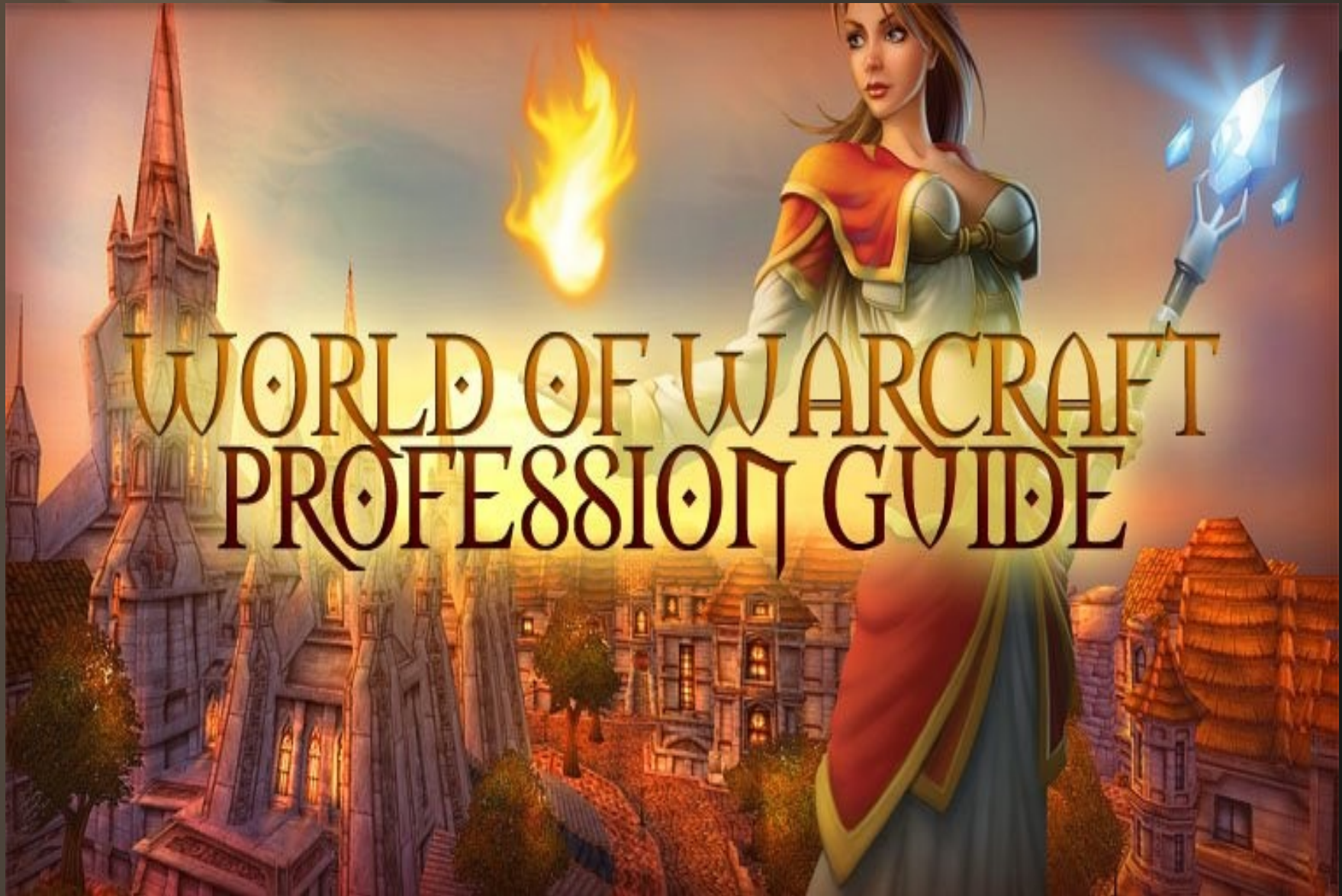


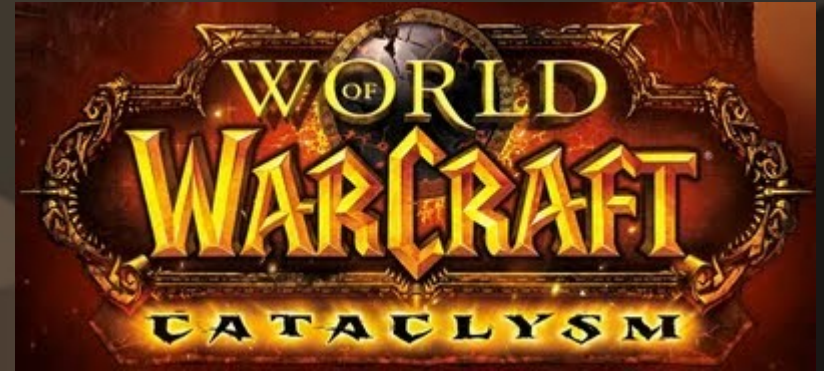
# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450



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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

- Alchemy
- Blacksmithing
- Cooking
- Enchanting
- Engineering
- Fishing
- Inscription
- Jewelcrafting
- Leatherworking
- Tailoring



Remember to come back for the  
Cataclysm updates in 2010

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

Alchemists. Using the materials gathered from the herbalist profession, primarily make potions and elixirs for use before, after and particularly useful during combat.

Unique, in that nearly all the items made are consumable, this may well be the only crafting profession where it is "just" about possible to turn a profit while leveling. That's the beauty of selling consumable goods.

If taken with herbalism this profession is a second best choice as far as gold making while leveling is concerned. The best choice of course is always going to be two gathering professions.

Making items away from the well worn route to 450 listed below will make you more gold however.

## WoW Professions – Alchemy

This WoW Alchemy guide will show you the fastest way how to level your Alchemy skill up from 1 to 450 as inexpensively as possible. Updated for WoW patch 3.3

Alchemy is the best combined with Herbalism, with these two you can save a lot of gold, and you can sell the potions later. Check out my Herbalism leveling guide if you want to level your Herbalism skill. If you don't have Herbalism profession, make sure you have enough gold to buy herbs, because you will need a lot of them.

The materials are based on a case that you will gain one skill point each craft. This won't happen, so you will have to buy a few extra materials while you are leveling your Alchemy.

### Alchemy guide sections:

Alchemy Apprentice 1 – 60

Alchemy Journeyman 60 – 140

Alchemy Expert 140 – 210

Alchemy Artisan 210 – 285

Alchemy Master 285 – 360

Alchemy Grand Master 360 – 450

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

Approximate Materials Required for 1-450:

- 59 x Peacebloom
- 59 x Silverleaf
- 80 x Briarthorn
- 30 x Bruiseweed
- 15 x Mageroyal
- 40 x Stranglekelp
- 30 x Liferoot
- 30 x Kingsblood
- 45 x Goldthorn
- 5 x Wild Steelbloom
- 70 x Sungrass
- 15 x Khadgar's Whisker
- 4 x Iron Bar
- 1 Black Vitriol
- 4 x Purple Lotus
- 4 x Firebloom
- 19 x Arthas' Tears
- 40 x Blindweed
- 71 x Golden Sansam
- 38 x Mountain Silversage
- 38 x Felweed
- 20 x Ragveil
- 61 x Dreaming Glory
- 10 x Netherbloom
- 20 Talandra's Rose
- 63 Goldclover
- 34 Tiger Lily
- 24 Adder's Tongue
- 10 Icethorn

- 40 Lichbloom
- 10 Dark Jade
- 10 Huge Citrine
- 10 Eternal Fire

Vials

- 74 x Empty Vial
- 65 x Leaded Vial
- 97 x Crystal Vial
- 163 x Imbued Vial



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# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

WoW Alchemy Leveling Guide 1 - 450

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Apprentice Alchemy.

•1-60

59 x [Minor Healing Potions] - 59 Peacebloom, 59 Sliverleaf, 59 Empty Vial  
You'll need these in the next step of the Alchemy guide.

Learn Alchemy Journeyman.

•60 - 110

50 x [Lesser Healing Potion] - 50 Minor Healing Potion, 50 Briarthorn

•110 - 140

30 x [Healing Potion] - 30 Bruiseweed, 30 Briarthorn, 30 Leaded Vial

Learn Alchemy Expert.

•140 - 155

15 x [Lesser Mana Potion] - 15 Mageroyal, 15 Stranglekelp, 15 Empty Vial

•155 - 185

30 x [Greater Healing Potion] - 30 Liferoot, 30 Kingsblood, 30 Leaded Vial

•185 - 210

25 x [Elixir of Agility] - 25 Stranglekelp, 25 Goldthorn, 25 Leaded Vial



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# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

Learn Alchemy Artisan.

•210 - 215

5 x [Elixir of Greater Defence] - 5 Steelbloom, 5 Goldthorn, 5 Leaded Vial

•215 - 230

15 x [Superior Healing Potion] - 15 Sungrass, 15 Khadgar's Whisker, 15 Crystal Vial

•230 - 231

1 x [Philosopher's Stone] - 4 Iron Bar, 1 Black Vitriol, 4 Purple Lotus, 4 Firebloom

•231 - 250

19 x [Elixir of Detect Undead] - 19 Arthas' Tears, 19 Crystal Vial

•250 - 265

15 x [Elixir of Greater Agility] - 15 Sungrass, 15 Goldthorn, 15 Crystal Vial

•265 - 285

20 x [Superior Mana Potion] - 40 Sungrass, 40 Blindweed, 20 Crystal Vial

Go to Outland and learn Alchemy Master.

