to defend themselves. This makes mana potions very important for the mage when in combat. The good thing is mages can create food and drinks to replenish their health and mana and when they become higher levels they can create mana stones that will instantly restore mana. These are great for use during combat.

Some sample mage spells are:

**Arcane intellect:** Boosts mage's intellect for a specified time.

**Blizzard:** This spell calls down ice shards over a widespread area.

**Fireball:** Shoots a long range blast of fire.

**Frost Armor:** Boosts armor and slows any enemies that hit the mage.

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**Frost Nova:** Blasts nearby enemies with cold damage and roots them in place for a few seconds.

**Mana Shield:** Creates a shield that deducts hit points from the mana instead of the mage's health.

### Starting Attributes

Race	STRENGTH	STAMINA	AGILITY	INTELLIGENCE	SPIRIT
Gnome	15	23	19	25	23
Human	20	20	20	22	23
Troll	20	22	21	19	24
Undead	19	18	21	19	28

### Starting Statistics (With armor/weapon equipped in parentheses)

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Gnome	51	210	1	19	2-3 (4-7)	1	46 (50)
Human	52	165	1	20	3-4 (6-9)	1	40 (44)
Troll	62	134	1	20	3-4 (6-9)	1	44 (48)
Undead	62	134	1	18	3-4 (5-8)	1	36 (40)

### Strengths:

- Can Summon Food and Drink
- Powerful Area of Effect Damage Spells
- Can Teleport around

### Weaknesses:

- Has difficulty fighting monsters that resist spells
- Very fragile and easily killed in certain situations
- Can only wear cloth armor

### ***Paladin***

The Paladin is a tough melee fighter with great strength and health. Paladins are longtime enemies to the undead. They are the Alliance equal to the Horde's Shaman, in a sense. The difference is they are geared more toward physical abilities than spell-casting. Dwarves and humans can be paladins and they are known for their strength, stamina, intellect and spirit.

- **Allowable Equipment:** Mail, Leather, Cloth, Shields, and Plate (with training at level 40)
- **Allowable Weapons:** One- and Two-handed Maces, One- and Two-handed Swords (with training), Two-handed Axes

#### **Starting Attributes**

Race	STRENGTH	AGILITY	STAMINA	INTELLIGENCE	SPIRIT
Dwarf	24	16	25	19	20
Human	22	20	22	20	21

#### **Starting Statistics (With armor/weapon equipped in parentheses)**

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Dwarf	88	79	1	31	5-6 (9-12)	1	32 (35)
Human	58	80	1	27	4-5 (8-11)	1	40 (43)

#### **Strengths:**

- Can wear the heaviest of armors
- A melee fighter that can also heal
- Can resurrect other players
- Auras can benefit the Paladin and party members
- Can summon a custom armored Warhorse mount

### Weaknesses:

- Doesn't have as many combat options and strengths as the Warrior
- Cannot equip as many weapon types as the Warrior
- Very gear dependant class

## *Priest*

The priest is a spellcaster and he has quite a list of different spells. Priests have excellent buffs as well as the most potent healing spells. However, being a spellcaster, he has poor health, weak melee power and is very fragile.

**Allowable Equipment:** Cloth

**Allowable Weapons:** One-Handed Maces, Daggers, Staves, Wands

### Starting Attributes

Race	STRENGTH	AGILITY	STAMINA	INTELLIGENCE	SPIRIT
Dwarf	23	19	24	19	20
Human	20	20	20	22	23
Night Elf	24	19	23	17	22
Troll	26	18	23	16	22
Undead	21	24	22	17	22

### Starting Statistics (With armor/weapon equipped in parentheses)

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Dwarf	86	84	1	24	4-5 (4-7)	1	38 (40)
Human	52	160	1	10	4-5 (2-5)	1	54 (46)
Night Elf	76	82	1	25	4-5 (4-7)	1	38 (40)
Troll	76	81	1	26	4-5 (4-7)	1	36 (38)
Undead	66	82	1	27	4-5 (4-7)	1	48 (50)

### Strengths:

- Most powerful Healing class
- Can resurrect other players
- Has powerful buffs
- Can Charm humanoid monsters
- Other players love playing with Priests

### Weaknesses:

- Can only wear cloth armor
- Very fragile and easily killed in certain situations

## *Rogue*

The rogue is a very lethal character in the game that can produce a lot of damage in a short period of time. Rogues can sneak around without detection and deliver powerful attacks. However, their armor is not the greatest and they rely more on stealth and speed as a defense than armor or health.

**Allowable Equipment:** Cloth, Leather

**Allowable Weapons:** Daggers, Thrown (with training), Swords (with training), Bows (with training), Crossbows (with training)

### Starting Attributes

Race	STRENGTH	AGILITY	STAMINA	INTELLIGENCE	SPIRIT
Dwarf	23	19	24	19	19
Gnome	16	26	20	23	20
Human	21	23	21	20	20
Night Elf	18	28	20	20	20
Orc	24	20	23	23	17
Troll	22	25	22	16	21

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Undead	20	21	22	25	18
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### Starting Statistics (With armor/weapon equipped in parentheses)

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Dwarf	90	--	1	33	5-6 (8-11)	1	34 (36)
Gnome	45	--	1	24	3-5 (4-5)	1	52 (55)
Human	55	--	1	29	3-5 (4-6)	1	49 (52)
Night Elf	45	--	1	28	4-6 (5-8)	1	56 (59)
Orc	75	--	1	26	3-5 (4-6)	1	43 (46)
Troll	65	--	1	29	4-6 (5-8)	1	43 (46)
Undead	65	--	1	23	3-5 (4-7)	1	45 (48)

### Strengths:

- Stealth abilities allow the Rogue to reach places more easily than most classes
- Strong lock picking abilities/access as opposed to other classes
- Sprint ability allows the Rogue to more easily escape battle and get a free short burst of speed in traveling

### Weaknesses:

- More susceptible to damage than Paladins/Warriors because Rogues can only wear cloth or leather armor

## Shaman

Shamans are considered the spiritual advisors of the Horde and they are a very flexible class. They are a good medium between magic and melee, fighting and spellcasting. Shamans also have totems which are spiritual items that can be obtained through questing. These totems let the Shaman totem spells. These can be used as protection over a certain area, or healing, etc.

## World Of Warcraft Mastery Guide

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**Allowable Equipment:** Cloth, Leather, Shields, Mail (with training)

**Allowable Weapons:** One-Handed Maces, Staves, One-Handed Axes (with training), Daggers (with training)

### Starting Attributes

Race	STRENGTH	AGILITY	STAMINA	INTELLIGENCE	SPIRIT
Orc	24	17	23	19	22
Tauren	26	16	23	18	22
Troll	21	22	22	19	22

### Starting Statistics (With armor/weapon equipped in parentheses)

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Orc	77	59	1	30	5-6 (5-8)	1	34 (37)
Tauren	77	58	1	34	5-6 (5-8)	1	30 (35)
Troll	67	59	1	24	4-5 (4-7)	1	44 (47)

### Strengths:

- Can heal themselves and other players
- Can resurrect other players
- Can get Wolf Form early on allowing them to travel very fast
- Can recall back to their home location with Astral Recall
- Receive a spell for breathing under water

### Weaknesses:

- Can only wear leather armor initially making them less able to absorb damage than the Paladin and Warrior

### **Warlock**

The warlock can summon demons and have them do their will. They are fantastic spellcasters with many spells that cast over time and continuously eat away at opponents. They are a weaker class but have the ability to rejuvenate themselves with certain spells.

**Allowable equipment:** Cloth

**Allowable weapons:** Daggers, Wands, Staves (with training), Swords (with training)

#### **Strengths:**

- Can use pets for fun and to attract enemy aggression
- Can hand out Soulstones that allow self-resurrection
- Can create healing potions in the form of Healthstones
- Can summon other players using Ritual of Summoning
- Can breathe underwater using Unending Breath
- Can summon its own Felsteed horse rather than buying one for a lot of gold
- Can use Eye of Killrogg to scout
- Can take control of a Demon for a short amount of time
- Can heal itself using Drain Life
- Can solo very well by using a pet to act as a group of two characters complementing each others' skills

#### **Weaknesses:**

- Can only wear cloth armor
- Very fragile and easily killed in certain situations
- Soul Shards take up inventory space

### **Warrior**

The warrior is definitely the toughest class in the games. They are strong and great fighters. They use the best weapons, can wear the best armor and they dish out major damage on opponents.

**Allowable equipment:** Cloth, Leather, Mail, Plate, Shields

**Allowable weapons:** One- and Two-Handed Axes, Maces, Swords, Thrown, Daggers, Polearms

### **Starting Attributes**

Race	STRENGTH	AGILITY	STAMINA	INTELLIGENCE	SPIRIT
Dwarf	25	17	25	19	19
Gnome	18	23	21	23	20
Human	23	20	22	20	20
Night Elf	19	25	21	20	20
Orc	26	17	24	17	21
Tauren	28	16	24	16	21
Troll	23	22	23	17	21
Undead	22	18	23	17	25

### **Starting Statistics (With armor/weapon equipped in parentheses)**

Race	HEALTH	MANA	ATTACK	POWER	DAMAGE	DEFENSE	ARMOR
Dwarf	90	--	1	33	5-6 (8-11)	1	34 (36)
Gnome	50	--	1	19	3-4 (3-6)	1	46 (58)
Human	60	--	1	29	5-6 (4-7)	1	40 (52)
Night Elf	50	--	1	21	4-4 (3-6)	1	50 (62)
Orc	80	--	1	35	6-6 (9-12)	1	34 (36)
Tauren	80	--	1	39	6-7 (10-13)	1	32 (34)
Troll	70	--	1	29	5-6 (5-8)	1	44 (56)
Undead	70	--	1	27	4-5 (4-7)	1	36 (48)

### Strengths:

- Able to equip all armor and almost all weapons
- Takes the most damage before becoming incapacitated
- Great close range melee skills
- Lots of equipment options
- Slaughter monsters

### Weaknesses:

- No healing abilities, relies on food or other players to heal
- Very gear dependent class

One class is not better than the other. They can all be trained and built up to be excellent. People often ask what they should choose to level fastest or to make the most money, etc. Well, really it's all up to you and what type of player you are. You might even want to try out a couple of different ones to get the feel for them and see which one you like best. However, as a general rule, to choose your class, you should think about what you want your character to be able to do.

Levels 1-20 are pretty easy leveling for anyone but if you really want to level fast, you might choose a "tank" character. For example, a Warrior has higher armor and can take more damage. They also have stronger melee attacks and they have the Rage ability which builds up making each attack stronger. This is a good character choice if you just want to run through smashing things and raking up the XP. They are good both in groups and solo. Paladins are also really good choices if you are looking for a tank or a class that can level quickly.

If you choose one of the two classes that have pets, you will also have a 2-man group to yourself plus it's just cool to have some company following you around. Warlocks get their Imp (first pet) around level 2-4 when you complete the quest. Hunters can complete the quest to tame beasts at level 10.

There are several different spellcasters to choose from so if this is a route you want to take, then you should look over the different abilities of each one. Mages have the ability to teleport themselves or others. They have strong spells but very weak armor. Warlocks have really cool spells and they have pets which each have a different ability that can be very helpful. It's all about what you really want.

Choosing the class is really not the hard part. It's what you do with your character once you have it that makes it good or not. So go ahead and choose however you wish.

## Gender and Appearance



There are no rules when it comes to gender and appearance. This is your chance to be creative and see what you come up with. You can choose to make your character male or female. You can even see what your character will look like as either male or female if this helps you make your choice.

