

WHAT CLASS SHOULD I PLAY IN WOW QUIZ

WHAT CLASS SHOULD I PLAY IN WOW QUIZ IS A QUESTION THAT ECHOES THROUGH THE VAST AND VIBRANT WORLD OF AZEROTH FOR COUNTLESS PLAYERS, BOTH NEW AND RETURNING. DECIDING WHICH CHARACTER TO EMBARK ON YOUR EPIC JOURNEY WITH CAN BE ONE OF THE MOST IMPACTFUL CHOICES YOU MAKE IN WORLD OF WARCRAFT. THIS COMPREHENSIVE GUIDE WILL HELP YOU NAVIGATE THE EXCITING ARRAY OF CLASSES AVAILABLE, OFFERING INSIGHTS INTO THEIR PLAYSTYLES, ROLES, AND UNIQUE MECHANICS. WE'LL EXPLORE HOW TO IDENTIFY YOUR PREFERENCES FOR COMBAT, RESOURCE MANAGEMENT, AND OVERALL GAMEPLAY EXPERIENCE, EMPOWERING YOU TO MAKE AN INFORMED DECISION. FROM THE THUNDEROUS MIGHT OF A WARRIOR TO THE ARCANE MANIPULATIONS OF A MAGE, OR THE STEALTHY PRECISION OF A ROGUE, THERE'S A PERFECT FIT FOR EVERYONE. LET'S DIVE IN AND DISCOVER YOUR IDEAL AZEROTHIAN IDENTITY.

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THE FIRST STEP IN ANSWERING "WHAT CLASS SHOULD I PLAY IN WoW QUIZ" IS TO HONESTLY ASSESS WHAT KIND OF GAMEPLAY EXPERIENCE YOU'RE LOOKING FOR. DO YOU ENJOY BEING AT THE FOREFRONT OF THE ACTION, ABSORBING DAMAGE AND PROTECTING YOUR ALLIES? OR PERHAPS YOU PREFER TO UNLEASH DEVASTATING SPELLS FROM AFAR, OR WEAVE IN AND OUT OF COMBAT WITH CALCULATED PRECISION. YOUR COMFORT LEVEL WITH DIFFERENT MECHANICS, SUCH AS MANAGING COMPLEX ROTATIONS, REACTING QUICKLY TO THREATS, OR PATIENTLY EXECUTING A STRATEGY, WILL HEAVILY INFLUENCE YOUR CLASS CHOICE. CONSIDER IF YOU THRIVE UNDER PRESSURE OR IF A MORE RELAXED, METHODICAL APPROACH SUITS YOU BETTER.

THINK ABOUT YOUR PREFERRED PACE OF GAMEPLAY. ARE YOU SOMEONE WHO LIKES TO BE CONSTANTLY ENGAGED, MANAGING MULTIPLE COOLDOWNS AND REACTING TO DYNAMIC SITUATIONS? OR DO YOU PREFER A SMOOTHER, MORE PREDICTABLE ROTATION WHERE YOU CAN FOCUS ON POSITIONING AND ENVIRONMENTAL AWARENESS? SOME CLASSES REQUIRE A HIGH DEGREE OF MULTITASKING, WHILE OTHERS ARE MORE STRAIGHTFORWARD. THIS ISN'T ABOUT BEING "GOOD" OR "BAD" AT A CERTAIN PLAYSTYLE, BUT RATHER ABOUT FINDING WHAT BRINGS YOU THE MOST ENJOYMENT AND SATISFACTION IN THE LONG RUN.

RESOURCE MANAGEMENT STYLES

EVERY CLASS IN WORLD OF WARCRAFT MANAGES RESOURCES DIFFERENTLY, AND THIS CAN SIGNIFICANTLY IMPACT YOUR GAMEPLAY FEEL. SOME CLASSES RELY ON MANA, A TRADITIONAL SPELLCASTING RESOURCE THAT REGENERATES OVER TIME OR THROUGH SPECIFIC ABILITIES. OTHERS USE ENERGY, WHICH BUILDS UP QUICKLY AND DECAYS WHEN NOT IN USE, FAVORING AGGRESSIVE, FAST-PACED COMBAT. RAGE IS ANOTHER COMMON RESOURCE, BUILT UP THROUGH TAKING DAMAGE OR DEALING IT, FUELING POWERFUL ATTACKS. THEN THERE ARE MORE UNIQUE SYSTEMS LIKE DEATH KNIGHTS' RUNES AND RUNIC POWER, OR MONKS' CHI, WHICH REQUIRE CAREFUL PLANNING AND SYNERGISTIC USAGE.

THE WAY A CLASS GENERATES AND SPENDS ITS RESOURCES CAN DICTATE THE RHYTHM OF COMBAT. DO YOU LIKE TO POOL RESOURCES FOR A BIG BURST OF DAMAGE, OR DO YOU PREFER TO SPEND THEM CONSISTENTLY TO MAINTAIN OPTIMAL OUTPUT? UNDERSTANDING THESE NUANCES WILL HELP YOU AVOID FRUSTRATION AND FIND A CLASS THAT FEELS INTUITIVE AND REWARDING TO PLAY. FOR EXAMPLE, A WARRIOR BUILDING RAGE FEELS VERY DIFFERENT FROM A MAGE REGENERATING MANA, EACH OFFERING A DISTINCT COMBAT EXPERIENCE.

SOLO VS. GROUP PLAY PREFERENCES

WHILE WORLD OF WARCRAFT IS FUNDAMENTALLY AN MMO, YOUR WILLINGNESS AND DESIRE TO ENGAGE IN GROUP CONTENT VERSUS SOLO ADVENTURING CAN ALSO STEER YOUR CLASS SELECTION. SOME CLASSES EXCEL IN SOLO CONTENT, POSSESSING SELF-HEALING, SURVIVABILITY, AND DAMAGE CAPABILITIES THAT ALLOW THEM TO TACKLE DIFFICULT CHALLENGES ALONE. OTHERS MIGHT FEEL A BIT MORE FRAGILE OR RELIANT ON SPECIFIC GROUP BUFFS AND SUPPORT TO TRULY SHINE. IF YOU ENVISION YOURSELF SPENDING MOST OF YOUR TIME EXPLORING THE WORLD AT YOUR OWN PACE, A MORE SELF-SUFFICIENT CLASS MIGHT BE IDEAL. CONVERSELY, IF YOU'RE EAGER TO JUMP INTO DUNGEONS, RAIDS, AND PVP BATTLEFIELDS FROM THE GET-GO, FOCUSING ON A CLASS THAT OFFERS STRONG GROUP UTILITY OR A SOUGHT-AFTER ROLE MIGHT BE MORE APPEALING.