•285 - 300

18 x [Major Healing Potion] - 36 Golden Sansam, 18 Mountain Silversage, 18 Crystal vial

•300-310

10 x [Volatile Healing Potion] - 10 Golden Sansam, 10 Felweed, 10 Imbued Vial

•310-325

15 x [Elixir of Healing Power] - 15 Golden Sansam, 15 Dreaming Glory, 15 Imbued Vial

Once you reach an Alchemy skill of 325 and level 68, you may begin a quest to learn one of three specializations: Potions, Elixirs or Transmutations.

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

•325-335

10 x [Mad Alchemists's Potion] - 20 Ragveil, 10 Crystal Vial

•335-340

5 x [Super Healing Potion] - 10 Netherbloom, 5 Felweed, 5 Imbued Vial

•340-360

23 x [Super Mana Potion] - 46 Dreaming Glory, 23 Felweed, 23 Imbued Vial

Recipe Location

Go to Northrend and learn Alchemy Grand Master.

•360 - 365

5 x [Icy Mana Potion] - 10 Talandra's Rose, 5 Imbued Vial

•365 - 375

10 x [Spellpower Elixir] - 10 Goldclover, 10 Tiger Lily, 10 Imbued Vial

•375 - 380

5 x [Pygmy Oil] - 5 Pygmy Suckerfish

•380 - 385

5 x [Potion of Nightmares] - 5 Goldclover, 10 Talandra's Rose, 5 Imbued Vial

•385 - 395

12 x [Elixir of Mighty Strength] - 24 Tiger Lily, 12 Imbued Vial

•395 - 405

When you reach 400, you can make a [Northrend Alchemy Research] and your Alchemy Trinket, so you will need to craft fewer potions.

If you discovered the [Potion of Speed] recipe, make that one until 415 instead of the recipes below, because it's cheaper.

12 x [Elixir of Mighty Agility] - 24 Goldcover, 24 Adder's Tongue, 12 Imbued Vial

•405 - 410

5 x [Runic Healing Potion] - 5 Goldcover, 10 Icethorn, 5 Imbued Vial

•410 - 425

This recipe turns green at 422, so you might need to make more than 20.

20 x [Runic Mana Potion] - 20 Goldcover, 40 Lichbloom, 15 Imbued Vial

•425 - 435

10 x [Transmute: Earthsiege Diamond] - 10 Dark Jade, 10 Huge Citrine, 10 Eternal Fire

•435-450

You can make any flask you want or make the one that you need for raiding. Between 435-440 you can also make [Transmute: Skyflare Diamond]

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

Blacksmithing. Making serious weapons and armour for the melee classes. Warriors Paladins and latterly Death Knights will be buying your wares.

At low level you will also be making chain mail, but leatherworkers will take over this task from Artisan level onwards.

Warriors are a very equipment reliant class, so this is a decent money making professions at high level. However - at low level - like all crafting professions, you will almost certainly have to invest large amounts of gold and/or time to level this up.

Worth it in the end, particularly for the BoP slots and weapons you make at end game

This WoW Blacksmithing guide will show you the fastest and easiest way to level your Blacksmithing skill up from 1 to 450. Updated for WoW patch 3.3

Blacksmithing is the best combined with Mining and I highly recommend to level Mining and Blacksmithing at the same time, because you will need a lot of gold if you want to buy everything from AH. It will take a lot of dedication to get to the end and get those epic items. Also, like other crafting trades, the benefits only really start showing at the end, so this Blacksmithing guide will be a massive gold drain all the way up to 450.

Blacksmithing guide sections:

Blacksmithing Apprentice 1 - 75

Blacksmithing Journeyman 75 - 125

Blacksmithing Expert 125 - 210

Blacksmithing Artisan 210 - 285

Blacksmithing Master 285 - 350

Blacksmithing Grand Master 350 - 450

## Approximate Materials Required for 1-450:

- 133 Rough Stone
- 190 Copper Bar
- 24 Coarse Stone
- 5 Silver Bar
- 120 Bronze Bar
- 150 Heavy Stone
- 5 Gold Bar
- 230 Iron Bar
- 35 Green Dye
- 50 Steel Bar
- 5 Truesilver Bar

- 60 Solid Stones
- 150 Mageweave Cloth
- 320 Mithril Bar
- 20 Dense Stone
- 430 Thorium Bar
- 80 Rugged Leather or 10 Star Ruby
- 155 Fel Iron Bar
- 10 Netherweave Cloth
- 70 Adamantite Bar
- 320 Cobalt Bar
- 441 Saronite Bar
- 20 Crystallized Air
- 7 Titanium Bar
- 33 Eternal Earth
- 13 Eternal Shadow
- 13 Eternal Water

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

WoW Blacksmithing Leveling Guide 1 - 450

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Apprentice Blacksmithing.

•1 - 30

33 x [Rough Sharpening Stones] - 33 Rough Stone

•30 - 65

Save 10 of these.

50 x [Rough Grinding Stones] - 100 Rough Stone

•65 - 75

10 x [Copper Chain Belt] - 60 Copper Bar

Learn Blacksmithing Journeyman.

•75 - 87 .

12 x [Coarse Grinding Stones] - 24 Coarse Stones (save these for later)

•87 - 100

13 x [Runed Copper Belt] - 130 Copper Bar

•100 - 105

5 x [Silver Rod] - 5 Silver Bar, 10 Rough Grinding Stone

•105 - 125

20 x [Rough Bronze Leggings] - 120 Bronze Bar

Learn Blacksmithing Expert.

•125 - 150

50 x [Heavy Grinding Stone] - 150 Heavy Stone

You should stop at 150 though if you reach that before making all 50, as the recipe goes grey at this point - then if you need all 50 later on make them at that point instead.

•150 - 155

5 x [Golden Rod] - 5 Gold Bar, 10 Coarse Grinding Stone

•155 - 165

10 x [Green Iron Leggings] - 80 Iron Bar, 10 Heavy Grinding Stone, 10 Green Dye

•165 - 190

25 x [Green Iron Bracers] - 150 Iron Bar, 25 Green Dye

•190 - 200

10 x [Golden Scale Bracers] - 50 Steel Bar, 20 Heavy Grinding Stone

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

200 - 275

Learn Blacksmithing Artisan.

•200 - 205

5 x [Truesilver Rod] - 5 TrueSilver Bar, 5 Heavy Grinding Stone

At skill level 200 and character level 40, Blacksmiths can choose to specialize as an Armorsmith or a Weaponsmith. Weaponsmiths can later further specialize into Hammer-, Axe- or Swordsmiths. All specialized armor and weapons are Bind on Pickup and can only be used by the blacksmith that made them. Most specialization recipes require difficult components, such as Primal Mights, Primal Nethers, and Nether Vortexes. If you want to read more about Blacksmith specialization, then the blacksmithing guide is included here:-)

•205 - 210

Save these.

15 x [Solid Grinding Stone] - 60 Solid Stone

•210 - 225

15 x [Heavy Mithril Gauntlet] - 90 Mithril Bar, 60 Mageweave Cloth

•225 - 235

10 x [Mithril Scale Bracers] - 80 Mithril Bar

This recipe is sold by these NPCs. There is around 30 minutes respawn rate for the recipe, if someone bought it before you. Make [Steel Plate Helm] if you do not want to wait for the recipe to respawn.

•235 - 250

Check AH, if you can see the Mithril Spurs recipe and it's not that expensive, buy it and make those until 255.

15 x [Mithril Coif] - 150 Mithril Bar, 90 Mageweave Cloth

•250 - 260

20 x [Dense Sharpening Stones] - 20 Dense Stone

•260 - 275

15 x [Thorium Bracers] - 120 Thorium Bar

Go to Outland and learn Blacksmithing Master.

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

## •275 - 290

Between 275-280, you can make [Arcanite Rods] and sell them at the Auction House. This way you will need 55 less [Thorium Bars]. The recipe is yellow, so it really depends on your luck, maybe you will only need to make 5 maybe 10. One [Arcanite Rod] costs around 18 gold to make if you buy the [Arcane Crystals] and find any Alchemist who transmute them into [Arcanite Bars]. The 55 [Thorium Bars] cost around 140 gold usually, but this way if you have to make only 5 [Arcanite Rod], you will end up around 90 gold spent, and you can also sell them for profit. I can usually sell them for around 70-80 gold, but you have to be patient because the demand for them isn't that big. Anyway this is a great way if you want to reduce the gold spent while you level your Blacksmithing, but if you want to level the profession faster and you don't really feel you are lucky or you are not really into selling things at the Auction House, you should just make the Bracers mentioned below.