Many people choose the same gender for their character as themselves but still many males will choose female characters and vice versa. So it is really all up to you. That is the beauty of the game – you can be whatever you want!

When it comes to appearance, you also have several different options. The game was designed to allow you to customize your features and combination of features so that you get a character that is unique to you. You can change facial structures, markings, tattoos, and more to give your character a different look. Later when you start putting on armor and gear, it will also change the appearance of your character.

## Naming Your Character



Once you have completed all the other information for your character, you will be asked to create a name. Some people may already have one picked out and for others, this might be the toughest part. When it comes to naming your character, you have two main choices:

- Choose the randomize option
- Create your own name

When you click on randomize, the computer will automatically give you options of available names. You can click through them until you find one that you like. If you are having trouble coming up with a name, you can use this feature. You might even find that flipping through the random names will help you think of your own name.

If you do not like the random choices or just prefer to be creative and choose your own name, then there are some guidelines you should try to follow.

1. You can not put a space in your name.
2. Do not use a name of a famous person. If you are caught with a name like this, you will likely be asked to change it so it is best not to even try it.

3. Keep your name simple. While it might seem cute, having a long or complicated name will make it harder for other players to communicate with you. As a rule, you should make it simple or easy to remember.
4. You should avoid rude or offensive names, insults and religious figures.
5. You should also avoid well known fiction characters.
6. Do not name your character after any existing WarCraft character.
7. Some people choose to keep the same name they use from another game.
8. Combine different names or combinations of words to get a unique name.

There are also some name generators that can be found on the internet. If you are having trouble thinking of a name for your character, you might want to try one of these. Another way is to think of things you like, or think of a good way to describe your character. For example, Zombiewitch got her name because she is an Undead Warlock. You might also use something that describes the way you like to play or the mission of your character.

Name generators:

<http://www.mapmage.com/namemage.htm>

<http://rinkworks.com/namegen/>

<http://www.chriswetherell.com/elf/>

<http://www-personal.umich.edu/~mule/smurfgen.html>

<http://www-personal.umich.edu/~mule/smurfgen.html>

<http://www.emmadavies.net/fairy/>

<http://www.ninjaburger.com/fun/games/ninjaname/>

<http://www.ruf.rice.edu/~pound/>

<http://www.albans.demon.co.uk/NoFrames/Generate.html>

## Learning Hotkeys and Functions



### ***Movement Keys***

**W/Up Arrow** = move character forward

**S/Down Arrow** = move character backward

**A/Left Arrow** = move character left

**D/Right Arrow** = move character right

**Q** = Strafe left

**E** = Strafe right

**Space/ Number Pad** = Jump

**X** = toggle sit/stand

**Number lock/ mouse button 4**= toggle autorun

**Insert** = pitch character up

**Delete** = pitch character down

### ***Action Bar Functions***

**←# → (0-9, -, +):** Activate an action in the action bar

**CTRL-F# (1-10):** Select shapeshift/stance state

### ***Targeting Functions***

**Tab:** Lets you cycle through different enemies in the area.

**Shift –tab:** This is how you can cycle backwards through the enemies in the area.

**Ctrl-tab:** This will let you cycle through friendly players.

**Ctrl-shift-tab:** Cycle backward through the players.

**F1:** target yourself

**F2-5:** Target party members

**Shift-F1:** target your pet

**Shift-F (2-5):** target party member's pet

**G:** target last hostile

**T:** Attack target

**Shift – T:** Have pet attack target

### ***Chat Functions***

**Enter:** open chat box

**R:** reply to a whisper

**Shift-c:** toggle combat log

### ***Interface Panel Functions***

**C:** Character pane

**B/F12:** Open backpack

**F8-F11:** open bags

**P:** Spellbook

**I:** abilities

**Shift-I:** pet book

**N:** Talents

**Shift-P:** pet pane

**U:** Reputation

**K:** Skills

**L:** Quest log

**Esc:** Game menu

**M:** World map

**O:** social pane

### ***Miscellaneous Functions***

**Number pad +:** zoom in mini-map

**Number pad -:** zoom out mini-map

**Ctrl -M:** toggle music

**Ctrl-S:** toggle sound

**Ctrl-+:** master volume up

**Ctrl--:** master volume down

**Alt-Z:** toggle user interface

### ***Camera Functions***

**End:** move forward through camera positions

**Home:** move backward through camera positions

**Mouse wheel up:** zoom camera in

**Mouse wheel down:** zoom camera out

When you start playing the game, you will see that there are bars located at the bottom that allow you to place your spells inside for quick release. You need to customize these so that they work best for you. You can switch through the bars with shift+bar number. Then you press the number of the spell you want to cast. For example, shift+2 and 2 may be Corruption and you might want to switch back to bar one for another spell so you can quickly press shift+1 and 5. As you create these, it will take some time to really get the feel for it and become comfortable with the controls but once you have, you can create combos that allow you to cast off the greatest and most effective spells really quickly. People will be wondering how you ever got those spells off so fast.

For example, if you are fighting a spellcaster, you can cast spells to drain their mana which makes them unable to attack back and then you quickly run in for the kill. They will be dead before they know what happened. You can also set up macros in the game. You can find macros by pressing the ESC key while in the game and then selecting Macros. It will show you how to customize your own. This is a great way to cast spells, set totems and more. Also, you do not have to put just spells in your macros, you can put other commands as well.

## Choosing Professions



Each character can have their choice of two main skills. You can give up a skill and start a new one at any time but you can only have two at any given time. Many people wonder about what professions they should choose. This is a common question for a newbie to ask. Often we get asked what profession is best for a certain race, gender, etc. In all honesty, they are all good.

Technically, it is up to you what professions you choose. You can be anything you want to be and it is all a matter of personal preference and also what objectives and goals you have as a player. Some people may choose something that will make money, or something that will accent their guild or maybe just something that sounds interesting to them.

While it's really all up to you to decide, there are some skills that complement each other. For example, if you want to take up leatherworking, you should probably choose skinning as your other profession so that you can have the leather you need for leatherworking. Herbalism and Alchemy tend to go together in the same way.

There are some skills that really do not need another skill to complement them such as tailoring. A good idea for tailors is to choose a gathering skill or something that will help them make money (especially since tailoring can get expensive in higher levels). A tailor might choose mining or herbalism to gain money.

There are also skills that cost more to get started and gathering skills (such as herbalism and skinning) can make you money just by saving stuff you pick up. So it's really up to you and what you are hoping to achieve by your skills.

### ***Main Skills***

Below is a list of all the main skills and a description of each one. You must learn your skills from trainers that are located in various cities over the world. Typically you will find the original trainers in the first town you come to after the one your character starts out in. However, this may vary.

As your skills move up in level, you will have to return to trainers and search for higher level trainers in different cities.

### Alchemy



Alchemy is the process of mixing ingredients to make potions. These nifty little concoctions can be used for many different things such as healing and mana potions as well as potions to ass swiftness, stamina, rage and much more. As you move up the alchemy ladder, you will begin creating potions that other players will pay quite a bit of money for. Tools are not required for alchemy but keep in mind you do have to purchase vials.

Thotbot has a list of all the alchemy information here:

<http://www.thottbot.com/?t=Alchemy>

### Blacksmithing



Blacksmithing is one of the most popular crafting professions. You get to create mail and plate armor as well as really cool weapons. Pretty much anyone can use a blacksmith for something or another even if they are a class that can not wear mail or plate. As you move up into your blacksmithing skills, you can also use cloth, jewels and other items in your creations.

Find Thotbot info on blacksmithing here:

<http://www.thottbot.com/?t=Blacksmithing>

### Enchanting



This is a very easy skill but the downside is that it is very expensive to learn. Some players suggest you do not choose this for a new character. It is better if you already have an established character you can use to help fund your enchanter or to already be a higher level before taking on enchanting. You get your supplies by disenchanting magical items of worth. People love having their items enchanted and they will pay good money for it so once you get your skills up there, it can really pay off for you.

Thotbot info: <http://www.thottbot.com/?t=Enchanting>

### Engineering



Engineering can be another fun profession. If you like toys, gadgets and other thinga-ma-bobs than this is the profession for you! Engineers use lots of stone and ore so if you choose to mine along with this profession, you will get through it fast. Or you might have an alt that is a miner or someone in your guild that will help supply you. You can make guns, bombs, pets, exploding animals, goggles, telescopes and much more.

Thotbot: <http://www.thottbot.com/?t=Engineering>

### Herbalism



Herbalism is a gathering skill. You do not need to make anything to use this profession. You simply go out there and get the items. By getting herbs, you supply other professions with the items they need to level their skills. When you become a higher level or find rare herbs, people will pay quite nicely for them, especially since there is often no other way for them to get the item they want.

Thotbot: <http://www.thottbot.com/?t=Herbalism>

### Leatherworking



Leatherworking is a fantastic skill to have as most of the classes need leather armor at some time throughout the game. The items that you learn to make will sell really well. Not to mention, you will always be wearing the best.

If you choose skinning as your second profession, you will be able to control your own resources as well as supply needed leather to tailors and other professions that sometimes need leather.

Thottbot: <http://www.thottbot.com/?t=Leatherworking>

### Mining



Mining is another gathering skill. You will need a mining pick to begin and then you simply get out there and mine for something good. You begin with copper and move up through the ores as your levels increase. You can also get gems that other professions need.

Along with mining, you will also learn smelting which allows you to smelt your ores into bars which can also be sold. This is a good profession for an engineer to pick up because they will need the supplies. It is also a good option for someone like a tailor to pick up to make money to support their main profession.

Thotbot: <http://www.thottbot.com/?t=Mining>

### Skinning



We have mentioned skinning previously. This is also a gathering skill and requires only a skinning knife. When you kill or approach skinnable kill that someone else has killed, you can skin it with your knife and pick up the leather.

This is a good second profession for a leatherworker who will need the leather or for someone looking for a gathering skill as a second profession.

Thotbot: <http://www.thottbot.com/?t=Skinning>

### Tailoring



Tailors make cloth armor and this is another good profession to have. But that's not all a tailor can do. They also make cloaks that can be worn by anyone and also bags. If you have played the game at all you know how popular bags are.

We all need to carry our items and people will pay good money if you can make them bags that they need. This profession can get expensive as you move up in levels so many tailors choose a gathering skill to help offset that.

Thotbot: <http://www.thottbot.com/?t=Tailoring>

### *Secondary Skills*

Secondary skills are additional skills that anyone can learn. You can learn all three secondary skills in addition to your two main skills. It is a good idea to go ahead and learn these when you find yourself near a trainer.

### Cooking



Cooking is a great choice and can be used for different things. Cooking is used for healing. You can also make drinks that regenerate mana and more. Cooked food is better than vendor bought food so other people may buy your items as well.

Thotbot Cooking Info: <http://www.thottbot.com/?t=Cooking>

### First Aid



First aid allows you to make bandages from cloth that can be used to heal yourself or other players later in the game. Bandages are great to replenish health but they can also be used during combat when food and drink can not. Bandages are made from the same cloth that tailors use for making items so it begins with linen, then wool, then silk and so on. Each different cloth will make a better bandage that heals more. Also, if you are not a tailor and so not need cloth, you can turn it into a bandage before selling it to the vendor and get twice as much money for it!