EXPLORING THE TANK CLASSES

FOR THOSE WHO HEAR THE CALL TO BE THE BULWARK OF THEIR GROUP, THE TANK ROLE IS WHERE YOU'LL FIND YOUR CALLING. TANK CLASSES ARE THE FRONTLINE DEFENDERS, DRAWING ENEMY ATTENTION AND ABSORBING CRITICAL DAMAGE TO KEEP THEIR ALLIES SAFE. THEY ARE THE UNSUNG HEROES OF DUNGEONS AND RAIDS, DEMANDING AWARENESS, QUICK REACTIONS, AND A STRONG UNDERSTANDING OF THREAT MANAGEMENT. IF YOU ENJOY BEING THE CENTER OF ATTENTION IN A GOOD WAY, AND RELISH THE RESPONSIBILITY OF LEADING YOUR TEAM THROUGH DANGEROUS ENCOUNTERS, A TANK CLASS MIGHT BE YOUR PERFECT MATCH.

WARRIOR: THE STALWART DEFENDER

WARRIORS ARE THE EPITOME OF MARTIAL PROWESS AND UNYIELDING DEFENSE. THEY WEAR HEAVY ARMOR AND WIELD MIGHTY WEAPONS, BECOMING FORMIDABLE OBSTACLES FOR THEIR FOES. WARRIORS PRIMARILY USE RAGE AS THEIR RESOURCE, WHICH THEY BUILD BY TAKING AND DEALING DAMAGE, THEN SPEND ON POWERFUL DEFENSIVE AND OFFENSIVE ABILITIES. THEIR PLAYSTYLE IS DIRECT AND IMPACTFUL, OFTEN INVOLVING AGGRESSIVE STANCES AND COMMANDING PRESENCE.

WARRIOR TANKS EXCEL AT MITIGATING PHYSICAL DAMAGE AND HAVE ABILITIES TO RECOVER FROM HEAVY BLOWS. THEY OFFER A STRAIGHTFORWARD, YET HIGHLY EFFECTIVE, TANKING EXPERIENCE. IF YOU ENJOY A VISCERAL, MELEE-FOCUSED PLAYSTYLE WHERE YOU STAND TOE-TO-TOE WITH YOUR ENEMIES, THE WARRIOR IS A COMPELLING CHOICE. THEIR LORE IS DEEPLY ROOTED IN THE CONCEPT OF MARTIAL HONOR AND PROTECTING THE WEAK.

PALADIN: THE HOLY PROTECTOR

PALADINS ARE HOLY WARRIORS WHO BLEND MARTIAL SKILL WITH DIVINE MAGIC, OFFERING A UNIQUE BLEND OF OFFENSE, DEFENSE, AND SUPPORT. AS TANKS, THEY ARE EXCEPTIONALLY DURABLE, DRAWING UPON THEIR FAITH TO HEAL THEMSELVES AND SHIELD THEIR ALLIES. PALADINS UTILIZE THE HOLY POWER RESOURCE SYSTEM, BUILDING IT THROUGH SPECIFIC ABILITIES AND SPENDING IT ON POTENT DEFENSIVE OR OFFENSIVE EFFECTS. THEY ARE KNOWN FOR THEIR STRONG SURVIVABILITY AND UTILITY, OFTEN PROVIDING CRUCIAL BUFFS AND BLESSINGS TO THEIR PARTY.

THE PALADIN TANK OFFERS A MORE PROACTIVE AND SUPPORTIVE STYLE OF TANKING COMPARED TO SOME OTHER CLASSES. IF YOU ENJOY A CLASS THAT CAN SELF-SUSTAIN EXCEPTIONALLY WELL AND CONTRIBUTE TO THE GROUP IN MULTIPLE WAYS BEYOND JUST TAKING HITS, THE PALADIN IS A FANTASTIC OPTION. THEIR CONNECTION TO THE LIGHT IMBUES THEM WITH A SENSE OF RIGHTEOUSNESS AND DUTY.

DEATH KNIGHT: THE GRIM VANGUARD

DEATH KNIGHTS ARE FORMIDABLE MELEE COMBATANTS WHO DRAW UPON THE POWER OF NECROMANCY AND THE FROZEN NORTH TO CONTROL THE BATTLEFIELD AND ABSORB IMMENSE DAMAGE. THEY ARE A UNIQUE BREED OF TANK, OFTEN SACRIFICING THEIR OWN WELL-BEING TO FUEL POWERFUL ABILITIES AND MAINTAIN CONTROL. DEATH KNIGHTS USE A DUAL-RESOURCE SYSTEM: RUNES, WHICH HAVE COOLDOWNS, AND RUNIC POWER, WHICH IS GENERATED OVER TIME AND SPENT QUICKLY ON POWERFUL EFFECTS. THIS SYSTEM REQUIRES CAREFUL MANAGEMENT AND PLANNING.

DEATH KNIGHT TANKS ARE KNOWN FOR THEIR INCREDIBLE SUSTAINED SURVIVABILITY AND ABILITY TO CONTROL ENEMIES THROUGH VARIOUS CROWD CONTROL EFFECTS. IF YOU ARE DRAWN TO A DARKER AESTHETIC AND ENJOY A MORE COMPLEX RESOURCE MANAGEMENT SYSTEM THAT REWARDS THOUGHTFUL EXECUTION, THE DEATH KNIGHT IS AN EXCELLENT CHOICE. THEIR LORE IS STEEPED IN THEMES OF UNDEATH, SACRIFICE, AND A GRIM DETERMINATION.

DRUID: THE VERSATILE GUARDIAN

DRUIDS ARE SHAPESHIFTERS, CAPABLE OF TRANSFORMING INTO VARIOUS ANIMAL FORMS TO SUIT DIFFERENT COMBAT NEEDS. AS GUARDIAN DRUIDS, THEY TAKE THE FORM OF A POWERFUL BEAR, BECOMING AN INCREDIBLY DURABLE AND MOBILE TANK. THEY UTILIZE THE RAGE RESOURCE SYSTEM, SIMILAR TO WARRIORS, BUT WITH THE ADDED BENEFIT OF THEIR SHAPESHIFTING ABILITIES. DRUIDS ARE KNOWN FOR THEIR EXCEPTIONAL MOBILITY, ABILITY TO RECOVER FROM DAMAGE, AND UNIQUE UTILITY PROVIDED BY THEIR FLEXIBLE NATURE.