15 x [Imperial Plate Bracers] 180 Thorium Bar

The recipe is a reward from this quest. - 10 Thorium Bar

## •290 - 300

Choose one from the recipes listed below. They both requires 12 Thorium Bar for each craft, the only difference between them is that you need 1 Star Ruby for the Helm and 8 Rugged Leather for the Boots.

10 x [Thorium Boots] - 120 Thorium Bar, 80 Rugged Leather

or

10 x [Thorium Helm] - 120 Thorium Bar, 10 Star Ruby

## •300 - 305

10 x [Fel Weightstone] - 10 Fel Iron Bar, 10 Netherweave Cloth

## •305 - 315

10 x [Fel Iron Plate Belt] - 40 Fel Iron Bar

## •315 - 320

5 x [Fel Iron Chain Gloves] - 25 Fel Iron Bar

## •320 - 325

5 x [Fel Iron Plate Boots] - 30 Fel Iron Bar

## •325 - 330

10 x [Lesser Rune of Warding] - 10 Adamantite Bar

## •330 - 335

5 x [Fel Iron Breastplate] - 50 Fel Iron Bar

## •335 - 340

5 x [Adamantite Cleaver] - 40 Adamantite Bar - Recipe location

## •340 - 350

20 x [Lesser Ward of Shielding] - 20 Adamantite Bar - Recipe location

Then off to Northrend to become a Grand Master

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

## •350 - 360

10 x [Cobalt Boots] - 40 Cobalt Bar

## •360 - 370

10 x [Cobalt Triangle Shield] - 40 Cobalt Bar

## •370 - 375

5 x [Cobalt Helm] - 25 Cobalt Bar

## •375 - 380

5 x [Cobalt Gauntlets] - 25 Cobalt Bar

## •380 - 385

5 x [Spiked Cobalt Boots] - 35 Cobalt Bar

## •385 - 390

5 x [Sure-fire Shuriken] - 35 Cobalt Bar

## •390 - 395

5 x [Notched Cobalt War Axe] - 50 Cobalt Bar

## •395 - 400

5 x [Brilliant Saronite Belt] - 30 Cobalt Bar, 25 Saronite Bar

## •400 - 405

5 x [Horned Cobalt Helm] - 40 Cobalt Bar

## •405 - 415

10 x [Deadly Saronite Dirk] - 70 Saronite Bar, 20 Crystallized Air

## •415 - 425

13 x [Eternal Belt Buckle] - 52 Saronite Bar, 13 Eternal Earth, 13 Eternal Shadow, 13 Eternal Water

Make these until 425. You can sell these at the auction house, so you will get most of your gold back.

## •425 - 430

Sell these at the Auction House too.

7 x [Titanium Weapon Chain] - 14 Saronite Bar, 7 Titanium Bar

## •430 - 435

5 x [Savage Saronite Hauberk] - 70 Saronite Bar, 5 Eternal Earth

## •435 - 445

15 x [Daunting Legplates] - 210 Saronite Bar, 15 Eternal Earth

## •445 - 450

You can continue to make [Daunting Legplates], but the recipe will be green. Other option is to craft epic items for other players, or you can buy the materials and try to sell the crafted items on the Auction House

I hope you liked this WoW Blacksmithing Guide, GZ to 450!

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# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

A secondary profession, cooking can be a real money saver. Starting with the meat "dropped" from beast mobs, you learn recipes and turn this into meals which can be consumed between fights to regain stamina.

To be fair most of the stuff is offal, and it really is quite funny to see what obscure parts of an animal are going to be required in the next recipe. There are some very strange and slightly off putting ingredients needed for some of them.

But this profession will certainly save you money, and of course being a secondary, it can be picked up by everyone. (just don't look at the stuff while you're eating it)

This WoW Cooking guide will show you the fastest way how to level your cooking skill from 1 to 450. I recommend everyone to level cooking to 450, you can make gold with lot of the foods you can cook. This cooking guide uses a lot of vendor bought recipes, be prepared to travel a lot because you have to buy cooking recipes and farm meats, eggs etc. while you are leveling this profession. Updated for WoW patch 3.3

I recommend to pick up your cooking skill as soon as you can, because killing level 10 boars when you are level 80...it's aint that much fun.

Cooking guide sections:

Cooking Apprentice 1 - 80

Cooking Journeyman 80 - 130

Cooking Expert 130 - 225

Cooking Artisan 225 - 300

Cooking Master 300 - 350

Cooking Grand Master 350 - 450

WoW Cooking Leveling Guide 1 - 450

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Apprentice Cooking. You can make [Basic Campfire] to cook your food.

•1 - 40

60 x [Spice Bread] - 60 [Simple Flour], 60 Mild Spices

•40-80

40 x [Smoked Bear Meat] - 40 [Bear Meat]

Usually where are bears, there are Wolves too. Kill those and you can cook [Spiced Wolf Meat], also.

At 75, you have to visit your trainer in order to to learn Journeyman Cooking.

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

## •80 - 130

Go to Ashenvale, and head to the Zoram Strand, where the sea is (north-west).

[Boiled Clams] - 1 Clam Meat, 1 Refreshing Spring Water - clam meat can be found in [Small Barnacled Clam]

[Crab Cake] - 1 Crawler Meat

Alliance:

Alliance players can buy this recipe too, because the Crawlers drop Crawler Claws too. Don't sell the Crawler Claws!

[Cooked Crab Claw] - 1 Crawler Claw

Learn Expert Cooking.

## •130 - 175

The Raptors will drops [Raptor Flesh] also, don't sell or destroy them, because you will need those in the next step of the Cooking guide.

50 x [Curiously Tasty Omelet] - 50 [Raptor Egg]

## •175 - 225

50 x [Roast Raptor] - 50 [Raptor Flesh]

Learn Artisan Cooking

## •225 - 250

25 x [Monster Omelet] - 25 Giant Egg

## •250 - 285

40 x [Juicy Bear Burger] - 40 [Bear Flank]

## •285 - 300

15 x [Smoked Desert Dumplings] - 15 [Sandworm Meat]

To get this cooking recipe, you have to complete a quest chain first.

1.Desert Recipe

2.Sharing the Knowledge

Go to Outland and learn Cooking Master.

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

•300 - 325

30 x [Ravager Dog] - 30 [Ravager Flesh]

or

30 x [Buzzard Bites] - 30 [Buzzard Meat]

You have to complete a quest chain for this cooking recipe.

1.Ravager Egg Roundup

2.Helboar, the Other White Meat

3.Smooth as Butter

•325 - 350

You have 3 choice now. I say, farming Talbuk Venison and Clefthoof Meat is a lot easier than the Warped Flesh, because they are both in Nagrand.

35 x [Talbuk Steak] - 35 [Talbuk Venison ]

35 x [Roasted Clefthoof] - 35 [Clefthoof Meat]

35 x [Warp Burger] - 35 [Warped Flesh]

Go to Northrend and learn Cooking Grand Master.

•350 - 365

Get the Northern Cooking quest and complete it. It requires 4 Chilled Meat. Completing this quest will teach you how to create [Northern Stew]

20 x [Northern Stew] - 20 Chilled Meat

•365 - 375

The Cooking trainer will teach you a lot of recipes which will go green at 382 skill and gray at 415 skill. Any of these recipes are good for skilling up Cooking. I recommend Rhino Dogs if you want to farm the materials. There are a lot of Rhinos around Warsong Hold in Borean Tundra, and they respawn really quickly.

13 x [Rhino Dogs] - 13 [Rhino Meat]

•375 - 400

Making one Kungaloosh costs 66 silver, so if you find out that Rhino Dogs, Worm Meat or Fangtooth Herring are cheaper than that, buy those instead.

You have to finish a quest chain first. It starts with the quest called Some Make Lemonade, Some Make Liquor and ends with The Taste Test. After you completed the quest chain, go to Dalaran and find the Washed-Up Mage, he is in the In the underbelly (sewers). He will teach you how to make [Kungaloosh]. After that, go to the Dalaran Fruit Vendor and you can just buy the materials from him.

•400 - 425

Every cooking recipe beyond this point will be purchased with [Dalaran Cooking Awards], which are obtained by completing the daily cooking quest given by Katherine Lee (Alliance) or Awilo Lon'gomba (Horde). And you're going to need them and a ton of Northern Spices to level past 425 skill.

You should cook the recipe that you will use for raiding. Choose one recipe from these, and make that until you reach 425. The recipes are sold by Derek Odds (Alliance) and Misensi (Horde).

•425 - 450

[Gigantic Feast] or [Small Feast]. Both recipes are sold by the NPCs mentioned above.

I hope you liked this Cooking Guide, GZ to 450!

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

Enchanting is about adding stats and other bonuses to your own and other people's weapons and armour. It is probably the most expensive and slowest profession to level. By the time you reach 450 your basic tool - the "rod" may well have cost you more than 5000g - where your average Blacksmith is still using the same hammer he bought for a couple of silver.

The only way to get the materials for Enchanting is to sacrifice (disenchant) items of "Uncommon" quality or better. (this can seem heartbreaking when you start - realising your "Beavers Axe of Mighty Head Splitting" is going to be reduced to powder - which in turn, probably won't be enough to level 1 profession point.