Thottbot: <http://www.thottbot.com/?t=First%20Aid>

### Fishing



Not only is fishing fun but the fish you pull out can be very useful for other things. And sometimes when you are lucky, you will even pull out items from fishing. People have found gems, rings and similar items from fishing. Fish can also be used in conjunction with cooking. Most fish heal you when you eat them. Similar types of fish are stackable in your inventory and different types of fish have different healing abilities.

Fish can also be used to feed hunter's pets. Some other skills like alchemy may require fish as well so it is a good thing to have. You should pick it up regardless because you might always be able to fish out some cool items or at least some fish to help heal you.

Thottbot: <http://www.thottbot.com/?t=Fishing>

You might decide to power level your skills. This means you wait until you become a higher level and then try to level your skill all at once. However, this technique works best when it is not your first character. You will not have very much money if you are not using a skill to help you get it. So an alternative is to choose gathering skills until you reach a higher level. You will make a lot of money just from picking up this items that other players need. Then when you are at a high level, you drop the gathering skills and pick up the others such as tailoring, enchanting, etc and then power level it in one night. Now you have a money machine just waiting for you.

## Spellbook



Your spellbook is important and you will become very familiar with it the more you use it and the more skills you continue to learn. Above you can see the screen with the spellbook open. You can open this screen by clicking on the book at the bottom in your toolbar or by the P key. The spellbook contains different categories.

You will want to become familiar with your spellbook so you know what items are available for you to use. When you level, you can go to your trainer and if you receive new training, your skills will go into your spellbook. Be sure to update these on your hotkeys so you are using the best spells you have.

You want to be sure to go back to your class trainer regularly to get new spells. When you have them, you can check your updated spellbook and then update your hotkeys to be most efficient.

## **Community**

When you play an online game like WoW, you spend quite a bit of time in a community atmosphere. The communication is part of what makes these games so popular. However, you need to learn how to interact properly within the community if you are new to this sort of thing. You want to be a friendly player and not offend anyone and you also want to know what people mean when they are talking to you as well as how to communicate within the community to get help when you need it.

### ***Chat***

Chat will be the way you communicate throughout this game. There are different types of chat and different channels for chatting on. It is best if you make yourself familiar with these. For example, in general chat (which everyone can see) you simply press enter or /1. If you go to the top of your chat bubble, it will show you the different channels. It is best to try not to spam the general chat area. Newbies often make the mistake of chatting it up in gen chat and this can really annoy other players.

You also have other channels such as your trade channel. This is the place that you will talk about buying, selling or trading items. Trade channel is /2. remember when hitting the /1 or /2 channels you then just hit the spacebar afterward and you will see the proper channel come up in your chat box. There are also chats for “Looking for group” and there is guild chat and whisper options. Guilds also have officer chat that only the officer ranks can read. When you are in a group or party, you can type /p and talk only to your other party members.

### Emotes



When chatting and playing online, you may want to use some common emotes to express how your character is feeling. Emotes can be a way to save time, express yourself or just have fun and be silly. They add an entertaining element to the game so we have listed some common ones below. Some of the emotes in WoW have animation and some do not. Some of them even have sound such as the joke emote. You should spend some time playing with them just to see what they do. You are sure to at least get a laugh out of it.

To use an emote, you key / and then the word. Such as /laugh. If you have clicked on another character or NPC while you enter the command, it will be directed towards that person.

You can even create your own emote by typing /em in front of what you want to express.

### Voice emotes

For voice emotes, you type /v in front of it as well as it will create a voice emote. Some of these, such as /v silly have more than one phrase associated with them. They also vary according to different races. You can have fun playing with these to see what happens.

See **Appendix** for a full list of emotes.

### Groups

You can group with anyone in the game by sending them a group invite. Groups are up to five players. Anything more than that, you have to do a raid.

Groups are great for many different things. There are certain quests that can be created easier and faster when you are in a group. Instances pretty much have to be done in a group. This is also a great way to spend time with other players of your level and to see how different characters play and interact.

When you are grouped, there are also issues regarding looting. There are different loot settings which the leader of the group can set. Typically it is best to let the items go to those who need them most by setting "Need before Greed" looting. When a special item is found, all party members get to roll dice for it to see who will receive it.

### ***Friends***

You can set your friends list in the game so that you can see when they are online and chat with them easily. It also allows you to see their current level and what area they are in. This makes it easier to invite them to groups or raids and other activities. You also receive in-game alerts of when players on your friends list are on or offline. So if someone comes online while you are in the middle of questing or grinding or whatever, you will know instantly.

### ***Ignore***

Just like there is a Friends list, there is also an ignore list. You will not be able to receive any messages or whispers from anyone on your ignore list. If someone is harassing you, annoying you or if there is someone in public chat being annoying, you can always just add them to your ignore list and you will no longer see what they are saying.

There are proper procedures to take if someone is really causing problems in the game and needs to be reported but often a simple ignore will do the trick.

### ***Guilds***

Guilds are another really great addition to the game. People enjoy playing in teams and this is one of those types of games that you can play alone as well as in groups. Guilds allow players with common plans and outlooks join together toward a common goal. There are many different types of guilds all with different beliefs and objectives. When you first begin to play, you should not feel rushed to join a guild and you do not have to join the first guild that asks you. Some people do not join guilds at all and some players will cycle through several guilds before finding one that really suits their needs best. If you are thinking of joining a guild, do not be afraid to ask questions about them, particularly if they do not have a guild charter or website or other information about their mission and beliefs.

### **Joining a Guild**

To join a guild, you need to be invited by someone who is already in the guild. Depending on the guild, almost anyone in it may have privilege to invite other people. The guild leader gets to set which ranks have privilege to invite other members. Some guilds must approve recruits first and some only let officers invite people to the guild.

### **Creating a Guild**

Creating a guild is not as hard as some may think. However, this does not mean that just anyone should begin a guild. It takes time and effort to manage a guild and if you do not have the time to put in it properly, your guild will suffer for it. Think long and hard about whether you are really up to the challenge or not. If you are, then you can begin to plan for your guild.

You need to think carefully about your guild name. Don't let the name be something you just haphazardly choose. It should say something about the type of guild you have. If you want to start a guild, you have to buy a guild charter

which costs 10 silver. You can get this guild charter from a guild master at one of the six main cities.

Once you have the guild charter, you will need to get 9 more signatures from other players. You will need to get all of these signatures before you can be granted a guild. Often people will sign up just to help someone get their charter and then they will leave. You will have to explain your policy on joining and leaving the guild to your members.

### **Guild Ranks**

There is also a rank structure within the guild. This is used to show what privileges certain members will have, who are officers and more. This is a way to recognize key players in the guild and also to build relationships and goals within the guild. It is up to the guild master to determine how rank structure will be set up. You can go with a predetermined ranking system or you can custom it to your needs and likes. For example, you can have the King and Queen as guild leaders, Princes and Princesses as officers, then Knight, Squire, Jester, Peasant. This is just an example of how your rank structure may be set up.

### **Guild Management**

Guild management is created to be very easy. It is set up to be simple for you to view members, promote and demote members, set a Message of the Day (MOTD) and much more. You will do all of this from the Guild Control panel and it is pretty much self-explanatory for you.

When you create a guild, you also need to make a guild charter. Even if you do not really have much to say, or any rules, the charter makes you look more professional as a guild. The guild charter is just a statement of your goals for the guild or your mission. It might also state any rules or regulations and any

requirements for entrance in the guild. Basically, this is your opportunity to state what your guild is all about.

You might also want to create a website with forums and such so that members of your guild can communicate with one another and you can share in events both in and out of game. Many successful guilds set up meeting times to run through instances and more. You can organize all of this better through your website. This way, everyone knows what is happening and when and no one is left out of an event.

Below is an example of a guild website along with their guild charter on the front page. You can search the GuildPortal website for many others.

[Http://BlackThunder.guildportal.com](http://BlackThunder.guildportal.com)

### ***Mail***



There is a nice mail system set up in WoW. As you start playing, you will see why this is very convenient. This is a way for you to send items to other players, to your alternate characters and is also how you receive items you win in the auction house. So when you make that first purchase in the auction house, don't be one of those people who asks in general chat "Where is my item?" Just go to your nearest mailbox! Mailboxes are located close by every Auction House. For example, the one in Orgrimmar is right across from the Auction House by the bank. If you are having trouble finding your mailbox, just ask a guard and the flag will show up on your minimap to lead you to it.

### **Sending mail**

You may find yourself in the position to want to mail something to another player. Another common reason of using the mail system is to send items, money, etc to your alternate characters. Since you can not log both in at one time, you can not trade. Your only other option is to mail it to yourself.

Mail is not free, unfortunately. It will cost you 30cp to mail something in the system. This is a pretty low price and most people find it reasonable especially as you start to grow in levels. You can only attach one item to a piece of mail, or one stack of items. For example, you can send a stack of 20 pieces of cloth. Money does not count towards this. You can send one item plus money in the same mail letter if you decide to.

### **Receiving mail**

Receiving mail is easy as long as you can get to a mailbox. It doesn't cost you anything, unless someone sends you something COD (cash on delivery). But if you do receive a COD, you have the choice to accept it or not.

To open mail, you just click on the mailbox. To open the letter itself, you just click on it. To get a mailed item into your inventory, you just click on it. Most towns have mailboxes located somewhere near the inn. The exceptions are in starting towns. For example, if you are Undead, you will have to go to Brill for the nearest mailbox. However, this can usually easily be achieved as soon as you have a couple levels (or a higher level player to guard you through.)

## Know the Lingo

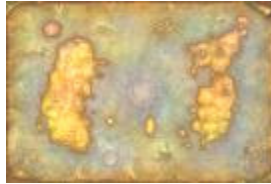


If you are going to be a pro at WoW, you have to talk like you know what's going on. You also need to know what other players are talking about. You need to know the lingo if you're going to keep up in the game play. You don't want to be in a group attack on a mob and have someone screaming instructions at you that you do not understand.

Don't be the "idiot" that just doesn't get it! We are going to tell you all the common terms, acronyms and abbreviations used in this game. You will be speaking the lingo like a WoW veteran in no time.

See **Appendix** for a full list of *Common Lingo Terms, Acronyms and Abbreviations*.

## The World Itself



When you begin to play, you need to know something about the world you are playing in and how to interact and move around in it. WoW is a large world with five basic regions that each have different zones inside. There are many guides available both on and offline to help you if you need to understand these zones and where they are located. The more you play, the more comfortable you will become with moving around these zones and regions.

### *Travel*

There are different ways to travel within the game. You are going to want to learn these ways and take advantage of them as they will be very important to your success in the game. Even from the very beginning at low levels, you need to know how to get back and forth from different places in World of Warcraft.

The five regions are:

- Northern Kalimdor
- Southern Kalimdor
- Lordaeron
- Khaz Moden
- Azeroth

### ***Hearthstones***

One of the first ways to move around in the world is through your hearthstone. Your hearthstone will automatically be set for your starting town. To reset the stone, you need to talk to an innkeeper in a town. Once you talk to the innkeeper, you can reset your stone to take you back to that location every time you hearth. When you click on the Innkeeper it will ask you “Make this inn your home” and you click on this to reset the stone. Most people will set their hearthstones for a major city or capital city like Orgrimmar. This makes it easy to get back to the auction house, bank, trainers and other locations you will need regularly in the game.

### ***Mounts***

You are going to hear quite a bit about mounts in the game of WoW. Mounts are available when you finally make it to lucky level 40. There are different mounts depending on your class. They prices and colors can also vary. When you have honor, you can also get a discount on your mount. Below is a list of the mounts and their prices.