THE GUARDIAN DRUID OFFERS A HIGHLY ADAPTABLE TANKING EXPERIENCE. THEIR ABILITY TO SHIFT FORMS ALLOWS FOR INCREDIBLE SURVIVABILITY AND UTILITY IN VARIOUS SITUATIONS. IF YOU APPRECIATE VERSATILITY AND ENJOY THE IDEA OF EMBODYING A POWERFUL BEAST, THE DRUID IS A PRIME CANDIDATE. THEIR CONNECTION TO NATURE AND THE PRIMAL FORCES OF AZEROTH IS A CORE ASPECT OF THEIR IDENTITY.

MONK: THE NIMBLE MASTER

MONKS ARE MARTIAL ARTISTS WHO COMBINE AGILITY, SPEED, AND SPIRITUAL FORTITUDE TO BECOME EXCEPTIONAL TANKS. THEY SPECIALIZE IN DODGING AND PARRYING ATTACKS, USING A UNIQUE RESOURCE SYSTEM BASED ON CHI AND STAGGER. STAGGER CAUSES A PORTION OF INCOMING DAMAGE TO BE DELAYED, ALLOWING THE MONK TO HEAL IT BACK OVER TIME. THIS SYSTEM REQUIRES CONSTANT ENGAGEMENT AND CAREFUL MANAGEMENT OF INCOMING DAMAGE.

THE MONK TANK OFFERS A DYNAMIC AND SKILL-INTENSIVE PLAYSTYLE. IF YOU ENJOY BEING AGILE, ACTIVELY MITIGATING DAMAGE THROUGH UNIQUE MECHANICS, AND PREFER A MELEE-FOCUSED ROLE WITH A STRONG EMPHASIS ON MOVEMENT AND EVASION, THE MONK IS AN EXCELLENT PICK. THEIR PHILOSOPHY CENTERS AROUND BALANCE, DISCIPLINE, AND INNER STRENGTH.

DEMON HUNTER: THE AGILE PROTECTOR

DEMON HUNTERS ARE SWIFT AND FEROCIOUS WARRIORS WHO HARNESS THE POWER OF FEL MAGIC AND THEIR DEMONIC HERITAGE TO PROTECT AZEROTH. AS TANKS, THEY ARE INCREDIBLY MOBILE AND POSSESS STRONG SELF-HEALING CAPABILITIES. THEY UTILIZE FURY AS THEIR PRIMARY RESOURCE, WHICH IS GENERATED THROUGH ATTACKING AND SPENT ON POWERFUL ABILITIES. THEIR PLAYSTYLE IS CHARACTERIZED BY HIGH UPTIME ON TARGETS AND A CONSTANT NEED TO BE IN THE THICK OF COMBAT.

THE DEMON HUNTER TANK IS KNOWN FOR ITS AGILITY, FAST-PACED COMBAT, AND POWERFUL BURST DAMAGE. IF YOU ENJOY A HIGH-MOBILITY, MELEE-ORIENTED TANKING ROLE THAT FEELS AGGRESSIVE AND IMPACTFUL, THE DEMON HUNTER IS A GREAT CHOICE. THEIR UNIQUE LORE INVOLVES EMBRACING FORBIDDEN POWERS TO FIGHT AGAINST GREATER EVILS.

DISCOVERING THE HEALER CLASSES

THE HEALERS ARE THE LIFEBLOOD OF ANY GROUP, RESPONSIBLE FOR MENDING WOUNDS, DISPELLING AILMENTS, AND KEEPING THEIR ALLIES ALIVE THROUGH THE MOST PERILOUS ENCOUNTERS. IF YOU FIND SATISFACTION IN SUPPORTING OTHERS, REACTING TO CRITICAL SITUATIONS, AND ORCHESTRATING THE SURVIVAL OF YOUR TEAM, THEN THE HEALER ROLE IS FOR YOU. THIS ROLE DEMANDS A KEEN EYE FOR DETAIL, EXCELLENT SITUATIONAL AWARENESS, AND THE ABILITY TO REMAIN CALM UNDER PRESSURE.

PRIEST: THE DIVINE PHYSICIAN

PRIESTS ARE CONDUITS OF DIVINE POWER, CAPABLE OF BOTH HEALING THE WOUNDED AND SMITING THE WICKED. AS HEALERS,

THEY OFFER A DIVERSE RANGE OF HEALING SPELLS, FROM POTENT SINGLE-TARGET CURES TO WIDESPREAD AREA-OF-EFFECT REMEDIES. PRIESTS UTILIZE MANA AS THEIR RESOURCE AND HAVE DISTINCT HEALING SPECIALIZATIONS THAT CATER TO DIFFERENT HEALING STYLES, SUCH AS FOCUSED BURST HEALING OR SUSTAINED, EFFICIENT RECOVERY.

THE PRIEST OFFERS A CLASSIC AND HIGHLY VERSATILE HEALING EXPERIENCE. IF YOU ENJOY A BLEND OF TRADITIONAL SPELLCASTING AND THE ABILITY TO ADAPT YOUR HEALING STYLE TO THE SITUATION, THE PRIEST IS A STRONG CONTENDER. THEIR CONNECTION TO FAITH AND DIVINE INTERVENTION MAKES THEM A CORNERSTONE OF HEALING IN AZEROTH.

PALADIN: THE HOLY LIGHT'S BALM

WHILE ALSO A FORMIDABLE TANK, THE PALADIN EXCELS AS A HEALER BY DRAWING UPON THE POWER OF THE LIGHT TO MEND WOUNDS AND PROVIDE CRUCIAL BUFFS. THEIR HEALING TOOLKIT EMPHASIZES PROACTIVE SHIELDING, BURST HEALING, AND POTENT SINGLE-TARGET RECOVERY. PALADINS USE HOLY POWER FOR THEIR MOST IMPACTFUL HEALING SPELLS, MAKING FOR A DYNAMIC AND ENGAGING HEALING ROTATION.