However, endgame the enchanter can just sell and sell. Best done with a second character (supported by a rich main character)

This WoW Enchanting guide will show you the fastest and easiest way how to level your Enchanting skill up from 1 to 450. Updated for WoW patch 3.3

In my Enchanting guide I only use recipes that acquired through trainers or vendors. There is a lot of world drop recipes, but this guide won't list all of them. You will spend a lot of gold on this profession if you want to buy every materials from the Auction House. It depends on the realm economy, but from 350-450 it can cost up to thousands of gold. From 1-350 you can't really sell any enchants, because the good enchants starts from skill 350.

Enchanting really goes well with Tailoring, if you level Tailoring and Enchanting at the same time, you can disenchant most of the cloths you make, but it's good with any other crafting profession. Check out my WoW Tailoring Guide if you want to level Tailoring.

Remember - Use the parchements made by scribes to store your enchants. Gone are the days of trying to sell every one by spamming the trade channel

Enchanting guide sections:

Enchanting Apprentice 1 - 50

Enchanting Journeyman 50 - 135

Enchanting Expert 135 - 200

Enchanting Artisan 200 - 300

Enchanting Master 300 - 350

Enchanting Grand Master 350 - 450

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

- 1 Copper Rod
- 125 Strange Dust
- 1 Lesser Magic Essence
- 1 Silver Rod
- 12 Greater Magic Essence
- 9 Simple Wood
- 25 Lesser Astral Essence
- 122 Soul Dust
- 1 Golden Rod
- 1 Iridescent Pearl
- 2 Greater Astral Essence
- 163 Vision Dust
- 1 Truesilver Rod
- 1 Black Pearl
- 20 Purple Lotus
- 2 Greater Mystic Essence
- 10 Lesser Nether Essence
- 5 Greater Nether Essence
- 15 Lesser Eternal Essence
- 240 Dream Dust
- 10 Illusion Dust
- 1 Arcanite Rod
- 1 Golden Pearl
- 8 Greater Eternal Essence
- 8 Large Brilliant Shard
- 1 Fel Iron Rod
- 375 Arcane Dust
- 14 Greater Planar Essence
- 13 Large Prismatic Shard
- 20 Lesser Planar Essence
- 15 Nightmare Vine
- 15 Imbued Vial
- 1 Primal Might
- 1 Adamantite Rod
- 1 Eternium Rod
- 1 Titanium Rod
- 754 Infinite Dust
- 39 Greater Cosmic Essence
- 52 Dream Shard
- 124 Eternal Earth
- 10 Crystallized Water

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Apprentice Enchanting. I recommend you to go to the Auction House right now and search for these recipes: [Formula: Enchant Bracer - Greater Stamina] - [Formula: Enchant Boots - Greater Stamina]

- 1-2  
1 x [Runed Copper Rod] - 1 Copper Rod, 1 Strange Dust, 1 Lesser Magic Essence

- 2-50  
Disenchanting green quality items  
or  
48 x [Enchant Bracer: Minor Health] - 48 Strange Dust

Learn Enchanting Journeyman.

- 50-90  
40 x [Enchant Bracer: Minor Health] - 40 Strange Dust
- 90-100  
10 x [Enchant Bracer: Minor Stamina] - 30 Strange Dust

If the Strange Dust is cheap and the Greater Magic Essence is too expensive on your realm, you can make this Enchant up to 120.

- 100-101  
1 x [Runed Silver Rod] - 1 Silver Rod, 6 Strange Dust, 3 Greater Magic Essence, 1 Runed copper Rod
- 101-110  
9 x [Greater Magic Wand] - 9 Simple Wood, 9 Greater Magic Essence
- 110-135

Go to Stonetalon Mountains if you are Horde and find Kulwia, for Alliance players go to Ashenvale and find Dalria. After you found the NPC buy these two recipes: [Enchant Bracer - Lesser Strength] - [Enchant Cloak: Minor Agility]

- 25 x [Enchant Cloak: Minor Agility] - 25 Lesser Astral Essence

Learn Enchanting Expert.

- 135-155  
20 x [Enchant Bracer - Lesser Stamina] - 40 Soul Dust
- 155-156  
1 x [Runed Golden Rod] - 1 Golden Rod, 1 Iridescent Pearl, 2 Greater Astral Essence, 2 Soul Dust, 1 Runed Silver Rod
- 156-185  
40 x [Enchant Bracer - Lesser Strength] 80 Soul Dust  
This one turns yellow at 165, however if 2 Soul Dust is a lot cheaper than 1 Lesser Mystic Essence, keep making these until 185. If it's not then at 165 switch to: (PTO)

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

165-185

20 x [Enchant Bracer: Spirit] - 20 Lesser Mystic Essence

•185-200

15 x [Enchant Bracer: Strength] 15 Vision Dust

Learn Enchanting Artisan.

•200-204

6 x [Enchant Bracer: Strength] 6 Vision Dust

•204-205

[Runed Truesilver Rod] 1 Truesilver Rod, 1 Black Pearl, 2 Greater Mystic Essence, 2 Vision Dust, 1 Runed Golden Rod

•205-225

20 x [Enchant Cloak: Greater Defense] - 60 Vision Dust

Depends on your realm, if Lesser Nether Essence is too expensive, make this until 230.

•225-230

5 x [Enchant Gloves: Agility] - 5 Lesser Nether Essence, 5 Vision Dust

•230-235

5 x [Enchant Boots - Stamina] - 25 Vision Dust

•235-240

5 x [Enchant Chest: Superior Health] - 30 Vision Dust

•240-245

5 x [Enchant Boots - Lesser Accuracy] - 20 Vision Dust, 5 Lesser Nether Essence

•Try to hunt for [Formula: Enchant Bracer - Greater Stamina] on the AH. It's a random world drop, but this recipe is the best to level Enchanting from 245 to 285.

•245-250

5 x [Enchant Shield - Greater Spirit] - 10 Dream Dust, 5 Greater Nether Essence

•250-260

10 x [Lesser Mana Oil] - 30 Dream Dust, 20 Purple Lotus, 10 Crystal Vial

Recipe sold by Kania at Silithus.

•260-265

If you have the [Formula: Enchant Boots - Greater Stamina] make that recipe 5 times instead of the recipe below.

5 x [Enchant Bracer - Greater Intellect] - 15 Lesser Eternal Essence

•265-299

40 x [Enchant Shield: Greater Stamina] - 200 Dream Dust - Recipe location - Watch out! This one binds when picked up. Don't make the mistake of trying to buy it with an alt and mail it.

•299-300

1 x [Runed Arcanite Rod] 1 Arcanite Rod, 1 Golden Pearl, 10 Illusion Dust, 4 Greater Eternal Essence, 1 Runed Truesilver Rod, 2 Large Brilliant Shard - Recipe location

Go to Outland or Northrend and learn Enchanting Master.

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

•300-301

1 x [Runed Fel Iron Rod] 1 Fel Iron Rod, 4 Greater Eternal Essence, 6 Large Brilliant Shard, 1 Runed Arcanite Rod

•301-310

9 x [Enchant Bracer: Assault] - 54 Arcane Dust

•310-315

5 x [Enchant Bracer - Brawn] - 30 Arcane Dust

•315-325

13 x [Enchant Gloves - Assault] - 96 Arcane Dust

•325-335

10 x [Enchant Shield - Major Stamina] - 150 Arcane Dust

Recipe sold by Madame Ruby at Shattrath City.

•335-340

5 x [Enchant Shield - Resilience] - 5 Large Prismatic Shard, 20 Lesser Planar Essence

•340-350

15 x [Superior Wizard Oil] - 45 Arcane Dust, 15 Nightmare Vine, 15 Imbued Vial - Recipe location

This recipe is yellow already when you learn it, so you might need to make 14-16.

•350-351

1 x [Runed Adamantite Rod] - 1 Adamantite Rod, 8 Greater Planar Essence, 8 Large Prismatic Shard, 1 Primal Might, 1 Runed Fel Iron Rod - Recipe location

Go to Northrend and learn Enchanting Grand Master. Click here for the trainer list.

•351-360

9 x [Enchant Cloak - Speed] - 54 Infinite Dust

•360-375

18 x [Enchant Bracers - Striking] - 108 Infinite Dust

•375-376

1 x [Runed Eternium Rod] - 1 Eternium Rod, 6 Greater Planar Essence, 6 Arcane Dust, 1 Runed Adamantite Rod

•376-380

6 x [Enchant Bracers - Striking] - 36 Infinite Dust

•380-385

5 x [Enchant Bracers - Exceptional Intellect] - 50 Infinite Dust

•385-395

10 x [Enchant Boots - Icewalker] - 80 Infinite Dust, 10 Crystallized Water

•395-415

23 x [Enchant Cloak - Superior Agility] - 207 Infinite Dust

From here, most of the Enchants will be REALLY expensive. You should put them on a Vellum or look for people who have the materials and tell them you will do the Enchant without fee.

# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

•415-420

5 x [Enchant Boots - Greater Spirit] - 50 Infinite Dust, 5 Greater Cosmic Essence

•420-425

5 x [Enchant Shield - Defense] - 30 Infinite Dust, 30 Eternal Earth

•425-426

1 x [Runed Titanium Rod] - 1 Titanium Rod, 40 Infinite Dust, 12 Greater Cosmic Essence, 8 Dream Shard, 1 Runed Eternium Rod

•426-430

4 x [Enchant Shield - Defense] - 24 Infinite Dust, 24 Eternal Earth

•430-435

5 x [Enchant Cloak - Mighty Armor] - 75 Infinite Dust, 10 Greater Cosmic Essence

The recipe sold by Vanessa Sellers, she can be found in Dalaran, it cost 4 Dream Shard.

•435-445

10 x [Enchant Gloves - Armsman] - 20 Dream Shard, 80 Eternal Earth

The recipe sold by Vanessa Sellers, she can be found in Dalaran, it cost 4 Dream Shard.

•445-447

You can make this one up to 450 if you want to, it's basically free skill-ups since you're going to either use the Dusts/Essences anyway or you can sell them for more than you got the Crystals for.

[Abyssal Shatter] - Abyss Crystal

•447-450

3 x [Enchant Boots - Greater Assault] - 12 Dream Shard, 12 Greater Cosmic Essence

The recipe sold by Vanessa Sellers, she can be found in Dalaran, it cost 4 Dream Shard.

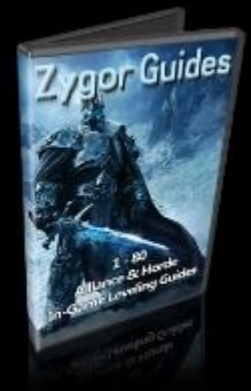
I hope you liked this WoW Enchanting guide, GZ to 450!



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# WARCRAFT PROFESSIONS GUIDE - EVERY PROFESSION 1-450

Engineering - as practiced primarily by Dwarfs and Gnomes (who get a racial bonus to the profession skill) is all about making those indefinable, but very useful items.

Everything from ammo to motorbikes, parachutes to machanical butlers (though not monkey butlers sadly)

Other than ammo, this skill does not really make many "must have" items, but once you are skilled in engineering you will wonder how you ever managed without.

Note - Many of the very best items an engineer can make are bind-on-pickup - so ONLY the engineer that makes them can actually have or use them

This WoW Engineering guide will show you the fastest and easiest way how level your Engineering skill up from 1 to 450. Updated for WoW patch 3.3

Engineering is the best combined with Mining. If you level your Engineering with Mining, you will save a lot of gold. Specially when you have to use Mithril and Thorium, because they aren't hard to find, but they are really expensive at the AH. If you don't have Mining, you have to buy everything and you will need a lot of gold again. Check out my Mining guide if you want to level your Mining too. However, the fastest way to level Engineering is to buy everything from the Auction House.

Engineering guide sections:

- Engineering Apprentice 1 - 50
- Engineering Journeyman 50 - 125
- Engineering Expert 125 - 205
- Engineering Artisan 205 - 280
- Engineering Master 280 - 350
- Engineering Grand Master 350 - 450

Approximate Materials Required for 1-450:

- 40 Rough Stone
- 100 Copper Bar
- 50 Weak Flux
- 15 Coarse Stone
- 39 Linen Cloth
- 120 Bronze Bar
- 5 Moss Agate
- 40 Heavy Stone
- 80 Wool Cloth
- 20 Medium Leather
- 4 Steel Bar
- 180 Solid Stone
- 140 Mithril Bar
- 12 Mageweave Cloth
- 40 Dense Stone
- 130 Thorium Bar
- 20 Runecloth
- 95 Fel Iron Bar
- 20 Mote of Earth
- 10 Mote of Fire

- 40 Adamantite Bar
  - 30 Netherweave Cloth
  - 290 Cobalt Bar
  - 8 Frostweave Cloth
  - 45 Crystallized Water
  - 10 Crystallized Earth
  - 14 Borean Leather
  - 9 Eternal Shadow
  - 260 Saronite Bar
  - 5 Skinning Knife
  - 5 Mining Pick
  - 5 Blacksmithing Hammer
  - 24 Twilight Opal
  - 8 Titanium Bar
  - 2 Eternal Fire
  - 2 Eternal Wate
  - 2 Eternal Air
- Related Guides:

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

## WoW Engineering Leveling Guide 1 - 450

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Apprentice Engineering. Northrend trainers can also teach you every recipe from 1 to 450.

- 1 - 30  
40 x [Rough Blasting Powder] - 40 Rough Stone  
This recipe goes yellow at 20, so get enough materials to use this recipe 40 times.
- 30 - 50  
34 x [Handful of Copper Bolts] - 34 Copper Bar  
You will need 34 of these later.

Visit your trainer, and learn Journeyman Engineering.

- 50 - 51  
1 x [Arclight Spanner] - 6 Copper Bar
- 51 - 75  
24 x [Copper Tube] - 48 Copper bar, 24 Weak Flux
- 75 - 85  
15 x [Coarse Blasting Powder] - 15 Coarse Stone  
You will need 15 of these later.
- 85 - 90  
5 x [Coarse Dynamite] - 15 Coarse Blasting Powder, 15 Linen Cloth
- 90 -100  
12 x [Copper Modulator] - 24 Handful Copper Bolts, 12 Copper Bar, 24 Linen Cloth
- 100 -105  
5 x [Practice Lock] - 10 Handful Copper Bolts, 5 Bronze Bar, 5 Weak flux
- 105 -120  
17 x [Bronze Tubes] - 34 Bronze Bar, 17 Weak Flux
- 120 -125  
5 x [Standard Scope] - 5 Bronze Tube, 5 Moss Agate
- 125 - 205  
0 Bronze Framework, 40 Wool Cloth
- 175 - 176  
The recipe will be yellow, so you might not gain any skill up, but you will need this item later. You will have to make only one of this, don't make more if you don't gain skill up.  
1 x [Gyromatic Micro-Adjustor] - 4 Steel Bar  
Visit your trainer, and learn Expert Engineering.

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•125 -150

40 x [Heavy Blasting Powder] - 40 Heavy Stone  
and

20 x [Whirring Bronze Gizmo] - 40 Bronze Bar, 20 Wool Cloth

You will need 40 [Heavy Blasting Powder] and 20 [Whirring Bronze Gizmo] later, and if you make these you should reach 150 skill point.

•150 - 155

20 x [Bronze Framework] - 40 Bronze Bar, 20 Medium Leather, 20 Wool Cloth

by making them now, you might get a lot further - probably towards 160, then stop making these and only make more when you'll need them.

•155 -175

20 x [Explosive Sheep] - 40 Heavy Blasting Powder, 20 Whirring Bronze Gizmo, 20 Bronze Framework, 40 Wool Cloth

•175 - 176

The recipe will be yellow, so you might not gain any skill up, but you will need this item later. You will have to make only one of this, don't make more if you don't gain skill up.

1 x [Gyromatic Micro-Adjustor] - 4 Steel Bar

•176 - 195

90 x [Solid Blasting Powder] - 180 Solid Stone

Extremely cheap! On my realm it costs 1 gold/stack. Save some of these, because you will need it later.

•195 - 200

7 x [Mithril Tubes] - 36 Mithril Bar

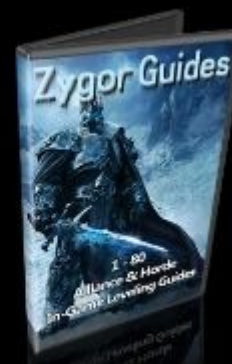
Visit your trainer and learn Artisan Engineering.



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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Engineering has the option at skill level 200 to specialize in Gnomish or Goblin Engineering. The main difference between both sides is the location of their respective teleporters and the ability of their trinkets. Some items require a specific specialization to use, while other items are crafted by one specialization but are usable by any engineer. Fortunately, most recipes that are crafted by one Specialization can be worn by both.

•200 - 210

12 x [Unstable Triggers] 12 Mithril Bar, 12 Mageweave Cloth, 12 Solid Blasting Powder

Save these.

•210 - 225

17 x [Hi-Impact Mithril Slugs] - 17 Mithril Bar, 17 Solid Blasting Powder

•225 - 235

20 x [Mithril Casings] - 60 Mithril Bar

Save these.

•235 - 245

10 x [Hi-Explosive Bomb] - 20 Mithril Casings, 10 Unstable Trigger, 20 Solid Blasting Powder

•245 - 250

7 x [Mithril Gyro-Shot] - 14 Mithril Bar, 14 Solid Blasting Powder

•250 - 260

20 x [Dense Blasting Powder] - 40 Dense Stone

Save these and if you don't reach 260 by making these, make a few more [Mithril Gyro-Shot].

•260 - 280

20 x [Thorium Widget] - 60 Thorium Bar, 20 Runecloth

Go to Outland or Northrend, visit your trainer, and learn Master Engineering

•280 - 285

5 x [Thorium Tube] - 30 Thorium Bar

•285 - 300

20 x [Thorium Shells] - 40 Thorium Bar, 20 Dense Blasting Powder

•300 - 310

50 x [Handful of Fel Iron Bolts] - 50 Fel Iron Bar

•310-320

If you don't reach 320 by making the recipes below, you should make [Fel Iron Bombs] until 320. But then you also need to make a few more Fel Iron Bolts and the other materials.