### Kodo

There is but one creature in all of Kalimdor that possesses the strength and stamina to bear a Tauren rider into battle: the majestic kodo beast. Swifter and slightly smaller than their wild cousins, kodo mounts nevertheless demonstrate the same resilience and fearlessness found in their untamed brethren, traits that serve them well when bearing their equally resolute riders. It is said that only the most virtuous of Taurens can win the affection of a kodo war mount, for these mighty beasts only serve those that approach them with honor and respect in their hearts.

**Race:** Tauren

**Available to:** Tauren (No reputation requirement)

Orc, Troll, Undead (Requires Exalted reputation with Thunder Bluff)

**Location:** Bloodhoof Village, Mulgore

**Riding Skill:** 20g (18g Honorable discount)

Level 40 – 60% speed increase

Color – Brown or Gray

Cost - 80g (72 with discount)

Level 60 – 100% speed increase

Color - green or teal

Cost - 1000g (900g with discount)

### Paladin Warhorse

Possessed of a noble spirit and deceptive intelligence uncommon among its kind, the warhorse is a regal charger that only the most inspiring of paladins can call to service. Once it pledges its service to a worthy master, the warhorse holds to its responsibility as a loyal mount and steadfast companion with a devotion that cannot be found in its lesser cousins. The paladins warhorse is more than a steed; it is a tireless cohort for its valorous master, carrying the paladin across Azeroth on a ceaseless crusade to vanquish evil wherever it may lurk.

**Class:** Paladin

**Available  
to:** Paladin only

**Location:** Paladin Trainer

**Riding skill:** None

Cost – Free

### Raptor

The savage ferocity of Kalimdor's raptors has enthralled the Darkspear trolls since their arrival. They consider a raptor to be the truest form of a hunter, and as such, the tamed Troll Raptor is their mount of choice. A tamed raptor is truly a fearsome beast, as a skilled troll is able to channel the reptilian steed's savagery to suit the rider's will. A tamed raptor is also one of the most auspicious signs of status amongst the trolls; many have died trying to tame these swift and deadly hunter beasts, and to possess one indicates great station.

**Race:** Troll

**Available to:** Troll (No reputation requirement)

Orc, Undead (Requires Exalted reputation with the Darkspear Trolls)

**Location:** Sen'jin Village, Durotar

**Riding Skill:** 20g (18g Honorable discount)

Level 40 – 60% speed increase

Color- emerald, turquoise, violet

Cost – 80g (72 with discount)

Level 60 – 100% speed increase

Color- blue, green, orange

Cost – 1000g (900 with discount)

### Undead Steed

Not even the noble steeds that succumbed to the Plague are allowed any rest in the hands of the Forsaken. Through an arcane mix of alchemy and necromancy - the Royal Apothecary Society has raised numerous fallen steeds to serve as mounts for the vengeful dead. These undead steeds are as strong as they were in life, and far more resilient. An unfortunate characteristic, however - one that the Forsaken are none too enamored with is the steeds almost universal stubbornness. From death and beyond, the mighty steeds still cling to the willful spirit that served them in life.

**Race:** Undead

**Available to:** Undead (No reputation requirement)

Orc, Troll (Requires Exalted reputation with the Undercity)

**Location:** Brill, Tirisfal Glades

**Riding Skill:** 20g (18g Honorable discount)

Level 40 – 60% speed increase

Color- blue, brown, red

Cost – 80g (72 with discount)

Level 60 – 100% speed increase

Color- green, purple

Cost – 1000g (900 with discount)

### Warlock Steed

The remote plains of Desolace were once home to a unique breed of horse too proud and wild to countenance riders. Yet it is precisely this willful conceit that enticed the elders of the Shadow Council to bind these majestic steeds to their service with dark rituals too horrific to wield by any but the most depraved of warlocks. Although they retain their imposing forms, these newly-christened felsteeds have become twisted with infernal energies, treading flames and breathing fire. Where their eyes once shone with exuberance and a zest for life, they now burn with hatred for the warlocks who corrupted them and anguish at the passing of the lives they once knew.

**Class:** Warlock

**Available  
to:** Warlock only

**Location:** Warlock Trainer

**Riding skill:** None

### Wolf

Wolves are indigenous to many parts of Azeroth. They live on every known continent and have a wide variety of subspecies and social habits. Although most are hostile toward anyone who trespasses on their territories, a few unique dire wolf packs have befriended the Horde in recent years. These cunning and ferocious creatures have found an especially welcome home among the orcs, who admire their endurance and keen survival instincts.

**Race:** Orc

**Available to:** Orc (No reputation requirement)

Troll, Undead (Requires Exalted reputation with Orgrimmar)

**Location:** Valley of Honor, Orgrimmar

**Riding Skill:** 20g (18g Honorable discount)

Level 40 – 60% speed increase

Color- brown, dire, timber

Cost – 80g (72 with discount)

Level 60 – 100% speed increase

Color- swift brown, swift grey, swift timber

Cost – 1000g (900 with discount)

### ***Banks***

Banks are available to help you store items that you might need or use later. Warlocks can put extra soul shards in the bank. You can also put items that you are not of a high enough level yet to equip or supplies that you use for your trade skills in the bank.

You have the opportunity to purchase additional bag slots for your bank. They go up in price each time you buy an extra slot from --- to 1g to 25g and up. You must buy the slot and then also have a bag to fill it with. So the bigger the bags in your slots, the more room you have. When you start collecting a lot of things in your bank, you will want to organize it so that you can find things easier. You may also want to keep a stock of trade skill items. For example, if you are a tailor, you might keep extra thread there so that if someone suddenly wanted you to make something, you wouldn't have to run all over the place getting supplies. You can have your thread, cloth and anything else you need right in your bank.

### ***Merchants***

Merchants can be very helpful in the game as well. There are many items that you need to buy from merchants and you can also sell items to vendors that you do not want. There are merchants located in different areas of every city or town. You will find specific merchants for trades, for potions or mushrooms, etc.

Whenever you need to supply yourself, you need to look for a merchant who has what you need. There are also merchants and vendors that can repair you when you have damage to your equipment or items in your inventory. You will have to search for one that can repair you. You can also sell items from drops that you do not want to merchants to get them out of your inventory.

### ***Trainers***

Your trainers are very important. Throughout the game, you are going to find yourself looking for them quite often. But if you want to be really successful, you don't want to waste any time. So learning where your trainers are or how you can quickly and accurately find out where your trainer is, will help you get through the game more efficiently.

Another thing to keep in mind if you are having trouble finding your next trainer is to read the message from the last trainer. For example, if you need Artisan, and you talk to the Expert trainer, they will tell you where to go to find the next trainer.

### ***Economy***

The economy of the game is very important. There are many different ways throughout the game where the economy is going to be very important. Just like real life, it is based on money and just like real life, there are the haves and the have-nots. You can be one of the Haves if you play it right and follow some of the tips we will give you in a later section.

You will need money to use the windmasters, to learn trades and new skills, to buy supplies for many professions and to play in the Auction House. Money comes into play when you are looking for items made by other players and items that do not come from drops. You also need money for your mount when you reach level 40. So you can see that it is important that you have a steady flow of income to help you with things you need throughout the game.

The economy is set up so that if you play the game normally, you will have enough money to do most of the things you need or want to do. When you play

you will get money, items, and drops to sell for money so you are constantly making more if you keep questing, grinding and just killing stuff. However, if you always want to have the best or be a step ahead other players, you might need to find some tactics for making more money so that you can more easily achieve this.

In the game there are copper, silver and gold coins. When you kill targets, you get money and items that can be sold for money. Before you start training skills, this is the way you make money. So the more you kill, the more money you will have.

### ***Trade Channel***

You want to become familiar with the Trade Channel because this is also a great opportunity for you to get items, sell or trade items and make money in the game. You can get to it by typing /2 in your chat window or by going to the chat options just above the chat display area. Keep an eye on people buying and selling. (For those of you that are new, WTB stands for “want to buy” and WTS “want to sell”.)

Sometimes you will see people with stacks of items, items they just want to get out of their inventory or items they do not realize the worth of and you can grab a great deal. Even if you can't use it yourself, you can resell for profit. So keep your eyes on that trade channel. You can also use it to sell your items or services. For example, if you are an enchanter, this is where you can advertise it to other players.

### ***Auction Houses***

You are going to want to become familiar with the Auction House right away. You will be spending a lot of time and a lot of activities here. This is one of the best and easiest ways to make money and to get items that you need. It is not hard at all to figure out the Auction Houses. Think, eBay for World of Warcraft.

The best thing you can do is get to your local AH and look around. The price to list items varies on how much you are listing for and how long the listing is for. You can also browse through everything and see all the different listings, different categories and different prices on things. This gives you an average idea on prices and what items are commonly found in the AH as well as those that are not commonly found.

### ***Dying and Resurrecting***



You are likely going to become familiar with this image above. When you play, you will die. And when you die, you will come face to face with the Spirit Healer as a ghost. When this happens, you have a choice.

You can run back to your body and resurrect and you will come back with half health. The downside is when you rez in the middle of a mob or some other dangerous location. If you are in a group, they can protect you until you heal. Another downside is that sometimes it can take a very long time to run back to

the location of your body and it's pretty easy to get lost the first time this happens as well. Your body will show up on your mini-map to help you find it.

If you don't feel you can run back to your body safely, you also have the option to let the Spirit healer bring you back to life. The only downside to doing this is that you will have "rez sickness" for a period of time afterwards. Items in your inventory will also be damaged and if you try to auction it later, you will have to repair it first.

# Leveling

Leveling is one the easiest thing to do in a MMORPG other then being away from the keyboard! Almost everything gives experience in the game! From bunny rabbits to mining veins to Archivist Galford level 60+ elite! They all give experience there are just different ways of acquiring them! Here are a few techniques to get experience from raising a skill to raising levels.

### ***Killing a critter!***

Killing a critter (meaning a NPC humanoid/creature) is the easiest means of getting experience. Critters are everywhere; they spawn in random places so no camping for you! All of the classes are good for killing, they just have their limits. With a priest it is not recommended going too many levels above, same goes for a mage. With a warrior/paladin just make sure your ready before you go into combat. Shamans are similar to the paladin so same rules apply! Rogues are masters of stealth and damage. It is also not recommended going into a whole group of mobs but if you can pull some one by one you'd be more efficient.

### ***Doing Quests***

Doing quests is another great way to gain experience. Quests give an added bonus whether it is experience, items, or even money! Quests are sort of like a bonus, you get more for doing the same thing usually. Most quests will require you to kill a critter or a boss you would normally do anyways. Even if you can't use the items you can still sell them to a vendor for a nifty nickel. Quests give an amount of experience dependant on the difficulty of the quest (Delivery, Killing an Elite boss through a dungeon, acquiring items, or killing the run of the mill critter).

### ***Grouping***

When you're grouping you will be killing critters much faster because you will not have to worry about minor things like healing yourself if you have a priest in the group. You can dive into a group of 3 or 4 critters and come out alive. You even will get more items because you're killing more! Even when doing a quest grouping is beneficial (except when you all need a certain amount of an item but even then it can help)! If you're doing an elite instance where you are on par for the level requirement, grouping is an absolute must! A suggestion is that when picking a group you pick up one (shaman) paladin (moderate healing capabilities and awesome aura's). You should also pick up either 2 rogues, 2 mages (conjured food rocks!), or a mix of both of them for they are the kings of burst damage dealing. You should also pick up a Priest or a Druid for the healing/buffs; they have by far the most useful buffs in the game because everyone can use them. Last but not least your going to want a Warrior for the tank of the group (just make sure he can hold an agro). You can substitute one of the rogues or mages for a Hunter for the added bonus of a pet to hold the agro if your warrior is getting beat up

# Questing



As you begin to play, you are going to become very familiar with questing. In fact, there are quests that you can begin from the very first level of the game. Quests are a good way to gain experience and learn more about the game and your surroundings.