PALADIN HEALERS ARE KNOWN FOR THEIR EXCEPTIONAL ABILITY TO SAVE ALLIES FROM CRITICAL SITUATIONS AND PROVIDE STRONG UTILITY. IF YOU APPRECIATE A HEALER THAT CAN ALSO CONTRIBUTE TO OFFENSE AND HAS POWERFUL "OH-CRAP" BUTTONS, THE PALADIN IS AN OUTSTANDING CHOICE. THEY EMBODY UNWAVERING FAITH AND THE DESIRE TO PROTECT THE INNOCENT.

SHAMAN: THE ELEMENTAL MENDER

SHAMANS ARE SPIRITUAL LEADERS WHO COMMAND THE FORCES OF THE ELEMENTS AND ANCESTRAL SPIRITS. AS HEALERS, THEY WIELD TOTEMS THAT PROVIDE VARIOUS BUFFS AND HEALING EFFECTS, ALONGSIDE DIRECT HEALING SPELLS. SHAMANS USE MANA AS THEIR RESOURCE AND HAVE A STRONG EMPHASIS ON UTILITY, OFFERING POWERFUL CROWD CONTROL AND GROUP BUFFS. THEIR HEALING OFTEN INVOLVES PLACING TOTEMS STRATEGICALLY AND CASTING HEALING SPELLS IN CONJUNCTION WITH THEM.

THE SHAMAN HEALER PROVIDES A UNIQUE AND IMPACTFUL HEALING EXPERIENCE, BLENDING DIRECT HEALING WITH POWERFUL BUFFS AND UTILITY. IF YOU ENJOY A CLASS THAT CAN INFLUENCE THE BATTLEFIELD IN MULTIPLE WAYS AND HAS A STRONG CONNECTION TO NATURE AND THE ELEMENTS, THE SHAMAN IS A GREAT PICK. THEIR LORE IS RICH WITH THE WISDOM OF THE SPIRITS AND THE RAW POWER OF THE NATURAL WORLD.

DRUID: THE NATURE'S RESTORATION

DRUIDS, IN THEIR HEALING CAPACITY, EMBODY THE RESTORATIVE POWER OF NATURE. THEY SPECIALIZE IN SUSTAINED, "HEAL-OVER-TIME" EFFECTS, MAKING THEM EXCELLENT AT TOPPING OFF PARTY MEMBERS AND PREVENTING DAMAGE BEFORE IT BECOMES CRITICAL. DRUIDS USE MANA AND THEIR SHAPESHIFTING ABILITIES TO ENHANCE THEIR HEALING OUTPUT, OFTEN TRANSFORMING INTO A SWIFT, AGILE FORM TO DELIVER RAPID HEALS. THEIR VERSATILITY ALLOWS THEM TO ADAPT TO VARIOUS HEALING DEMANDS.

DRUID HEALERS ARE MASTERS OF PROACTIVE HEALING AND SUSTAINED RECOVERY. IF YOU ENJOY A PLAYSTYLE FOCUSED ON KEEPING BUFFS ACTIVE, PREVENTING DAMAGE, AND ADAPTING YOUR SPELLS TO DIFFERENT SITUATIONS, THE DRUID IS AN IDEAL CHOICE. THEY ARE DEEPLY CONNECTED TO THE NATURAL WORLD AND ITS CYCLICAL PROCESSES OF LIFE AND RENEWAL.

MONK: THE SERENE PHYSICIAN

MONKS, AS HEALERS, BRING A UNIQUE BLEND OF AGILITY AND SPIRITUAL FOCUS TO THEIR ROLE. THEY EXCEL AT MOBILE HEALING AND HAVE A DISTINCT MECHANIC INVOLVING "ESSENCE FONT," WHICH ALLOWS THEM TO STORE HEALING ENERGY FOR A POWERFUL BURST. MONKS USE MANA AND POSSESS A TALENT FOR EFFICIENT, CHANNELED HEALING, MAKING THEM ADEPT AT KEEPING MULTIPLE ALLIES HEALTHY WITH CONSISTENT CARE.

THE MONK HEALER OFFERS A FAST-PACED AND ENGAGING HEALING EXPERIENCE, EMPHASIZING CONSTANT MOVEMENT AND SMART RESOURCE MANAGEMENT. IF YOU ENJOY A DYNAMIC PLAYSTYLE THAT REWARDS POSITIONING AND PROACTIVE HEALING, THE MONK IS AN EXCELLENT OPTION. THEIR PHILOSOPHY OF MINDFULNESS AND BALANCE EXTENDS TO THEIR HEALING PRACTICES.

EVOKER: THE DRAGONFLIGHT'S HEALER

THE NEWEST ADDITION TO THE HEALING ROSTER, EVOKERS ARE A RACE-CLASS COMBINATION HAILING FROM THE DRAGON ISLES. THEY CHANNEL THE POWER OF DRAGONS TO HEAL THEIR ALLIES WITH POTENT, CHanneLED SPELLS AND UNIQUE AREA-OF-EFFECT ABILITIES. EVOKERS USE BOTH MANA AND EMPOWERED SPELLS, WHICH CAN BE CHARGED FOR INCREASED POTENCY. THEIR UNIQUE MECHANICS AND DRAGON-THEMED ABILITIES OFFER A FRESH AND EXCITING HEALING EXPERIENCE.

EVOKER HEALERS BRING A VISUALLY STUNNING AND MECHANICALLY DISTINCT APPROACH TO HEALING. IF YOU ARE DRAWN TO THE DRAGON FANTASY, ENJOY POWERFUL CHanneLED SPELLS, AND WANT TO EXPERIENCE THE LATEST INNOVATION IN WoW HEALING, THE EVOKER IS A FANTASTIC CHOICE. THEIR CONNECTION TO THE ASPECTS OF THE DRAGONFLIGHTS GRANTS THEM IMMENSE POWER AND RESPONSIBILITY.

UNVEILING THE DAMAGE DEALER CLASSES

FOR THOSE WHO CRAVE THE THRILL OF DEALING DEVASTATING BLOWS AND SEEING ENEMY HEALTH BARS PLUMMET, THE DAMAGE DEALER (OR DPS) ROLE IS YOUR DOMAIN. DPS CLASSES ARE THE ARCHITECTS OF DESTRUCTION, RESPONSIBLE FOR ELIMINATING THREATS QUICKLY AND EFFICIENTLY. WHETHER YOU PREFER THE CALCULATED PRECISION OF A SPELLCASTER, THE BRUTAL EFFICIENCY OF A MELEE COMBATANT, OR THE RANGED DEVASTATION OF AN ARCHER, THERE'S A DPS CLASS TO SATISFY YOUR HUNGER FOR POWER.