10 x [4 Elemental Blasting Powder] - 20 Mote of Earth, 10 Mote of Fire

Save these.

15 x [Fel Iron Casing] - 45 Fel Iron Bar

You will need around 15 of these later, but I suggest you to make these until it goes grey, then only make more when you'll need them.

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•320 - 325

5 x [Fel Iron Musket] - 5 Heavy Stock, 15 Fel Iron Casing, 30 Handful of Fel Iron Bolts

•325 - 335

10 x [Adamantite Grenade] 40 Adamantite Bar, 10 Elemental Blasting Powder, 20 Handful of Fel Iron Bolts

•335 - 350

30 x [White Smoke Flare] - 30 Netherweave Cloth, 30 Elemental Blasting Powder

Recipe location

Go to Northrend, visit your trainer and learn Grand Master Engineering.

•350 - 370

You will need around 50 [Handful of Cobalt Bolts] and 36 [Volatile Blasting Trigger] later. Make these now, and you should reach 375 or probably more. Note that when you craft [Handful of Cobalt Bolts] you can get 1 or 3 bolts, and the same goes for [Volatile Blasting Trigger], you will get 2 [Volatile Blasting Trigger] each craft.

35 x [1-3 Handful of Cobalt Bolts] - 70 Cobalt Bar

•370 - 377

Save these.

20 x [2 Volatile Blasting Trigger] - 60 Cobalt Bar, 20 Crystallized Water

•377 - 385

Save these too, you will need them.

10 x [Overcharged Capacitor] - 40 Cobalt Bar, 10 Crystallized Earth

•385 - 390

8 x [Explosive Decoy] - 8 Frostweave Cloth, 24 Volatile Blasting Trigger

•390 - 400

Save these too, you will need them later.

You will probably reach more than 400, then stop making these and make more only if you need it.

15 x [Froststeel Tube] - 120 Cobalt Bar, 15 Crystallized Water

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•400 - 405

5 x [Diamond-cut Refractor Scope] - 5 Froststeel Tube, 10 Handful of Cobalt Bolts

•405 - 410

5 x [Box of Bombs] - 25 Saronite Bar, 5 Volatile Blasting Triggs

•410 - 415

15 x [Mammoth Cutters] - 15 Saronite Bar, 15 Volatile Blasting Triggers

•415 - 425

25 x [Saronite Razorheads] - 50 Saronite Bar

•425 - 430

Make [Global Thermal Sapper Charge] between 425-435, if you are a Goblin Engineer.

7 x [Mechanized Snow Goggles] - 56 Saronite Bar, 14 Borean Leather, 7 Eternal Shadow

•430 - 435

5 x [Noise Machine] - 10 Froststeel Tube, 10 Overcharged Capacitor, 40 Handful of Cobalt Bolts

•435 - 440

When you reach 435, you can make your [Wormhole Generator: Northrend] and your epic Engineering Helm at 440, however if you want to level your Engineering past 440, you should wait with both until 448, because there are only green recipes at that point, but the Goggles and the [Wormhole Generator: Northrend] are still orange.

5 x [Gnomish Army Knife] - 50 Saronite Bar, 5 Skinning Knife, 5 Mining Pick, 5 Blacksmithing Hammer

•440 - 449

You will probably need to make more than 12, but you can sell these at the auction house.

12 x [Heartseeker Scope] - 120 Saronite Bar, 24 Twilight Opal

•449 - 450

1 x [Wormhole Generator: Northrend] - 8 Titanium Bar, 2 Eternal Fire, 2 Eternal Shadow, 2 Eternal Water, 2 Eternal Air

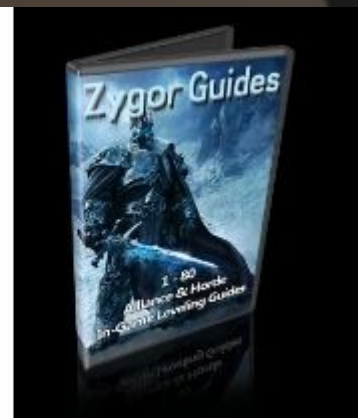
I hope you liked this Engineering leveling guide, GZ to 450!



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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Fishing is one of the useful secondary professions - and in Warcraft it is also a sport. With a competition held every Sunday in Booty bay.

Fish caught are used in recipes and some of the items that you might dredge up are also used in crafting professions.

Although this is a secondary profession, it can be a real money earner if you fish the right areas.

Fish are caught with a simple "time the bob" game - which we are told is due to be improved when Cataclysm come out, and turned into a more enjoyable and taxing pastime

This Fishing guide will show you the fastest and easiest way how to level Fishing from 1 to 450. Updated for WoW patch 3.3

You'll discover that it requires a lot of patience and time to build your skill level up to the maximum level. In the end of this Fishing guide, you will have to catch about 3000 fish to get from start to finish. You can skill up your fishing from 1 to 450 in any fishable water. This means you can stand in Orgrimmar all day long and get skillups on your fishing at the same rate as you would in a higher level zone. What decides your skillups is the number of successful catches.

From level 1 to 75 you will get a skillpoint on pretty much every successful catch, this will decrease as your skill gets higher and from 300 to 450 you will need to do more than 10 successful catches for each skill point gained. The following equation gives a rough estimate:

$(\text{Current Fishing Skill} - 75) / 25 = \text{Rough number of successful catches for a skill-up.}$

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Fishing Apprentice.

•1 - 300

Buy a Fishing Pole, it's sold by trade goods vendors and fishing suppliers. Go to the nearest water, and fish from skill 1 to 300. When you reach skill 75, you can go to Barrens and catch [Deviante Fish], the best spot is to go into Wailing Caverns and fish there, because then you won't have to move between pools to find School of Deviate Fish. You can sell the fish raw at the Auction House or if you have the recipe you can sell [Savory Deviate Delight].

Do not forget to visit your fishing trainer when you reach skill 75, 150 and 225!

300 - 450

Before you travel, gather together gear and lures that improve your effective fishing skill. At least a +5 Strong Fishing Pole and a stack of +75 Bright Baubles. There are a lot more fishing Poles, check out this link for the list of every fishing Poles and this link for the list of lures.

Go to Borean Tundra in Northrend and learn Master rank from Fishy Ser'ji (Horde) in Warsong Hold, or Old Man Robert (Alliance) in Valiance Keep. Even with good gear and lures, initially you will catch a lot of junk fishing in Northrend, in Borean Tundra you will need 475 effective skill to fish without catching junk. If you are higher level, around 80, you should go to Wintergasp instead of Borean Tundra, you can make the most gold by fishing there, at the start, around half of your catches will be junk, but the amount of junk will gradually decline.

Do not forget to visit your fishing trainer when you reach Fishing skill 375!

I hope you liked this Fishing Guide, gz to 450!

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Added as a new profession in Wrath of the Lich King, inscription uses primarily the herbs gathered by a herbalist to make both the parchemnets and the pigments (inks) in which to inscribe writings of arcane power.

The stat scrolls that have been in the game since 1.2 are made by this profession, as are "Glyphs" - basically another set of buffs which come in both major and minor varieties. There are 3 major and 3 minor slots that are awarded at intervals during your leveling process.

initially a very unbalanced profession (some of the earliest glyphs a character could be able to use were also the best - meaning no need to upgrade -ever), the profession was polished in 3.1, and finally gained acceptance as a well honed profession about the time of 3.2 when a host of new craftable items were added to make it worthwhile joining this profession and sticking with it.

It is worth noting that they also make the vellums that enchanterers use to store and sell their wares. A big bonus for enchanterers.

This WoW Inscription Guide will help you to level your Inscription from 1 to 450.  
Updated for WoW patch 3.3

This is an Inscription leveling guide, if you are looking for some information about Inscription, check out this WoW Inscription Guide. I believe Inscription is the best combined with Herbalism.

You can use [Milling] to mill 5 herbs for 2 - 4 pigments.

[Alabaster Pigment] - Peacebloom, Silverleaf, Earthroot

[Dusky Pigment] / [Verdant Pigment] - Mageroyal, Briarthorn, Swifftistle, Bruiseweed, Stranglekelp

[Golden Pigment] / [Burnt Pigment] - Wild Steelbloom, Grave Moss, Kingsblood, Liferoot

[Emerald Pigment] / [Indigo Pigment] - Fadeleaf, Goldthorn, Khadgar's Whiskers, Wintersbite

[Violet Pigment] / [Ruby Pigment] - Firebloom, Purple Lotus, Arthas'Tears, Sungrass, Blindweed, Ghost Mushroom, Gromsblood

[Silvery Pigment] / [Sapphire Pigment] - Golden Sansam, Dreamfoil, Mountain Silversage, Plaguebloom, Icecap

[Nether Pigment] / [Ebon Pigment] - All Outland herbs.

[Azure Pigment] / [Icy Pigment] - All Northrend Herbs.