Above is a screen shot with the Quest Log open. You can find the Quest Log on your toolbar by clicking on the little trophy icon. When you open this screen, it will list all the current quests you have in your log. As you can see above, it also tells when they are complete. It will list them in categories according to what area they are in.

You can only have 20 active quests at a time. You have to turn in completed quests to get the experience, the prize or pay and to get it out of your log so that you can take more quests.

Like many other things in the game, quests are categorized by color. If the quest has turned gray, you will not get experience for it anymore when you turn it in. If it is green, you might get experience. If it is yellow, you sometimes do and when it is orange you always do. Red quests are those that are too hard for you to complete at your level. If you are going in a group of higher levels, you might still be able to complete the quest and will get really good experience.



There are quests you can do in groups but most can easily be done alone so even if none of your playing buddies are on, you can run through and complete the quests to help you level. Since quests typically involve killing many monsters, you will also pick up many items, money and more.

## Horde versus Alliance

If you are going to play WoW, you have to choose a side. You have probably heard much debate over which side is better or which side you should choose. While you have to choose a side for each individual character, there is no rule that says you can't have both Horde and Alliance characters and see which you prefer.

### *Choosing a Side*

So how do you decide whether you want to be Horde or Alliance? Well, there are different factors that may go into your decision. For example, I already had friends who played that I knew I would want to chat with so I chose Horde because they were Horde. Later, I also created an Alliance character because I wanted to see what the other side was all about.

I know some people that chose Alliance because they can be Humans and some people are prone to be more attracted to this. (Not to mention the characters tend to be better looking!) It's really just a matter of opinion when it comes to this and both sides are just as capable when you know what you are doing.

### *Honor Points*



There is something in the game called the Honor System that you may be interested in. You get Honor Points that can add up to rank. So just what does this mean and how do you get these points?

You get honor points from:

- Honorable Kills
- Killing racial leaders
- Achieving Battlegrounds objectives

So what is an honorable kill? Many people have questions about what is honorable or dishonorable. Well, an honorable kill is a player character within your XP range, (i.e. a character whose name is colored and not grey.) There are different factors that influence the Honor value of a kill:

- **Your victim's level**
- **Your own level**
- **Subsequent kills:** killing a character a second, third or fourth time within 24 hours after the first kill will give reduced points for kills (75%, 50% and 25%). The fifth and subsequent kills give no Honor at all.

- **Group or raid:** killing while in a group or raid will share the Honor among team members in the same way as XP, with the exception of the raid penalty on XP not being applied to Honor. Lower level members will get a smaller portion than the higher level ones.
- **Your or your team or raid's contribution to the kill:** each solo character, group or raid participating in the kill gets their share of the Honor.
- **Your victim's rank**
- **Being present at the time of the kill**

**Killing racial leaders:** killing one of the NPCs considered leaders of their race.

The racial leaders are:

- Thrall
- Cairne Bloodhoof
- Lady Sylvanas Windrunner
- Highlord Bolvar Fordragon
- King Magni Bronzebeard
- Arch Druid Fandrag Staghelm

**Achieving Battlegrounds objectives:** the Battlegrounds contain several opportunities to gain Honor in addition to killing your opponents, one of them naturally being winning the Battleground.

### **Dishonorable Kills**

Killing an NPC labeled as a "civilian" is considered a Dishonorable Kill. The civilian label appears on NPCs such as vendors and quest givers when your level substantially exceeds theirs.

### *Raiding*

Below is a screen shot taken of a raid just before I jumped in. Alliance was putting a hurting on the town of Crossroads. In fact, this is pretty typical. Participating in a raid gives you an opportunity to rack up some honor points as we have explained above.



Raid groups are groups of more than 5 people and are typically used to defeat unique challenges at higher levels. In WoW, up to 8 separate groups can be linked up to form a group of 40 players and these groups are called raid groups.

Raid group members cannot earn credit towards most non-raid difficulty quests, or more specifically, the ones involving killing creatures and collecting items. Raid groups usually give less experience for defeating monsters than normal groups. However, raids allow players to overcome challenges that might otherwise be nearly impossible.

### Conclusions



By now you should have the basics of playing World of Warcraft. If you have already began playing, then chances are you are already addicted and there are many things you can learn simply by doing. When you use this guide, you will know how to get the most from your game, level your character and skills faster and be an excellent player in little time at all. We have told you things that most players take a lot of time to find out!

There is always more and more to learn about a game like this. Not to mention the fact that the game is always being updated and new things added. World of Warcraft doesn't end at level 60 either. When you reach 60, a whole new world of game play opens up for you. Plus, there is SO MUCH more to the game than what we have in this book which you will discover the more you play.

## Appendix

### *Emotes*

<b>/agree</b>	You let everyone know that you agree.
<b>/amaze</b>	You are amazed.
<b>/angry</b>	You raise your fists in anger.
<b>/apologize</b>	You apologize to everyone. Sorry!
<b>/applaud or /applause</b>	You applaud, bravo!
<b>/beckon</b>	You beckon everyone over to you
<b>/beg</b>	You beg everyone around you. How pathetic.
<b>/belch</b>	You let out a loud belch.
<b>/bite</b>	You look around for someone to bite.
<b>/bleed</b>	Blood oozes from your wounds.
<b>/blink</b>	You blink your eyes.
<b>/blood</b>	Blood oozes from your wounds.
<b>/blow</b>	You blow a kiss into the wind.
<b>/blush</b>	You blush.
<b>/boggle</b>	You boggle at the situation.
<b>/bonk</b>	You bonk yourself on the noggin. Doh!
<b>/bored</b>	You are overcome with boredom.
<b>/bounce</b>	You bounce up and down.
<b>/bow</b>	You bow down graciously.
<b>/BRB</b>	You let everyone know you'll be right back.
<b>/burp</b>	You let out a belch.
<b>/bye</b>	You wave goodbye to everyone.
<b>/cackle</b>	You cackle maniacally at the situation.
<b>/calm</b>	You remain calm.
<b>/cat or /catty</b>	You scratch yourself. Ah, much better!
<b>/cheer</b>	You cheer!

<b>/chew</b>	You begin to eat.
<b>/chicken</b>	With arms flapping, you strut around. Cluck, cluck, chicken!
<b>/chuckle</b>	You let out a hearty chuckle.
<b>/clap</b>	You clap excitedly.
<b>/cold</b>	You let everyone know that you are cold.
<b>/comfort</b>	You need to be comforted.
<b>/commend</b>	You commend everyone on a job well done.
<b>/confused</b>	You are hopelessly confused.
<b>/congrats or /congratulate</b>	You congratulate everyone around you.
<b>/cough</b>	You let out a hacking cough.
<b>/cower</b>	You cower in fear.
<b>/crack</b>	You crack your knuckles.
<b>/cringe</b>	You cringe in fear.
<b>/cry</b>	You cry.
<b>/cuddle</b>	You need to be cuddled.
<b>/curious</b>	You express your curiosity to those around you.
<b>/curtsey</b>	You curtsey.
<b>/dance</b>	You break into dance.
<b>/disappointed</b>	You frown.
<b>/doh</b>	You bonk yourself on the noggin. Doh!
<b>/doom</b>	You threaten everyone with the wrath of doom.
<b>/drink</b>	You raise a drink in the air before chugging it down. Cheers!
<b>/drool</b>	A tendril of drool runs down your lip.
<b>/duck</b>	You duck for cover.
<b>/eat</b>	You begin to eat.
<b>/eye</b>	You cross your eyes.
<b>/farewell</b>	You wave goodbye to everyone. Farewell!
<b>/fart</b>	You fart loudly. Whew... what stinks?
<b>/fear</b>	You cower in fear.
<b>/feast</b>	You begin to eat.
<b>/fidget</b>	You fidget.

<b>/flap</b>	With arms flapping, you strut around. Cluck, cluck, chicken!
<b>/flex</b>	You flex your muscles. Oooooooooh so strong!
<b>/food</b>	You are hungry.
<b>/frown</b>	You frown
<b>/gasp</b>	You gasp
<b>/gaze</b>	You gaze off into the distance.
<b>/giggle</b>	You giggle.
<b>/glad</b>	You are filled with happiness.
<b>/glare</b>	You glare angrily.
<b>/gloat</b>	You gloat over everyone's misfortune.
<b>/goodbye</b>	You wave goodbye to everyone. Farewell!
<b>/greet</b>	You greet everyone warmly
<b>/grin</b>	You grin wickedly.
<b>/groan</b>	You begin to groan
<b>/grovel</b>	You grovel on the ground, wallowing in subservience.
<b>/guffaw</b>	You let out a boisterous guffaw!
<b>/hail</b>	You hail those around you.
<b>/happy</b>	You are filled with happiness!
<b>/hello</b>	You greet everyone with a hearty hello.
<b>/hi</b>	You greet everyone with a hearty hello.
<b>/hug</b>	You need a hug!
<b>/hungry</b>	You are hungry!
<b>/impatient</b>	You fidget.
<b>/insult</b>	You think everyone around you is a son of a motherless ogre.
<b>/introduce</b>	You introduce yourself to everyone.
<b>/jk</b>	You were just kidding.
<b>/kiss</b>	You blow a kiss into the wind.
<b>/kneel</b>	You kneel down.
<b>/knuckles</b>	You crack your knuckles.
<b>/lavish</b>	You praise the Light.
<b>/lay</b>	You lie down.

<b>/lick</b>	You lick your lips.
<b>/lie</b>	You lie down.
<b>/listen</b>	You are listening!
<b>/mad</b>	You raise your fist in anger.
<b>/massage</b>	You need a massage.
<b>/moan</b>	You moan suggestively.
<b>/moon</b>	You drop your trousers and moon everyone.
<b>/no</b>	You clearly state, No
<b>/nod</b>	You nod
<b>/nosepick</b>	With a finger deep in one nostril, you pass the time.
<b>/panic</b>	You run around in a frenzied state of panic.
<b>/peer</b>	You peer around, searchingly.
<b>/peon</b>	You grovel on the ground, wallowing in subservience.
<b>/pest</b>	You shoo the measly pests away.
<b>/pick</b>	With a finger deep in one nostril, you pass the time.
<b>/plead</b>	You drop to your knees and plead in desperation.
<b>/point</b>	You point over yonder.
<b>/poke</b>	You poke your belly and giggle.
<b>/ponder</b>	You ponder the situation.
<b>/pounce</b>	You pounce out from the shadows.
<b>/praise</b>	You praise the Light.
<b>/pray</b>	You pray to the Gods.
<b>/purr</b>	You purr like a kitten
<b>/puzzled</b>	You are puzzled. What's going on here?
<b>/question</b>	You want to know the meaning of life.
<b>/raise</b>	You raise your hand in air.
<b>/rdy or /ready</b>	You let everyone know that you are ready.
<b>/rear</b>	You shake your rear.
<b>/roar</b>	You roar with bestial vigor. So fierce!
<b>/rude</b>	You make a rude gesture.
<b>/salute</b>	You stand at attention and salute.