MAGE: THE ARCANE MASTER

MAGES ARE MASTERS OF THE ARCANE ARTS, WIELDING DESTRUCTIVE SPELLS FROM A DISTANCE. THEY SPECIALIZE IN HIGH BURST DAMAGE AND AREA-OF-EFFECT SPELLS, MAKING THEM EXCELLENT FOR CLEARING LARGE GROUPS OF ENEMIES. MAGES UTILIZE MANA AND HAVE DISTINCT SPECIALIZATIONS THAT FOCUS ON DIFFERENT SCHOOLS OF MAGIC: FROST FOR CONTROL AND BURST, FIRE FOR EXPLOSIVE DAMAGE, AND ARCANE FOR RAW, SUSTAINED POWER. THEIR PLAYSTYLE IS OFTEN ABOUT PRECISE POSITIONING AND EXECUTING POWERFUL SPELL ROTATIONS.

IF YOU ENJOY BEING A POWERFUL RANGED CASTER WITH A HIGH SKILL CEILING AND THE SATISFACTION OF UNLEASHING DEVASTATING MAGICAL BARRAGES, THE MAGE IS AN EXCELLENT CHOICE. THEIR LORE IS DEEPLY INTERTWINED WITH KNOWLEDGE, STUDY, AND THE MANIPULATION OF MAGICAL ENERGIES.

WARLOCK: THE INFERNAL CONTRACTOR

WARLOCKS COMMAND DARK AND FORBIDDEN MAGIC, SUMMONING DEMONS TO FIGHT ALONGSIDE THEM AND UNLEASHING CURSES AND SHADOW SPELLS UPON THEIR FOES. THEY EXCEL AT SUSTAINED DAMAGE AND HAVE UNIQUE MECHANICS INVOLVING MANAGING THEIR DEMONS AND UTILIZING SOUL SHARDS. WARLOCKS UTILIZE MANA AND HAVE THREE DISTINCT SPECIALIZATIONS: AFFLICTION FOR DAMAGE-OVER-TIME EFFECTS, DEMONOLOGY FOR SUMMONING AND COMMANDING POWERFUL DEMONS, AND DESTRUCTION FOR RAW, BURSTY FIRE DAMAGE.

THE WARLOCK OFFERS A UNIQUE AND THEMATIC PLAYSTYLE, BLENDING SPELLCASTING WITH PET MANAGEMENT AND DARK MAGIC. IF YOU ARE DRAWN TO A DARKER AESTHETIC AND ENJOY A CLASS WITH CONSISTENT DAMAGE OUTPUT AND A HIGH DEGREE OF UTILITY THROUGH CURSES AND SUMMONS, THE WARLOCK IS A STRONG CONTENDER.

HUNTER: THE RANGED MARKSMAN

HUNTERS ARE MASTERS OF RANGED COMBAT, RELYING ON BOWS, GUNS, AND THEIR LOYAL ANIMAL COMPANIONS TO DEFEAT THEIR ENEMIES. THEY ARE KNOWN FOR THEIR MOBILITY, CONSISTENT DAMAGE, AND ABILITY TO TRACK AND CONTROL THEIR TARGETS. HUNTERS UTILIZE FOCUS AS THEIR RESOURCE, WHICH IS GENERATED BY USING BASIC ABILITIES AND SPENT ON MORE POWERFUL SHOTS. THEIR SPECIALIZATIONS INCLUDE BEAST MASTERY FOR POWERFUL PET DAMAGE, MARKSMANSHIP FOR PRECISE RANGED ATTACKS, AND SURVIVAL FOR A MELEE-FOCUSED, BUT STILL RANGED-CENTRIC, PLAYSTYLE.

IF YOU ENJOY A MOBILE, RANGED PLAYSTYLE THAT ALLOWS YOU TO KITE ENEMIES AND RELY ON A POWERFUL PET, THE HUNTER IS AN EXCELLENT CHOICE. THEIR CONNECTION TO THE WILDERNESS AND THEIR ANIMAL COMPANIONS IS A DEFINING ASPECT OF THEIR IDENTITY.

ROGUE: THE SHADOWY ASSASSIN

ROGUES ARE MASTERS OF STEALTH AND SUBTERFUGE, PREFERRING TO STRIKE FROM THE SHADOWS WITH SWIFT, DEADLY PRECISION. THEY EXCEL IN MELEE COMBAT, UTILIZING POISONS, STUNS, AND CRITICAL STRIKES TO ELIMINATE THEIR TARGETS QUICKLY. ROGUES USE ENERGY AS THEIR RESOURCE, WHICH REGENERATES RAPIDLY, FUELING THEIR AGGRESSIVE AND OPPORTUNISTIC PLAYSTYLE. THEIR SPECIALIZATIONS OFFER VARIATIONS ON THEIR CORE THEMES: ASSASSINATION FOR DEADLY POISONS AND BLEEDS, OUTLAW FOR A SWASHBUCKLING, GUN-WIELDING STYLE, AND SUBTLETY FOR STEALTH AND BURST DAMAGE FROM INVISIBILITY.

THE ROGUE OFFERS A HIGH-SKILL, HIGH-REWARD MELEE PLAYSTYLE THAT EMPHASIZES BURST DAMAGE, CROWD CONTROL, AND INTRICATE COMBO POINT MANAGEMENT. IF YOU ENJOY BEING A SLIPPERY, DEADLY FORCE THAT CAN DISAPPEAR AND REAPPEAR AT WILL, THE ROGUE IS A FANTASTIC CHOICE.

WARRIOR: THE FEROCIOUS COMBATANT

WHILE ALSO A FORMIDABLE TANK, WARRIORS CAN ALSO EXCEL AS DAMAGE DEALERS, CHANNELING THEIR RAGE INTO DEVASTATING MELEE ATTACKS. THEY ARE MASTERS OF HEAVY WEAPONRY AND CAN EXCEL IN CLOSE-QUARTERS COMBAT. WARRIORS USE RAGE AS THEIR RESOURCE, BUILDING IT THROUGH COMBAT AND UNLEASHING IT ON POWERFUL OFFENSIVE ABILITIES. THEIR DAMAGE SPECIALIZATIONS FOCUS ON RAW POWER AND SUSTAINED PRESSURE, MAKING THEM A CONSTANT THREAT ON THE BATTLEFIELD.