Inscription guide sections:

Inscription Apprentice 1 - 75

Inscription Journeyman 75 - 125

Inscription Expert 125 - 200

Inscription Artisan 200 - 290

Inscription Master 290 - 350

Inscription Grand Master 350 - 450

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Approximate Materials Required for 1-450 :

You should need less, so don't mill every herb, mill them only if you need more pigment

- 110 Alabaster-giving herbs
- 80 Dusky-giving herbs
- 200 Golden-giving herbs
- 210 Emerald-giving herbs
- 160 Violet-giving herbs
- 100 Silvery-giving herbs
- 260 Nether-giving
- 380 Azure-giving

WoW Inscription Leveling Guide 1 - 450

Just to note, there is a lot of other Glyphs and Scroll at different skill ranges with the same amount of materials needed, so where you see [Glyph of ...] for example, there you can choose between more recipes that are orange to you and requires the same amount of materials.  
First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Inscription.

- 1 - 19  
18 x [Ivory Ink] - 18 Alabaster Pigment
- 19 - 35  
16 x [Scroll of Stamina] - 16 Ivory Ink, 16 Light Parchment
- 35 - 53  
22 x [Moonglow Ink] - 44 Alabaster Pigment
- 53 - 75  
22 x [Armor Vellum] - 22 Moonglow Ink, 44 Light Parchment

75-125 Learn Inscription Journeyman



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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•75 - 80

20 x [Midnight Ink] - 40 Dusky Pigment

•80 - 100

Make any Glyph that are orange to you and requires 1 Midnight Ink. Glyphs turns yellow after 10 points here, so then learn new recipes and choose another Glyph.

20 x [Glyph of....] - 20 Midnight Ink, 20 Light Parchment

•100 - 105

60 x [Lion's Ink] - 120 Golden Pigment

•105 - 120

Make any Glyph that are orange to you and requires 1 Lion's Ink. Glyphs turns yellow after 5 points, then learn new recipes and choose another Glyph.

20 x [Glyph of ...] - 20 Lion's Ink, 20 Common Parchment

•120 - 125

Make any Glyph that is YELLOW to you, yes you read it right YELLOW. Orange recipes requires 2 Inks instead of one, so at this point it's better to make yellow recipes.

7 x [Glyph of ...] - 7 Lion's Ink, 7 Common Parchment

Learn Inscription Expert.

•125-133

Turn all your [Burnt Pigment] into [Dawnstar Ink].

If you don't milled your own herbs and you don't have Burnt Pigment, you can just make any Glyph between 125-140 that are orange to you.

•133 - 141

8 x [Strange Tarrot] - 8 Lion's Ink, 16 Dawnstar Ink, 8 Common Parchment

•141 - 150

13 x [Glyph of Lighting Bolt] - 26 Lion's Ink, 26 Common Parchment

•150 - 155

60 x [Jadefire Ink] - 120 Emerald Pigment

•155 - 175

Orange Glyphs and Scrolls which requires 1 Jadefire Ink each.

20 x [Glyph of ...] - 20 Jadefire Ink, 20 Common Parchment

•175 - 185

Turn all your [Indigo Pigment] into [Royal Ink] and then make as many [Arcane Tarrot] as you can. You should reach 185 or probably more.

•185 - 190

5x [Glyph of Sap] - 10 Jadefire Ink

•190 - 200

13x [Glyph of Revenge] - 26 Jadefire Ink

Learn Inscription Artisan

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

- 200 - 205
- 50 x [Celestial Ink] - 100 Violet Pigment
- 205 - 210
- 5 x [Armor Vellum II] - 5 Celestial Ink, 10 Common Parchment
- 210 - 215
- 5 x [Glyph of Sinister Strike] - 5 Celestial Ink, 5 Heavy Parchment
- 215 - 220
- 5 x [Glyph of Searing Pain] - 5 Celestial Ink, 5 Heavy Parchment
- 220 - 225
- 5 x [Glyph of Starfire] - 5 Celestial Ink, 5 Heavy Parchment
- 225 - 228
- 12 x [Fiery Ink] - 12 Ruby Pigment
- 228 - 230
- 2 x [Scroll of Agility IV] - 2 Celestial Ink, 2 Heavy Parchment
- 230 - 235
- 5 x [Glyph of Dispel Magic] - 5 Celestial Ink, 5 Heavy Parchment
- 235 - 247
- 12 x [Weapon Vellum II] - 12 Celestial Ink, 12 Fiery Ink, 24 Heavy Parchment
- 247 - 250
- 4 x [Glyph of Cleaving] - 4 Celestial Ink, 4 Heavy Parchment
- 250-255
- 25 x [Shimmering Ink] - 50 Silvery Pigment
- 255 - 260:
- 5 x [Scroll of Spirit II] - 5 Shimmering Ink, 10 Heavy Parchment
- 260 - 275
- Orange Glyphs and Scrolls. Scrolls need 2 Parchments instead of one.
- 15 x [Glyph of ...] or [Scroll of...] - 15 Shimmering Ink
- 275 - 285
- 10 x [Ink of Sky] - 10 Sapphire Pigment
- 285 - 290
- 5 x [Glyph of Sprint] - 5 Shimmering Ink
- Now you should go and visit a trainer at Outland or Northrend,
- 290 - 305:
- 55 x [Ethereal Ink] - 110 Nether Pigment
- 305 - 325
- 20 x [Glyph of ...] - 20 Ethereal Ink, 20 Heavy Parchment
- Usually every Glyphs turns yellow after you make 5 of them, then you will be able to learn new ones which ones are orange too. So you will have to make 4 different Glyphs for this 20 skill point.

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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•325 - 330:

You will have a lot of [Ebon Pigment] if you milled your own herbs so turn all of them into [Darkflame Ink]. If you cant reach 330 while making the inks, or you didn't mill your own herbs, you can just make any Glyphs that are yellow to you.

•330 - 345:

15 x [Glyph of ...] - 30 Ethereal Ink, 30 Heavy Parchment

Same as above, choose the Glyphs you want to make and are orange to you. Every orange Glyphs requires the same amount of materials at this point of the Inscription leveling guide.

345 - 350:

5 x [Glyph of Whirlwind] - 5 Ethereal Ink, 5 Resilient Parchment

•350 - 355

95 x [Ink of Sea] - 190 Azure Pigment

•355 - 360

5 x [Scroll of Spirit VII] - 5 Ink of the Sea

•360 - 365

5 x [Scroll of Intellect VII] - 5 Ink of the Sea, 10 Resilient Parchment

•365 - 370

5 x [Scroll of Stength VII] - 5 Ink of the Sea, 10 Resilient Parchment

•370 - 375

5 x [Scroll of Agility VII] - 5 Ink of the Sea, 10 Resilient Parchment

•375 - 380

[Snowfall Ink] - Icy Pigment

Use all the rare pigment available. Keep the extra Snowfall Ink for Northrend Inscription Research. You will need to research to learn most "Northrend" glyphs.

•380 - 385

7 x [Glyph of...] - 7 Ink of the Sea

•385 - 386

1 x [Northrend Inscription Research] - 3 Ink of the Sea, 5 Resilient Parchment, Snowfall Ink

•386 - 400

25 x [Any Discovered Major Glyph] - 25 Ink of the Sea, 25 Resilient Parchment

•400 - 405

5 x [Scroll of Stamina VIII] - 5 Ink of the Sea, 10 Resilient Parchment

•405 - 410

5 x [Scroll of Spirit VIII] - 5 Ink of the Sea, 10 Resilient Parchment

•410 - 415

5 x [Scroll of Intellect VIII] - 5 Ink of the Sea, 10 Resilient Parchment

•415 - 420

5 x [Scroll of Stength VIII] - 5 Ink of the Sea, 10 Resilient Parchment

•420 - 430

13 x [Scroll of Agility VIII] - 13 Ink of the Sea, 26 Resilient Parchment

•430 - 450

The best strategy is stop leveling Inscription at about skill 430, and simply conduct regular Northrend Inscription Research.

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Jewelcrafting was added in patch 2.0 (the patch immediately preceding "The Burning Crusade"). It was added primarily as a skill for the new race of Draenei, and this race gets a decent perk to the Jewelcrafting skill.

At low levels this craft involves making rings, necklaces and other trinkets. However at high levels this really comes into it's own.

Armour and weapons of a suitably high level are often "socketed" to accept jewels, which in turn give a bonus.

Unlike most though, these boosts are generally to derived secondary stats such as "Defense".

With the news that 4.0 and Cataclysm may be removing these stats from the game altogether, expect a major shake up of this profession

This WoW Jewelcrafting guide will show you the fastest and easiest way how to level your Jewelcrafting skill up from 1 to 450. Updated for WoW patch 3.3 Powerleveling your Jewelcrafting won't be cheap. Make sure you have enough gold, even if you have Mining. The best thing you can do is, you can try to sell the items you make. Just put them on AH. A lot of level 80 players are willing to buy low level items for their alt, if you can't sell something just disenchant it, and sell the shards/dust.

Jewelcrafting is the best combined with Mining or the other option is Enchanting. When you choose mining, you can save a lot of gold, because you can gather the materials, but it will take a lot of time. With Enchanting, you can Disenchant the items you make.