<b>/scratch</b>	You scratch yourself. Ah, much better!
<b>/sexy</b>	You're too sexy for your tunic... so sexy it hurts.
<b>/shake</b>	You shake your rear.
<b>/shimmy</b>	You shimmy before the masses.
<b>/shindig</b>	You raise a drink in the air before chugging it down. Cheers!
<b>/shiver</b>	You shiver in your boots. Chilling!
<b>/shoo</b>	You shoo the measly pests away.
<b>/shrug</b>	You shrug. Who knows?
<b>/shy</b>	You are so shy.
<b>/sigh</b>	You let out a long, drawn out sigh.
<b>/sit</b>	N/A
<b>/slap</b>	You slap yourself across the face. Ouch!
<b>/sleep</b>	You fall asleep. zzzzzz
<b>/smell</b>	You smell the air around you. Wow, someone stinks.
<b>/smirk</b>	A sly smirk spreads across your face.
<b>/snarl</b>	You bare your teeth and snarl.
<b>/snicker</b>	You quietly snicker to yourself.
<b>/sniff</b>	You sniff the air around you.
<b>/snub</b>	You snub all the lowly peons around you.
<b>/sob</b>	You cry.
<b>/soothe</b>	You need to be soothed.
<b>/sorry</b>	You apologize to every. Sorry!
<b>/spit</b>	You spit on the ground.
<b>/spoon</b>	You need to be cuddled.
<b>/stare</b>	You stare off into the distance.
<b>/stink</b>	You smell the air around you. Wow, someone stinks!
<b>/strong</b>	You flex your muscles. Ooooooh so strong.
<b>/strut</b>	With arms flapping, you strut around. Cluck, cluck, chicken!
<b>/surprised</b>	You are so surprised.
<b>/surrender</b>	You surrender to your opponents.
<b>/talk</b>	You talk to yourself since no one else seems interested.

<b>/talkex</b>	You talk excitedly with everyone.
<b>/talkQ</b>	You want to know the meaning of life.
<b>/tap</b>	You tap your foot. Hurry up already!
<b>/taunt</b>	You taunt everyone around you. Bring it fools!
<b>/tease</b>	You are such a tease.
<b>/thank</b>	You thank everyone around you.
<b>/thirsty</b>	You are so thirsty. Can you spare a drink?
<b>/threat</b>	You threaten everyone with the wrath of doom.
<b>/tickle</b>	You want to be tickled. Hee hee
<b>/threaten</b>	You threaten everyone with the wrath of doom.
<b>/tired</b>	You let everyone that you are tired.
<b>/veto</b>	You thank everyone around you.
<b>/victory</b>	You veto the motion on the floor.
<b>/volunteer</b>	You raise your hand in the air.
<b>/wave</b>	You wave.
<b>/weep</b>	You cry.
<b>/welcome</b>	You welcome everyone.
<b>/whine</b>	You wine pathetically.
<b>/whistle</b>	You let forth a sharp whistle.
<b>/wicked</b>	You grin wickedly.
<b>/work</b>	You begin work.
<b>/wrath</b>	You threaten everyone with the wrath of doom.
<b>/yawn</b>	You yawn sleepily.
<b>/yay</b>	You are filled with happiness.

### ***Voice emotes***

**/v assist**

**/v charge**

**/v cheer**

**/v fire**

**/v flee**

**/v flirt**

**/v followme**

**/v goodbye**

**/v grats**

**/v heal**

**/v hello**

**/ v help**

**/v incoming**

**/v no**

**/v oom**

**/v rasp**

**/v silly**

**/v thankyou**

**/v wait**

**/v welcome**

**/v yes**

### ***Common Terms, Acronyms and Abbreviations***

#### **AC:**

Armor class. This determines the amount of damage than an attack will be reduced by.

#### **Add:**

Add is when an extra monster joins an existing battle. You may get this as a warning from someone else in your group.

#### **AoE:**

Area of effect

#### **AFK:**

Away from keyboard – Obviously, this lets other players know when you are away from the computer for a brief amount of time (such as a much-needed bathroom break before more monster-bashing!)

#### **AFKFAF:**

Away from keyboard for a few – this lets players know that you will be away from the computer for a more extended period of time.

#### **Aggro:**

Aggressive – there are different ways this term can be used. If a mob is “agro” it means it will attack anyone that approaches. While in group combat it means the

person who has “drawn agro” or pulled the attention of the mob to them instead of the rest of the group.

### **Aggro radius:**

This refers to the distance that a player character needs to be from a mob to cause aggro. Lower level players will often draw aggro from a further distance than the higher level player would.

### **AGI:**

Agility – this increases your attack power with ranged weapons, or could be referring to your armor. Also, the ability to dodge certain attacks. Certain classes can increase their attack power due to their agility. You can also wear certain armor pieces that increase your agility.

### **AH:**

Auction House – place where you can buy or sell items that are found or made in the game.

### **AI:**

Artificial intelligence – this refers to NPCs (non-player characters) and mobs.

### **AKA:**

Also known as

### **Alt:**

This term refers to a person's alternate character. Many people have one main character that they spend the most time playing and may also have one or more "alts".

### **(AP) Attack Power:**

When this statistic increases, your DPS increases as well.

### **(AR) Attack rating:**

This statistic helps determine whether you will hit a target.

### **Avatar:**

This is your character as it is represented in the game (ie. The way your character looks).

### **Bait:**

This could be referring literally to bait used for in-game fishing. Alternatively, it could mean a term used in PvP when one player tries to lure in another player.

### **BB:**

Booty Bay – town in Stranglethorn Vale

### **BFD:**

Black Fathom Deeps – instance in Ashenvale

### **Bind:**

There are two basic things that can be bound. The term bind could be referring to when the item you equip is bound to you so no other character can use it. If you decide you do not want it, your option is to sell it to a vendor. Another time that the term is used is in connection with hearthstones. You “bind” yourself by talking to an innkeeper in a particular town to set your hearthstone to it.

### **Bind Camping:**

This is when someone waits at a known bind location and kills players as they spawn.

### **BoA (Bind on Aquire):**

There are some items in the game that will bind to you as soon as you get them even if you don't equip them. Examples are some items you get as a quest prize. These items can not be traded since another character cannot use them. You will also hear this called “bind on pickup”.

### **BoE (Bind on Equip):**

Again, these are items that bind to you but these are bound when you equip them. If you find the item but do not equip it, you can still trade it.

### **BRB:**

Be right back – common acronym used in the online world.

### **BRD (Blackrock Depths):**

An instance located in Blackrock Mountain

### **BRS (Blackrock Spire):**

An instance located in Blackrock Mountain

### **BRT:**

Be right there

### **Buff:**

The buff is a beneficial spell cast on yourself or another player. For example, Druids have great buffs.

### **Bug:**

This term refers to a glitch in the game. It could be in game play itself or just in the graphics, design, background, etc.

### **Camping:**

A player is said to be camping when they wait for a specific monster to spawn or event to take place. Also, if a specific area or hunting ground is occupied by players, it is “camped”.

### **Carebear:**

This cuddly term applies to players who prefer not to participate in PvP combat.

### **Cast:**

Refers to “casting” a spell.

### **Caster:**

This term refers to characters that use spells as their primary mode of attack. Mages and warlocks are typical casters.

### **Chain casting:**

Term refers to casting multiple spells over and over in a row.

### **Clan:**

Another term for a guild.

### **Combat Pet:**

This is the pet that some characters can call up to help them fight.

### **Corpse camping:**

As the name implies, this is when someone camps and waits to kill a player as the respawn after dying.

### **(CR) Corpse run:**

This is when you run back to your corpse after dying. Depending on where you die at, this may be a long run.

### **CR/XR (Crossroads):**

This town is a central meeting place for Horde on Kalimdor.

**Critters:**

This term is used for non-hostile creatures such as rabbits, squirrels, chicken, etc.

**(CSR):**

Short for Customer Service Representative. WoW has online CSRs as well.

**CTD:**

Crash to desktop – most people have experienced a game crash that takes them back to their computer desktop at least once.

**DD:**

Direct damage to a creature from a spell.

**Debuff:**

Refers to a spell that weakens a mob or other player by lowering their resistance or statistics.

**Designated Looter:**

Sometimes groups choose one person, the designated looter, to loot all the bodies from the mobs as the group kills.

**DMG:**

An abbreviated for weapon damage.

### **DnD:**

Another internet abbreviation, meaning “do not disturb”.

### **DOT:**

Damage over time – these types of spells continue to inflict damage over a period of time.

### **DPS:**

Damage per second- you will often see this stat on weapons. This is how much damage per second you can inflict with your weapon.

### **DW:**

Duskwood – an area located south of Elwynn Forest

### **Emotes:**

These can be animated or non-animated; used to express how you character is feeling.

### **Farming:**

Killing a mob over and over again for loot. This can be done for money, for items and more.

### **FFA:**

Free for all – refers to a type of group looting preference

**FH:**

Full health

**FL:**

Full life

**FM:**

Full mana

**GG:**

Good game

**Grinding:**

Killing mobs over and over to gain experience, not worrying about quests. This is a great way to level quickly.

**GS:**

Goldshire- a town near Stormwind.

**Guild:**

Group of players that work together as a team or clan.

### **HB:**

Hillsbrad Foothills – located southeast of Silverpine forest

### **HP:**

Hit points – health

### **Hybrid:**

This is a term for a character that uses both melee and magic both in equal amounts and does not specialize in one or the other.

### **IF:**

Ironforge – capital city for Dwarves

### Trainers

#### Alchemy

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Carolai Anise (Trisfal Glades)</li><li>• Doctor Martin Felben (Undercity)</li><li>• Kray (Thunder Bluff)</li><li>• Miao'zan (Durotar)</li><li>• Whuut (Orgrimmar)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Alchemist Mallory (Elwynn Forest)</li><li>• Cyndra Kindwhisper (Teldrassil)</li><li>• Ghak Healtouch (Loch Modan)</li><li>• Lilyssia Nightbreeze (Stormwind)</li><li>• Milla Fairancora (Darnassus)</li><li>• Tel'Athir (Stormwind)</li><li>• Vosur Brakthel (Ironforge)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• Bena Winterhoof (Thunder Bluff)</li><li>• Doctor Marsh (Undercity)</li><li>• Jaxin Chong (Stranglethorn Vale)</li><li>• Serge Hinott (Hillsbrad Foothills)</li><li>• Yelmak (Orgrimmar)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Alchemist Narett (Dustwallow Marsh)</li><li>• Jaxin Chong (Stranglethorn Vale)</li><li>• Kylanna (Ashenvale)</li><li>• Sylvanna Forestmoon (Darnassus)</li><li>• Tally Berryfizz (Ironforge)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Doctor Herbert Halsey (Undercity)</li></ul>	Expert	<ul style="list-style-type: none"><li>• Ainethil (Darnassus)</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>• Rogvar (Swamp of Sorrows)</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>• Kylanna Windwhisper (Feralas)</li></ul>