WARRIOR DAMAGE DEALERS OFFER A STRAIGHTFORWARD YET INCREDIBLY POTENT MELEE EXPERIENCE. IF YOU ENJOY A CLASS THAT EMBODIES RAW PHYSICAL POWER AND CAN DELIVER CONSISTENT, HARD-HITTING BLOWS, THE WARRIOR IS A GREAT OPTION.

DEATH KNIGHT: THE GRIM STRIKER

DEATH KNIGHTS, WHEN NOT TANKING, CAN UNLEASH THE CHILLING POWER OF UNDEATH TO DEAL IMMENSE PHYSICAL AND FROST DAMAGE. THEY UTILIZE THEIR UNIQUE RUNE AND RUNIC POWER SYSTEM TO FUEL DEVASTATING ATTACKS, OFTEN WITH A FOCUS ON CLEAVE DAMAGE AND POWERFUL SINGLE-TARGET BURSTS. THEIR PLAYSTYLE IS DELIBERATE AND PUNISHING, REWARDING PLAYERS WHO MASTER THEIR RESOURCE MANAGEMENT AND ABILITY COOLDOWNS.

IF YOU ARE DRAWN TO A DARK, IMPOSING AESTHETIC AND ENJOY A MELEE CLASS THAT CAN DISH OUT SIGNIFICANT DAMAGE WITH A UNIQUE RESOURCE SYSTEM, THE DEATH KNIGHT IS A COMPELLING CHOICE.

PALADIN: THE HOLY AVENGER

PALADINS, IN THEIR DAMAGE-DEALING ROLES, CHANNEL THE POWER OF THE LIGHT TO SMITE THEIR ENEMIES WITH HOLY ENERGY AND POWERFUL MELEE STRIKES. THEY UTILIZE HOLY POWER TO EMPOWER THEIR MOST DEVASTATING ABILITIES, LEADING TO

PERIODS OF INTENSE BURST DAMAGE. PALADINS OFFER A VISUALLY IMPRESSIVE AND THEMATICALLY STRONG MELEE DPS EXPERIENCE, OFTEN WITH A FOCUS ON RIGHTEOUS FURY.

THE PALADIN DAMAGE DEALER PROVIDES A WELL-ROUNDED MELEE EXPERIENCE WITH STRONG BURST POTENTIAL AND A DISTINCT HOLY THEME. IF YOU ENJOY A CLASS THAT CAN BE BOTH RESILIENT AND OFFENSIVELY POWERFUL, THE PALADIN IS A GREAT PICK.

MONK: THE SWIFT FIST

MONKS, AS DAMAGE DEALERS, ARE INCREDIBLY AGILE AND DELIVER RAPID, HARD-HITTING STRIKES WITH THEIR FISTS AND FEET. THEY UTILIZE ENERGY AND COMBOS TO BUILD UP DAMAGE, LEADING TO POWERFUL FINISHING MOVES. THEIR PLAYSTYLE IS FLUID AND DYNAMIC, REQUIRING CONSTANT MOVEMENT AND PRECISE TIMING TO MAXIMIZE THEIR OUTPUT. MONKS CAN ALSO SUMMON A POWERFUL "SERPENT KICK" THAT CAN APPLY DAMAGE OVER TIME.

THE MONK DAMAGE DEALER OFFERS A FAST-PACED, COMBO-DRIVEN MELEE EXPERIENCE THAT REWARDS SKILLFUL EXECUTION AND CONSTANT ENGAGEMENT. IF YOU ENJOY A HIGHLY MOBILE AND VISUALLY IMPRESSIVE COMBAT STYLE, THE MONK IS AN EXCELLENT CHOICE.

DEMON HUNTER: THE FEL-CHARGED WARRIOR

DEMON HUNTERS, IN THEIR DPS SPECIALIZATIONS, ARE INCREDIBLY MOBILE AND FEROCIOUS MELEE COMBATANTS WHO HARNESS FEL MAGIC AND DEMONIC POWER. THEY UTILIZE FURY AS THEIR RESOURCE TO FUEL SWIFT ATTACKS AND POWERFUL BURSTS OF DAMAGE. THEIR PLAYSTYLE IS AGGRESSIVE AND FAST-PACED, OFTEN INVOLVING GLIDING, LEAPING, AND STRIKING WITH INCREDIBLE SPEED. THEY OFFER A UNIQUE BLEND OF MOBILITY AND RAW POWER.

IF YOU ENJOY A HIGH-OCTANE, MELEE-FOCUSED DPS ROLE WITH EXCEPTIONAL MOBILITY AND A DEMONIC THEME, THE DEMON HUNTER IS A PRIME CANDIDATE. THEIR AGGRESSIVE STYLE IS PERFECT FOR PLAYERS WHO LIKE TO BE IN THE THICK OF THE FIGHT.

DRUID: THE FERAL PREDATOR

DRUIDS, IN THEIR DAMAGE-DEALING CAPACITY, CAN TRANSFORM INTO A SWIFT AND DEADLY CAT FORM, EMBODYING THE FEROCITY OF A PREDATOR. THEY SPECIALIZE IN BLEEDS, CRITICAL STRIKES, AND STEALTHY AMBUSHES, MAKING THEM ADEPT AT APPLYING PRESSURE AND DELIVERING BURST DAMAGE. DRUIDS USE ENERGY AND COMBO POINTS TO EXECUTE THEIR ATTACKS, REQUIRING A TACTICAL APPROACH TO COMBAT. THEIR ABILITY TO SHIFT FORMS ALSO PROVIDES UNIQUE UTILITY AND SURVIVABILITY.

THE DRUID DAMAGE DEALER OFFERS A VERSATILE MELEE PLAYSTYLE WITH A FOCUS ON SUSTAINED PRESSURE AND OPPORTUNISTIC BURSTS. IF YOU ENJOY A CLASS THAT CAN ADAPT TO DIFFERENT COMBAT SITUATIONS AND HAS A STRONG CONNECTION TO THE PRIMAL NATURE OF COMBAT, THE DRUID IS A FANTASTIC OPTION.

