Beast Mastery Hunter

Your pet does the work. Hawks join in.

The pet hunter: a strong pet, new **Summon Hawk** dive-bombers, and Bestial Wrath. The easiest hunter to level and great solo.

Ranged damage | Pet and hawks | Best for levelling

THE 30-SECOND VERSION

Three things to remember

Pet first

Keep your pet alive, happy and attacking. Most of your damage goes through it.

Hawks share Arcane Shot

Summon Hawk puts up to 2 hawks on the target, and shares a cooldown with Arcane Shot.

Bestial Wrath at 40

Your 31-point talent: your pet goes wild for a while. Use it on bosses.

NEW IN WOW FOREVER

What changed for you

Aimed Shot is for everyone

No longer a talent: every hunter trains it at **level 20**. 2-sec cast, 6-sec cooldown, shared with Multi-Shot.

Rapid Fire speeds up melee too

40% faster ranged **and** melee attacks for 15 sec.

Summon Hawk

A hawk dive-bombs the target and fights for 18 sec, up to 2 at once. Pet talents boost hawks too.

Focused Fire and Bestial Discipline

You and your pet deal 1% more damage while it is out, and 25% of your mana regeneration keeps going while you cast.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- Pull with **Auto Shot** and **Serpent Sting**, then **Raptor Strike** when they reach you.
- Keep **Aspect of the Monkey** up early, **Aspect of the Hawk** from 10.
- Get your pet at level 10 (quest): it tanks for you while you shoot.

LEVELS 10–19

- Tame a pet with a fast attack (a cat or a boar is fine).
- Take **Endurance Training** and **Focused Fire**.
- Send the pet in, wait a second, then shoot.

LEVELS 20–39

- **Aimed Shot** (20) to open, **Multi-Shot** on packs (shared cooldown).
- Take **Unleashed Fury**, **Ferocity** and **Summon Hawk**.
- **Intimidation** to stun a mob running at you.

LEVELS 40–59

- **Bestial Wrath** (talent) on elites and bosses.
- Take **Frenzy** and **Spirit Bond** for healing between pulls.
- Two hawks plus your pet clears fast.

AT LEVEL 60

Your priority

A simple order for Beast Mastery at 60. Your pet attacks first, and Hunter's Mark goes on before the pull.

1. **Hunter's Mark** on the target before you shoot.
2. **Bestial Wrath and Rapid Fire** at the start of a boss fight.
3. **Summon Hawk** whenever it is ready (up to 2 hawks).
4. **Serpent Sting** keep it on targets that live a while.
5. **Aimed Shot** on cooldown (shares it with Multi-Shot).
6. **Multi-Shot** instead of Aimed Shot on two or more targets.
7. **Mend Pet** whenever your pet drops low.

TALENTS

Talents that matter

TALENT	TREE	WHY TAKE IT
Endurance Training	Beast Mastery	More pet health and armor.
Focused Fire	Beast Mastery	+1% damage for you and your pet.
Unleashed Fury	Beast Mastery	+3% pet and hawk damage.
Ferocity	Beast Mastery	+2% pet and hawk crit.
Summon Hawk	Beast Mastery	Up to 2 hawks on your target.
Spirit Bond	Beast Mastery	You and your pet heal slowly.
Intimidation	Beast Mastery	A 3-sec pet stun.
Bestial Discipline	Beast Mastery	Pet focus and your mana while casting.
Frenzy	Beast Mastery	Faster pet attacks after crits.
Bestial Wrath	Beast Mastery (31)	Your pet's big cooldown.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack, and **Big Game Hunter** adds 5% damage to Beasts.

HORDE

ORC

Command gives your pet +5% damage and Blood Fury helps you both. The best Beast Mastery pick.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.

RACE	SIDE	RACIALS
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.
Tauren	Horde	**Endurance**: +5% health. **War Stomp**: stun nearby enemies. **Plainsrunning**: run speed that builds while you run (2% a stack, up to 60%; not on mounts).
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Let the pet pull

Send your pet, count to two, then attack. It keeps the mob off you.

Feed your pet

A happy pet does more damage. Carry food it likes.

Hawks or Arcane Shot

They share a cooldown. Hawks are usually better for Beast Mastery.

Feign Death to reset

Feign Death drops threat. In WoW Forever you must cancel it within 6 minutes or you really die.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
My pet keeps dying	Use Mend Pet, take Endurance Training and Spirit Bond, and keep it fed so it stays happy.
Out of mana all the time	Take Efficiency, use Aspect of the Hawk, drink between pulls, and stop Arcane Shot on easy mobs.
Summon Hawk not ready	It shares a cooldown with Arcane Shot. Do not press both.
Pet is not attacking	Check it is on Defensive or Aggressive, and use the Attack button.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next shot, follows your Serpent Sting and Hunter's Mark from your casts, and has a hunter levelling list. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

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Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: hunter changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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