### Blacksmithing

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Basil Frye (Undercity)</li><li>• Dwukk (Durotar)</li><li>• Guillaume Sorouy (Silverpine)</li><li>• Thrag Stonehoof (Thunderbluff)</li><li>• Ug'thok (Orgrimmar)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Dane Lindgren (Stormwind)</li><li>• Delfrum Flintbeard (Darkshore)</li><li>• Groum Stonebeard (Ironforge)</li><li>• Smith Argus (Elwynn Forest)</li><li>• Tognus Flintfire (Dun Morogh)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• James Van Brunt (Undercity)</li><li>• Karn Stonehoof (Thunder Bluff)</li><li>• Snarl (Orgrimmar)</li><li>• Traugh (The Barrens)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Clarise Gnarltree (Duskwood)</li><li>• Rotgath Stonebeard (Ironforge)</li><li>• Therum Deepforge (Stromwind)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Galvan the Ancient (Stranglethorn)</li><li>• Saru Steelfury (Orgrimmar)</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>• Bengus Deepforge (Ironforge)</li><li>• Galvan the Ancient (Stranglethorn)</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>• Brikk Keencraft (Stranglethorn) [Recipes]</li><li>• Okothos Ironrager (Orgrimmar) [Armorsmith]</li><li>• Borgosh Corebender (Orgrimmar) [Weaponsmith]</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>• Brikk Keencraft (Stranglethorn) [Recipes]</li><li>• Grumnus Steelshaper (Ironforge) [Armorsmith]</li><li>• Ironus Coldsteel (Ironforge) [Weaponsmith]</li></ul>

### Cooking

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>Alegorn (Darnassus)</li><li>Aska Mistrunner (Thunder Bluff)</li><li>Eunice Burch (Undercity)</li><li>Zamja (Orgrimmar)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>Cook Ghilm (Dun Morogh)</li><li>Crystal Boughman (Redridge Mountains)</li><li>Daryl Riknussun (Ironforge)</li><li>Gremlock Pilsnor (Dun Morogh)</li><li>Stephen Ryback (Stormwind)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>Alegorn (Darnassus)</li><li>Aska Mistrunner (Thunder Bluff)</li><li>Eunice Burch (Undercity)</li><li>Zamja (Orgrimmar)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>Cook Ghilm (Dun Morogh)</li><li>Crystal Boughman (Redridge Mountains)</li><li>Daryl Riknussun (Ironforge)</li><li>Gremlock Pilsnor (Dun Morogh)</li><li>Stephen Ryback (Stormwind)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>Expert Cookbook</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>Expert Cookbook</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>Quest: Clamlette Surprise</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>Quest: Clamlette Surprise</li></ul>

### Enchanting

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Jhag (Orgrimmar)</li><li>• Malcomb Wynn (Undercity)</li><li>• Mot Dawnstrider (Thunder Bluff)</li><li>• Vance Undergloom (Trisfal Glades)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Alanna Raven eye (Teldrassil)</li><li>• Betty Quin (Stormwind)</li><li>• Lalina Summermoon (Darnassus)</li><li>• Thonys Pillarstone (Ironforge)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• Godan (Orgrimmar)</li><li>• Lavinia Crowe (Undercity)</li><li>• Teg Dawnstrider (Thunder Bluff)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Gimble Thistlefuzz (Ironforge)</li><li>• Lucan Cordell (Stormwind)</li><li>• Taladan (Darnassus)</li><li>• Xylinnia Starshine (Feralas)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Hgarth (Stonetalon Mountains)</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>• Kitta Firewind (Elwynn Forest)</li></ul>

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### Engineering

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Graham Van Talen (Undercity)</li><li>• Mukdrak (Durotar)</li><li>• Thund (Orgrimmar)</li><li>• Tinkerwiz (The Barrens)</li><li>• Twizwick Sprocketgrind (Mulgore)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Bronk Guzzlegear (Dun Morogh)</li><li>• Deek Fizzlebizz (Loch Modan)</li><li>• Jemma Quikswitch (Ironforge)</li><li>• Sprite Jumpsprocket (Stormwind)</li><li>• Tinkerwiz (The Barrens)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• Franklin Lloyd (Undercity)</li><li>• Nogg (Orgrimmar)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Finbus Geargrind (Duskwood)</li><li>• Lilliam Sparkspindle (Stormwind)</li><li>• Trixie Quikswitch (Ironforge)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Roxsik (Orgrimmar)</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>• Springspindle Fizzlegear (Ironforge)</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>• Buzzek Bracketswing (Tanaris) [Recipes]</li><li>• Gnome Engineering Quest</li><li>• Goblin Engineering Quest</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>• Buzzek Bracketswing (Tanaris) [Recipes]</li><li>• Gnome Engineering Quest</li><li>• Goblin Engineering Quest</li></ul>

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### First Aid

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Arnok (Orgrimmar)</li><li>• Mary Edras (Undercity)</li><li>• Nurse Neela (Trisfal Glades)</li><li>• Pand Stonebinder (Thunder Bluff)</li><li>• Rawrk (Durotar)</li><li>• Vira Younghoof (Mulgore)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Byancie (Teldrassil)</li><li>• Dannelor (Darnassus)</li><li>• Fremal Doohickey (Wetlands)</li><li>• Nissa Firestone (Ironforge)</li><li>• Shaina Fuller (Stormwind)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• Arnok (Orgrimmar)</li><li>• Mary Edras (Undercity)</li><li>• Nurse Neela (Trisfal Glades)</li><li>• Pand Stonebinder (Thunder Bluff)</li><li>• Rawrk (Durotar)</li><li>• Vira Younghoof (Mulgore)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Byancie (Teldrassil)</li><li>• Dannelor (Darnassus)</li><li>• Fremal Doohickey (Wetlands)</li><li>• Nissa Firestone (Ironforge)</li><li>• Shaina Fuller (Stormwind)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Expert First Aid Book</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>• Expert First Aid Book</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>• Quest: Horde Trauma</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>• Quest: Alliance Trauma</li></ul>

### Fishing

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Armand Cromwell (Undercity)</li><li>• Kah Mistrunner (Thunder Bluff)</li><li>• Lumak (Orgrimmar)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Arnold Leland (Stormwind)</li><li>• Astaia (Darnassus)</li><li>• Grimnur Stonebrand (Ironforge)</li><li>• Harold Riggs (Wetlands)</li><li>• Matthew Hooper (Redridge Mountains)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• Armand Cromwell (Undercity)</li><li>• Kah Mistrunner (Thunder Bluff)</li><li>• Lumak (Orgrimmar)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Arnold Leland (Stormwind)</li><li>• Astaia (Darnassus)</li><li>• Grimnur Stonebrand (Ironforge)</li><li>• Harold Riggs (Wetlands)</li><li>• Matthew Hooper (Redridge Mountains)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Expert Fishing Book</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>• Expert Fishing Book</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>• Quest: Nat Pagle, Angler Extreme</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>• Quest: Nat Pagle, Angler Extreme</li></ul>

### Leatherworking

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Chaw Stronghide (Mulgore)</li><li>• Dan Golthas (Undercity)</li><li>• Kamari (Orgrimmar)</li><li>• Mak (Thunder Bluff)</li><li>• Shelene Rhobart (Trisfal Glades)</li><li>• Waldor (Wailing Caverns)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Adele Fielder (Elwynn Forest)</li><li>• Darianna (Darnassus)</li><li>• Gretta Finespindle (Ironforge)</li><li>• Nadyia Maneweaver (Teldrassil)</li><li>• Randal Worth (Stormwind)</li><li>• Waldor (Wailing Caverns)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• Arthur Moore (Undercity)</li><li>• Brawn (Stranglethorn)</li><li>• Karolek (Orgrimmar)</li><li>• Krulmoo Fullmoon (The Barrens)</li><li>• Tarn (Thunder Bluff)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Aayndia Floralwind (Ashenvale)</li><li>• Faldron (Darnassus)</li><li>• Fimble Finespindle (Ironforge)</li><li>• Simon Tanner (Stormwind)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Una (Thunder Bluff)</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>• Telonis (Darnassus)</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>• Hahrana Ironhide (Feralas)</li><li>• Dragonscale Leatherworking Quest</li><li>• Elemental Leatherworking Quest</li><li>• Tribal Leatherworking Quest</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>• Wark Nightsky (The Hinterlands)</li><li>• Dragonscale Leatherworking Quest</li><li>• Elemental Leatherworking Quest</li><li>• Tribal Leatherworking Quest</li></ul>

### Tailoring

Horde		Alliance	
Apprentice (to 75)	<ul style="list-style-type: none"><li>• Bowen Brisboise (Trisfal Glades)</li><li>• Kil'hala (The Barrens)</li><li>• Snang (Orgrimmar)</li><li>• Vhan (Thunder Bluff)</li><li>• Victor Ward (Undercity)</li></ul>	Apprentice (to 75)	<ul style="list-style-type: none"><li>• Eldrin (Elwynn Foreest)</li><li>• Grondal Moonbreeze (Darkshore)</li><li>• Lawrence Schneider (Stormwind)</li><li>• Trianna (Darnassus)</li><li>• Uthrar Threx (Ironforge)</li></ul>
Journeyman (to 150)	<ul style="list-style-type: none"><li>• Grarnik Goodstitch (Stranglethorn)</li><li>• Magar (Orgrimmar)</li><li>• Mahani (The Barrens)</li><li>• Rhiannon Davis (Undercity)</li><li>• Tepa (Thunder Bluff)</li></ul>	Journeyman (to 150)	<ul style="list-style-type: none"><li>• Grarnik Goodstitch (Stranglethorn)</li><li>• Jormund Stonebrow (Ironforge)</li><li>• Me'lynn (Darnassus)</li><li>• Sellandus (Stormwind)</li></ul>
Expert (to 225)	<ul style="list-style-type: none"><li>• Josef Gregorian (Undercity)</li></ul>	Expert (to 225)	<ul style="list-style-type: none"><li>• Georgio Bolero (Stormwind)</li></ul>
Artisan (to 300)	<ul style="list-style-type: none"><li>• Daryl Stack (Hillsbrad Foothills)</li></ul>	Artisan (to 300)	<ul style="list-style-type: none"><li>• Timothy Worthington (Dustwallow Marsh)</li></ul>

### ***Instances***

Very often you will hear people ask about instances and what instances are good for what level or how many people you need for a group in a certain instance. Well, below we have a list (Horde specific) to help you with instances. We have also listed some resources that may help you with these instances.

#### **RAGEFIRE CHASM**

**Abbreviation:** RFC

**Recommended Group:** 5 players

**Recommended Levels:** 17-20. This is a learning instance. If you have previous instance experience, it should be easy for these levels and you can run it with lower characters if need be.

**Location:** Orgrimmar

**Directions:** In the Cleft of Shadows, look for the portal.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/92.php](http://worldofwarcraft.gameamp.com/...game_map/92.php)

<http://www.infoceptor.com/wow/walkthrough/ragefire/>

#### **WAILING CAVERNS**

**Abbreviation:** WC

**Recommended Group:** 5 players

**Recommended Levels:** 18-23

**Location:** The Barrens

**Directions:** The cave mouth is southwest of Crossroads, by the oasis.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/91.php](http://worldofwarcraft.gameamp.com/...game_map/91.php)

<http://www.infoceptor.com/wow/walkthrough/wailing/>

<http://sancus.off.net/wc.jpg>

<http://www.lurkerlounge.com/forums/....php/t4255.html>

### SHADOWFANG KEEP

**Abbreviation:** SFK

**Recommended Group:** 5 players

**Recommended Levels:** 24-27. Be warned that the last boss may be difficult for the recommended levels.

**Location:** Silverpine Forest

**Directions:** Go south from The Sepulcher to the ridge just north of Pyrewood Village.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/80.php](http://worldofwarcraft.gameamp.com/...game_map/80.php)

### BLACKFATHOM DEEPS

**Abbreviation:** BFD

**Recommended Group:** 5 players

**Recommended Levels:** 23-28

**Location:** Ashenvale

**Directions:** Go to Zoram Strand on the western beach, then move north up the beach to the ruin.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/87.php](http://worldofwarcraft.gameamp.com/...game_map/87.php)

<http://www.goblinworkshop.com/areas...thom-deeps.html>

<http://www.infoceptor.com/wow/walkthrough/deepfathom/>

<http://www.videogamemaps.net/wow/ma...0-%20Mephea.jpg>

### GNOMEREGAN

**Recommended Group:** 5 players

**Recommended Levels:** 29-35

**Location:** Dun Morogh (via Booty Bay)

**Directions:** Enter the goblin transporter.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/79.php](http://worldofwarcraft.gameamp.com/...game_map/79.php)

<http://www.wowwiki.com/Gnomeregan>

<http://www.videogamemaps.net/wow/ma...0-%20Mephea.jpg>

### RAZORFEN KRAUL

**Abbreviation:** RFK

**Recommended Group:** 5 players

**Recommended Levels:** 30-35. This instance is relatively easy for the recommended levels. If you have instance experience, you can try to run it with lower characters.