EVOKER: THE DRAGON'S FURY

EVOKERS, AS DAMAGE DEALERS, CHANNEL THE FIERY BREATH AND RAW POWER OF DRAGONS. THEY SPECIALIZE IN RANGED MAGIC DAMAGE, WITH ABILITIES THAT CAN BE EMPOWERED FOR INCREASED POTENCY. THEIR UNIQUE RESOURCE SYSTEM AND VISUALLY SPECTACULAR DRAGON-THEMED SPELLS OFFER A DYNAMIC AND ENGAGING DPS EXPERIENCE. EVOKERS EXCEL AT BOTH SINGLE-TARGET DAMAGE AND AREA-OF-EFFECT SPELLS, MAKING THEM VALUABLE IN VARIOUS COMBAT SCENARIOS.

IF YOU ARE DRAWN TO THE DRAGON FANTASY AND ENJOY A VISUALLY IMPRESSIVE, POWERFUL RANGED DPS CLASS WITH UNIQUE MECHANICS, THE EVOKER IS AN EXCELLENT CHOICE.

PRIEST: THE SHADOW WEAVER

PRIESTS, BEYOND THEIR HEALING CAPABILITIES, CAN DELVE INTO THE DARK ARTS OF SHADOW MAGIC TO BECOME FORMIDABLE DAMAGE DEALERS. THEY SPECIALIZE IN MIND-FLAYING ENEMIES, INFLECTING DEBILITATING CURSES, AND UNLEASHING VOID-INFUSED SPELLS. PRIESTS USE MANA AND FOCUS ON MAXIMIZING THEIR DAMAGE-OVER-TIME EFFECTS AND THEIR POWERFUL "MIND BLAST" AND "SHADOW WORD: DEATH" ABILITIES. THEIR PLAYSTYLE OFTEN INVOLVES MANAGING MULTIPLE DEBUFFS ON TARGETS AND WEAVING IN POWERFUL SPELLS.

THE SHADOW PRIEST OFFERS A UNIQUE AND POTENT DAMAGE-DEALING EXPERIENCE WITH A DARK, UNSETTLING THEME. IF YOU ENJOY A CASTER CLASS THAT FOCUSES ON DOTs AND MIND-BENDING MAGIC, THE SHADOW PRIEST IS A STRONG CONTENDER.

CONSIDERING CLASS FANTASY AND LORE

BEYOND JUST THE MECHANICS, THE "CLASS FANTASY" AND LORE OF EACH CLASS PLAY A SIGNIFICANT ROLE IN HOW ENJOYABLE A CHARACTER WILL BE FOR YOU. WHAT KIND OF HERO DO YOU ENVISION YOURSELF BEING? ARE YOU A NOBLE KNIGHT, A WISE MAGE, A CUNNING ROGUE, OR A PRIMAL WARRIOR? WORLD OF WARCRAFT HAS A RICH AND DETAILED LORE FOR EACH CLASS, WITH UNIQUE BACKSTORIES, MOTIVATIONS, AND VISUAL AESTHETICS. IMMERSING YOURSELF IN THIS NARRATIVE CAN GREATLY ENHANCE YOUR CONNECTION TO YOUR CHARACTER AND THE GAME WORLD.

CONSIDER THE TYPES OF ARMOR AND WEAPONS EACH CLASS USES. DO YOU PREFER THE IMPOSING PLATE ARMOR OF A WARRIOR OR PALADIN, THE SLEEK LEATHER OF A ROGUE OR DRUID, OR THE FLOWING ROBES OF A MAGE OR WARLOCK? THE VISUAL PRESENTATION OF YOUR CHARACTER IS A BIG PART OF THE ROLE-PLAYING EXPERIENCE, AND ALIGNING THIS WITH YOUR PERSONAL PREFERENCES CAN LEAD TO A MUCH MORE FULFILLING JOURNEY. THE LORE ALSO DICTATES THE TYPES OF ABILITIES THEY HAVE, SO IF YOU LOVE THE IDEA OF SUMMONING DEMONS OR WIELDING DIVINE POWER, THAT WILL NARROW DOWN YOUR CHOICES CONSIDERABLY.

THE ROLE OF A "WHAT CLASS SHOULD I PLAY IN WoW QUIZ"

A "WHAT CLASS SHOULD I PLAY IN WoW QUIZ" IS A VALUABLE TOOL DESIGNED TO HELP YOU NARROW DOWN THE VAST OPTIONS AVAILABLE. THESE QUIZZES TYPICALLY ASK A SERIES OF QUESTIONS ABOUT YOUR PREFERRED PLAYSTYLE, COMBAT ROLES, AND EVEN YOUR PERSONALITY TRAITS. BY ANALYZING YOUR ANSWERS, THE QUIZ AIMS TO SUGGEST CLASSES THAT ALIGN BEST WITH YOUR EXPRESSED PREFERENCES. THEY ACT AS A STARTING POINT, A GUIDE TO HELP YOU EXPLORE CLASSES YOU MIGHT NOT HAVE CONSIDERED OR TO CONFIRM A FEELING YOU ALREADY HAVE ABOUT A PARTICULAR CLASS.

WHILE A QUIZ CAN PROVIDE EXCELLENT RECOMMENDATIONS, IT'S IMPORTANT TO REMEMBER THAT IT'S JUST A SUGGESTION. THE BEST WAY TO TRULY KNOW IF A CLASS IS RIGHT FOR YOU IS TO TRY IT OUT. MOST QUIZZES WILL POINT YOU TOWARDS A FEW POTENTIAL CANDIDATES, AND THEN IT'S UP TO YOU TO EXPLORE THOSE OPTIONS THROUGH GAMEPLAY. DON'T BE AFRAID TO EXPERIMENT! THE BEAUTY OF WORLD OF WARCRAFT IS THE SHEER VARIETY, AND YOU MIGHT SURPRISE YOURSELF WITH WHAT YOU END UP ENJOYING THE MOST.