**Location:** The Barrens

**Directions:** Go south past Bael Modan and into the western valley.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/85.php](http://worldofwarcraft.gameamp.com/...game_map/85.php)

[http://www.infoceptor.com/wow/walkt...razorfen\\_kraul/](http://www.infoceptor.com/wow/walkt...razorfen_kraul/)

### SCARLET MONASTERY

**Abbreviation:** SM

**Recommended Group:** 5 players

**Recommended Levels:** 36-44

**Location:** Tirisfal Glades

**Directions:** Go to Undercity and then up the northeast road.

### Walkthrough / Maps:

[http://worldofwarcraft.gameamp.com/...game\\_map/82.php](http://worldofwarcraft.gameamp.com/...game_map/82.php)

[http://www.koaworld.com/html/wow/lo...arlet\\_monastery](http://www.koaworld.com/html/wow/lo...arlet_monastery)

<http://www.videogamemaps.net/wow/ma...0-%20Mephea.jpg>

## RAZORFEN DOWNS

**Abbreviation:** RFD

**Recommended Group:** 5 players

**Recommended Levels:** 40-45.

**Location:** The Barrens

**Directions:** Go south past Bael Modan and into the eastern valley.

### Walkthrough / Maps:

[http://worldofwarcraft.gameamp.com/...game\\_map/86.php](http://worldofwarcraft.gameamp.com/...game_map/86.php)

<http://www.goblinworkshop.com/areas/razorfen-downs.html>

## ULDAMAN

**Recommended Group:** 5 players. A Warrior is recommended to beat the next boss.

**Recommended Levels:** 42-46. You will need higher-level characters if you want to clear the last boss.

**Location:** Badlands

**Directions:** Located in the northernmost Badlands.

### Walkthrough / Maps:

[http://worldofwarcraft.gameamp.com/...game\\_map/78.php](http://worldofwarcraft.gameamp.com/...game_map/78.php)

### NOTE FOR HIGH-LEVEL INSTANCES

For the Horde side, if you're using a 5-person group, a good recommended mix is Mage, Priest, Shaman, Warlock or Rogue, Warrior. Warlocks tend to supersede Rogues in the more difficult instances if there are only 5 people. Raid groups have more flexibility.

### ZUL'FARRAK

**Abbreviation:** ZF

**Recommended Group:** 5 players. Area of effect spells are recommended.

**Recommended Levels:** 45-50. This instance is challenging for the recommended levels. The electric motor quest will likely require higher level characters.

**Location:** Tanaris

**Directions:** Go northwest of Gadgetzan.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/88.php](http://worldofwarcraft.gameamp.com/...game_map/88.php)

<http://worldofwarcraft.gameamp.com/...nstances/25.php>

<http://www.goblinworkshop.com/areas/zulfarrak.html>

### MARAUDON

**Recommended Group:** 5 players

**Recommended Levels:** 47-52

**Location:** Desolace

**Directions:** Go northeast from Shadowprey Village and into the centaur pass.

**Walkthrough / Maps:**

<http://www.infoceptor.com/wow/walkthrough/maraudon/>

### TEMPLE OF ATAL'HAKKAR

**Abbreviation:** Commonly known as the Sunken Temple

**Recommended Group:** 5 players

**Recommended Levels:** 52-55 with an optimal group, 55-57 for most. If you're hoping to beat Eranikus at level 55, a Priest and/or Druid are strongly recommended.

**Location:** Swamp of Sorrows

**Directions:** Go into the lake.

**Walkthrough / Maps:**

There is a good walkthrough at <http://www.frenzyguild.com/> - click on the red Rock hand button at bottom left.

Partial Walkthrough, No Map:

[http://vnboards.ign.com/WoW\\_Quests,...838/82849606/?1](http://vnboards.ign.com/WoW_Quests,...838/82849606/?1)

(link is flawed, please cut and paste)

Summary of Quests:

<http://www.thottbot.com/?z=89>

### BLACKROCK DEPTHS

**Abbreviation:** BRD

**Recommended Group:** 5 to 10 players. Running with 5 people is rare; raids are far more common due to difficulty. A Mage (with instant arcane explosion) is strongly recommended for the Lyceum area. A skilled Rogue can be substituted for the Mage if need be.

**Recommended Levels:** 54-56 with an optimal group, 56-60 for most. 56+ is strongly recommended for the second half of this instance.

**Location:** Burning Steppes

**Directions:** Under Blackrock Mountain.

**Walkthrough / Maps:** <http://www.ultimategamers.com/world...rockdepths.html>

### LOWER BLACKROCK SPIRE

**Abbreviation:** LBRS

**Recommended Group:** 5-10 players. At least 2 healers (Priest / Shaman / Druid) are recommended.

**Recommended Levels:** 57-60?

**Location:** Burning Steppes

**Directions:** Blackrock Mountain.

**Walkthrough / Maps:** None known

### STRATHOLME

**Abbreviation:** Strat.

(Split into Stratholme Scarlet and Stratholme UD. Stratholme UD is one of the most time-effective high-level instances for items.)

**Recommended Group:** 5-14 players. Requires a very good 5-player group, otherwise a raid will be necessary.

**Recommended Levels:** 57-60. For smaller groups, 60 is strongly recommended.

**Location:** Eastern Plaguelands

**Directions:** Located in the northernmost valley, north of Plaguewood.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/77.php](http://worldofwarcraft.gameamp.com/...game_map/77.php)

### SCHOLOMANCE

**Abbreviation:** Scholo

**Recommended Group:** 5-10 players. Difficult for 5 people. A 5-person group will take a very long time, up to 8 hours. Raiding this instance is recommended, until it is fixed. This is one of the worst high-level instances for items, time-wise, and bugs. A Warlock is recommended to protect against a wipe. Two priests are recommended for the final boss.

**Recommended Levels:** 59-60

**Location:** Western Plaguelands.

**Directions:** On an island in Darrowmere Lake, southeast Western Plaguelands.

Can also be reached from the Hinterlands via Plaguemist Ravine.

**Walkthrough / Maps:** None currently known.

### UPPER BLACKROCK SPIRE

**Abbreviation:** UBRs

**Recommended Group:** Best for 15-20 people. Probably the second most time-effective for items.

**Recommended Levels:** 50-60

**Location:** Burning Steppes

**Directions:** Blackrock Mountain.

**Walkthrough / Maps:**

[http://worldofwarcraft.gameamp.com/...game\\_map/81.php](http://worldofwarcraft.gameamp.com/...game_map/81.php)

### “EARLY” MOLTEN CORE

**Abbreviation:** MC

**Recommended Group:** 40 players

**Recommended Levels:** 60

**Location:** Burning Steppes

**Directions:** Beneath the Blackrock Depths.

**Walkthrough / Maps:**

<http://conquest.teamgbu.com/strats/moltencore/Map2.php>

### ONYXIA'S LAIR

**Recommended Group:** 40 players

**Recommended Levels:** 60

**Location:** Dustwallow Marsh

**Directions:** Go south through the swamp past the Ruins of Stonemaul. The lair is a large mound in an area barren of water and trees.

**Walkthrough / Maps:** None known.

To get the Onyxia key for the Horde:

<http://revenants.org/onykey/onyxiakey.htm>

### “DEEP” MOLTEN CORE

**Abbreviation:** MC

**Recommended Group:** 40 players

**Recommended Levels:** 60

**Location:** Burning Steppes

**Directions:** Beneath the Blackrock Depths.

**Walkthrough / Maps:**

<http://conquest.teamgbu.com/strats/moltencore/Map2.php>

### *Alchemy Guide*

Skill Level	Recipe Name
15	Weak Troll's Blood Potion
25	Minor Mana Potion
40	Minor Rejuvenation Potion
50	Alchemy
50	Discolored Healing Potion
50	Elixir of Minor Healing Potion
50	Elixir of Minor Fortitude
55	Lesser Healing Potion
60	Rage Potion
60	Swiftess Potion
80	Blackmouth Oil
90	Elixir of Giant Growth
90	Elixir of Water Breathing
90	Elixir of Wisdom
100	Alchemy
100	Holy Protection Potion
100	Swim Speed Potion
110	Healing Potion
110	Minor Magic Resistance Potion
120	Elixir of Poison Resistance
120	Lesser Mana Potion
125	Strong Troll's blood Potion
130	Elixir of Defense
130	Fire Oil
135	Shadow Protection Potion
140	Elixir of Firepower
140	Elixir of Lesser Agility
150	Elixir of Ogre's Strength
150	Free Action Potion
155	Greater Healing Potion
160	Mana Potion
165	Fire Protection Potion
165	Lesser Invisibility Potion
165	Shadow Oil

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175	Elixir of Fortitude
180	Mighty Troll's Blood Potion
185	Elixir of Agility
190	Frost Protection Potion
190	Nature Protection Potion
195	Elixir of Detect Lesser Invisibility
195	Elixir of Greater Defense
200	Alchemy
200	Casteye Elixir
200	Frost Oil
205	Greater Mana Potion
210	Oil of Immolation
210	Goblin Rocket Fuel
215	Magic Resistance Potion
215	Elixir of Greater Water Breathing
215	Lesser Stoneshield Potion
225	Superior Healing Potion
225	Philosophers' Stone
225	Transmute: Iron to Gold
225	Transmute: Mithril to Truesilver
230	Wildvine Potion
230	Dreamless Sleep Potion
235	Elixir of Detect Undead
235	Arcane Elixir
240	Elixir of Greater Intellect
240	Invisibility Potion
240	Elixir of Dream Vision
245	Elixir of Greater Agility
245	Gift of Arthas
250	Elixir of Giants
250	Ghost Dye
250	Elixir of Demon slaying
250	Elixir of Detect Demon
250	Elixir of Shadow Power
250	Limited Invulnerability Potion
250	Stonescale Oil
255	Mighty Rage Potion
260	Superior Mana Potion
265	Elixir of Superior Defense

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270	Elixir of the Sages
275	Elixir of Brute Force
275	Major Healing Potion
275	Transmute: Arcanite
275	Transmute: Earth to Life
275	Transmute: Fire to Earth
275	Transmute: Life to Earth
280	Transmute: Water to Undeath
280	Elixir of Mongoose
285	Greater Stoneshield Potion
285	Greater Arcane Elixir
290	Purification Potion
290	Greater Arcane Protection Potion
290	Greater Fire Protection Potion
290	Greater Frost Protection Potion
290	Greater Nature Protection Potion
290	Greater Shadow Protection Potion
295	Major Mana Potion
300	Flask of Chromatic Resistance
300	Flask of Distilled Wisdom
300	Flask of Petrification
300	Flask of Supreme Power
300	Flask of the Titans
300	Major Rejuvenation Potion