MAKING YOUR FINAL DECISION

AFTER CONSIDERING YOUR PLAYSTYLE, EXPLORING THE DIFFERENT ROLES, AND PERHAPS EVEN TAKING A QUIZ, YOU'RE GETTING CLOSER TO MAKING YOUR DECISION. THE MOST CRUCIAL FACTOR IS WHAT GENUINELY EXCITES YOU. WHICH CLASS'S ABILITIES, LORE, AND VISUAL STYLE SPARK YOUR IMAGINATION THE MOST? DON'T SOLELY RELY ON WHAT'S CONSIDERED THE "BEST" OR "STRONGEST" AT ANY GIVEN MOMENT, AS GAME BALANCE CAN SHIFT WITH PATCHES AND EXPANSIONS. INSTEAD, FOCUS ON WHAT FEELS FUN AND REWARDING FOR YOU TO PLAY.

ULTIMATELY, WORLD OF WARCRAFT IS A GAME MEANT FOR ENJOYMENT. IF YOU FIND YOURSELF LOOKING FORWARD TO LOGGING IN AND PLAYING A PARTICULAR CLASS, EVEN IF IT'S NOT THE MOST META CHOICE, THAT'S THE CLASS YOU SHOULD PLAY. DON'T BE AFRAID TO CREATE MULTIPLE CHARACTERS AND TRY OUT DIFFERENT CLASSES THROUGH LEVELING. THE JOURNEY OF DISCOVERY IS OFTEN AS REWARDING AS THE DESTINATION ITSELF. EMBRACE THE PROCESS, AND HAVE FUN IN AZEROTH!

FREQUENTLY ASKED QUESTIONS ABOUT WHAT CLASS SHOULD I PLAY IN WoW QUIZ

Q: HOW DO I KNOW IF I'M MORE SUITED FOR MELEE OR RANGED COMBAT?

A: CONSIDER YOUR PREFERENCE FOR BEING IN THE THICK OF THE ACTION VERSUS ATTACKING FROM A DISTANCE. MELEE CLASSES OFTEN REQUIRE MORE POSITIONING AND REACTION TO ENEMY ABILITIES, WHILE RANGED CLASSES FOCUS ON SPELL ROTATIONS AND AVOIDING MECHANICS FROM AFAR. THINK ABOUT WHAT FEELS MORE ENGAGING AND LESS FRUSTRATING FOR YOU.

Q: WHAT IF I'M INTERESTED IN MULTIPLE ROLES (TANK, HEALER, DPS)?

A: MANY CLASSES IN WoW ARE CAPABLE OF FULFILLING MULTIPLE ROLES THROUGH DIFFERENT SPECIALIZATIONS. IF YOU ENJOY VARIETY, LOOK FOR HYBRID CLASSES LIKE PALADINS, DRUIDS, SHAMANS, OR MONKS, WHICH OFFER STRONG OPTIONS ACROSS DIFFERENT ROLES. YOU CAN ALWAYS SWITCH SPECIALIZATIONS AS YOU GAIN EXPERIENCE.

Q: ARE THERE CLASSES THAT ARE EASIER FOR BEGINNERS?

A: GENERALLY, CLASSES WITH SIMPLER ROTATIONS AND FEWER COMPLEX MECHANICS ARE CONSIDERED MORE BEGINNER-FRIENDLY. HUNTERS, WARRIORS, AND PALADINS ARE OFTEN RECOMMENDED FOR NEW PLAYERS AS THEY HAVE STRAIGHTFORWARD CORE GAMEPLAY LOOPS.

Q: HOW IMPORTANT IS THE "CLASS FANTASY" WHEN CHOOSING A CLASS?

A: CLASS FANTASY – THE LORE, THEME, AND OVERALL FEEL OF A CLASS – IS EXTREMELY IMPORTANT FOR LONG-TERM ENJOYMENT. IF THE IDEA OF BEING A POWERFUL ARCANIC MAGE OR A CUNNING ROGUE DEEPLY APPEALS TO YOU, YOU'RE MORE LIKELY TO STICK WITH THAT CLASS, EVEN IF ITS MECHANICS REQUIRE A BIT MORE LEARNING.

Q: SHOULD I WORRY ABOUT WHICH CLASS IS CURRENTLY THE STRONGEST IN ENDGAME CONTENT?

A: WHILE IT'S NATURAL TO BE CURIOUS ABOUT META CHOICES, FOCUSING SOLELY ON CURRENT "BEST-IN-SLOT" CLASSES CAN LEAD TO DISAPPOINTMENT AS GAME BALANCE FREQUENTLY CHANGES. IT'S FAR MORE BENEFICIAL TO CHOOSE A CLASS YOU ENJOY PLAYING, AS YOU'LL BE MORE MOTIVATED TO LEARN ITS INTRICACIES AND ADAPT TO ANY CHANGES.

Q: WHAT'S THE BEST WAY TO TEST OUT DIFFERENT CLASSES BEFORE COMMITTING?

A: WORLD OF WARCRAFT OFFERS TRIAL CHARACTERS THAT ALLOW YOU TO PLAY A CLASS AT A HIGHER LEVEL FOR A LIMITED TIME. ADDITIONALLY, SIMPLY LEVELING A CHARACTER TO A MODERATE LEVEL (E.G., 20-30) OFTEN UNLOCKS ENOUGH ABILITIES TO GIVE YOU A GOOD FEEL FOR ITS CORE GAMEPLAY LOOP.

Q: HOW DOES RESOURCE MANAGEMENT AFFECT GAMEPLAY?

A: DIFFERENT RESOURCES LIKE MANA, ENERGY, RAGE, OR CHI SIGNIFICANTLY INFLUENCE A CLASS'S PLAYSTYLE. SOME ARE FAST-PACED AND REGENERATIVE (ENERGY), WHILE OTHERS REQUIRE POOLING OR STRATEGIC USE (RAGE, CHI). UNDERSTANDING THESE SYSTEMS WILL GIVE YOU A BETTER IDEA OF A CLASS'S COMBAT RHYTHM.

Q: ARE THERE CLASSES THAT ARE MORE SOCIAL OR INDEPENDENT?

A: WHILE MOST CLASSES CAN SUCCEED IN BOTH SOLO AND GROUP CONTENT, SOME OFFER MORE INHERENT UTILITY FOR GROUPS (E.G., SHAMANS WITH TOTEMS, PALADINS WITH BLESSINGS). IF YOU PREFER TO PLAY SOLO, CLASSES WITH STRONG SELF-HEALING AND SURVIVABILITY (LIKE SOME DRUID OR DEMON HUNTER BUILDS) MIGHT BE MORE APPEALING.

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