Jewelcrafting guide sections:

- Jewelcrafting Apprentice 1 - 50
- Jewelcrafting Journeyman 50 - 150
- Jewelcrafting Expert 150 - 200
- Jewelcrafting Artisan 200 - 300
- Jewelcrafting Master 300 - 350
- Jewelcrafting Grand Master 350 - 450

## Approximate Materials Required

- 100 Copper Bar
- 20 Tigerseye or 20 Malachite
- 120 Bronze Bar = 60 Copper Bar, 60 Tin Bar
- 60 Shadowgem OR 20 Shadowgem and 20 Small Lustrous Pearl
- 80 Heavy Stone
- 30 Moss Agate
- 160 Mithril Bar
- 25 Citrine
- 20 Truesilver Bar
- 5 Aquamarine
- 60 Thorium Bar
- 15 Star Ruby
- 20 Large Opal
- 10 Powerful Mojo or 10 Blue Sapphire
- 10 Essence of Earth or

- 20 Huge Emerald
- 55 green gems OR 40 and 15 Black Diamond - You can find a list of green gems here. Don't buy all of them from one kind, because there might be some recipes where you don't have the reputation to buy it, so you will have to choose other green gems. Just buy them, when you get that part of the Jewelcrafting guide.
- 13 Adamantite Bar
- 5 Mercirual Adamantite
- Buy around 70 from any of the following gems: [Bloodstone], [Chalcedony], [Dark Jade], [Huge Citrine], [Shadow Crystal], [Sun Crystal]. Make sure to buy at least 5 Bloodstone, 3 Chalcedony, 3 Shadow Crystal and 3 Dark Jade, because you will need the Bloodstones when you reach 395 and the other gems when you reach 440.
- 46 Eternal Earth OR 23 Eternal Earth and 23 Eternal Shadow
- 7 Forest Emerald - You might only need 5.
- around 28 Skyflare Diamond OR 28 Earthsiege Diamond, but you should buy less then 28 and buy more if you need them
- 1 Frozen Orb

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

WoW Jewelcrafting Leveling Guide 1 - 450

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Apprentice Jewelcrafting.

•1-30

30 x [Delicate Copper Wire] - 60 Copper Bar

Save these, you will need them later.

•30-50

20 x [Tigerseye Band] - 20 Tigerseye, 20 Delicate Copper Wire

You can make 20 x [Malachite Pendant] too.

Learn Jewelcrafting Journeyman.

•50-80

50 x [Bronze Setting] - 100 Bronze Bar

Save these, you will need them later.

•80-100

20 x [Simple Pearl Ring] - 20 Small Lustrous Pearl, 20 Bronze Setting, 40 Copper Bar

Or 20 x [Gloom Band] - 20 Bronze Setting, 40 Shadowgem, 40 Delicate Copper Wire

Make [Ring of Silver Might] if Silver Bar is cheap on your server.

•100-110

10 x [Ring of Twilight Shadows] - 20 Shadowgem, 20 Bronze Bar

•110-120

10 x [Heavy Stone Statue] - 80 Heavy Stone

•120-150

30 x [Pendant of the Agate Shield] - 30 Moss Agate, 30 Bronze Settings

The design sold by these NPCs.

Learn Jewelcrafting Expert.

•150-180

55 x [Mithril Filigree] - 110 Mithril Bar

Save these, you will need 55 of them later.

•180-200

20 x [Engraved Truesilver Ring] - 20 Truesilver Bar, 40 Mithril Filigree

Learn Jewelcrafting Artisan.

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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•200-220

25 x [Citrine Ring of Rapid Healing] - 25 Citrine, 50 Mithril Bar

•220-225

5 x [Aquamarine Pendant of the Warrior] - 5 Aquamarine, 15 Mithril Filigree

•225-245

60 x [Thorium Setting] - 60 Thorium Bar

Make 60 of these, and if you reach skill 245 you don't need to make more, else you might need more of these later on.

•245-260

15 x [Ruby Pendant of Fire] - 15 Star Ruby, 15 Thorium Setting

•260-280

20 x [Simple Opal Ring] - 20 Large Opal, 20 Thorium Setting

•280-290

10 x [Onslaught Ring] - 10 Powerful Mojo, 10 Essence of Earth, 10 Thorium Setting

or

10 x [Sapphire Pendant of Winter Night] - 10 Blue Sapphire, 10 Essence of Undeath, 10 Thorium Setting

•290-300

10 x [Emerald Lion Ring] - 20 Huge Emerald, 10 Thorium Setting.

Go to Outland and learn Jewelcrafting Master.

Now from this part of this Jewelcrafting guide, you will use recipes that are already yellow to you and since whole WoW is pretty random, you might just need 5 gems to reach your desired skill or maybe 10.

•300-320

A nice alternative to 300-315 is this pattern:

15 x [Prismatic Black Diamond] - 15 Black Diamond

When you learn these recipes, they are already yellow. I suggest you to cut 30 from any of the following gems, then you should reach 320.

[Teardrop Blood Garnet]

[Brilliant Golden Draenite]

[Solid Azure Moonstone]

[Radiant Deep Peridot]

[Inscribed Flame Spessarite]

[Glowing Shadow Draenite]

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•320-325

Make 5-7 any of the following gems.

[Bold Blood Garnet]  
[Bright Blood Garnet]  
[Gleaming Golden Draenite]  
[Jagged Deep Peridot]  
[Luminous Flame Spessarite]  
[Royal Shadow Draenite]  
[Sparkling Azure Moonstone]

•325-335

Save these, you will need them later.

13 x [Mercurial Adamantite] - 52 Adamantite Powder, 13 Primal Earth

Make a few from any of the following gems, if you didnt reach 335.

[Enduring Deep Peridot]  
[Glinting Flame Spessarite]  
[Runed Blood Garnet]  
[Shifting Shadow Draenite]  
[Thick Golden Draenite]  
[Purified Jaggal Pearl] - This one turns green at 332.

•335-340

Make 5-7 from any of the following gems.

[Dazzling Deep Peridot]  
[Delicate Blood Garnet]  
[Potent Flame Spessarite]

You can go to Hellfire Peninsual and find Kalaen if you are Horde, Tatiana if you are Alliance. These NPCs sell the following recipes.

[Rigid Golden Draenite]  
[Sovereign Shadow Draenite]  
[Smooth Golden Draenite]

•340 - 350

You can continue to make the gems above, if you didn't reach 350 by making the rings below.

13 x [Heavy Adamantite Ring] - 13 Adamantite Bar, 13 Mercirual Adamantite

Go to Northrend and learn Jewlcrafting Grand Master



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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

## •350 - 395

Buy around 55 from any of the following gems. After 375, the recipes will be yellow so you might need less or more.

[Bloodstone]  
[Chalcedony]  
[Dark Jade]  
[Huge Citrine]  
[Shadow Crystal]  
[Sun Crystal]

Cut any random gem you want. Seriously there are like 50 new green gem recipes, I won't list all of them. Go to your trainer, learn one and make that recipe around 55 times.

## •395 - 400

Make 5 from any of the following items:

5 x [Bloodstone Band] - 5 Bloodstone, 10 Crystallized Earth  
5 x [Crystal Chalcedony Amulet] - 5 Chalcedony, 10 Crystallized Earth  
5 x [Crystal Citrine Necklace] - 5 Huge Citrine, 10 Crystallized Earth  
5 x [Sun Rock Ring] - 5 Sun Crystal, 10 Crystallized Earth

## •400 - 420

23 x [Stoneguard Band] - 46 Eternal Earth  
Or 23 x [Shadowmight Ring] - 23 Eternal Earth, 23 Eternal Shadow

## •420 - 425

You better make this yellow recipe until it turns green, because after this, there will be only meta gems, and they are a lot more expensive. Forest Emerald is usually the cheapest gem.

7 x [Dazzling Forest Emerald] - 7 Forest Emerald

## •425 - 440

Buy 15 [Skyflare Diamond] or [Earthsiege Diamond]

There are plenty of meta gem recipes, choose one of them and make it 15 times. You can learn some recipes from your trainer, and some of them are sold by Tiffany Cartier in Dalaran, there is also a lot of them dropped by bosses and mobs around Northrend.

## •440 - 441

1 [Icy Prism] - 1 Frozen Orb, 3 Chalcedony, 3 Shadow Crystal, 3 Dark Jade

## •441 - 450

More meta gems. Usually 13-14 [Skyflare Diamond] or [Earthsiege Diamond] is enough.

I hope you liked this World of Warcraft Jewelcrafting guide, GZ to 450!

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Leatherwork uses as its main ingredient the animal skins gleaned by the "skinning" profession. It makes the leather armour that is used by rogues and druids as well as hunters before they gain mail proficiency.

These tend to be agility based classes with intelligence also a prime requirement. The stats on the leather armour produced reflect the classes that will wear it, giving bonuses in these areas.

As with tailoring, a bit of gold can be made with making bags, but the real incentive is to get to level 80 and skill 450 to really start making great end game equipment that is actually profitable.

Leatherworking guide sections:

Leatherworking Apprentice 1 - 65  
Leatherworking Journeyman 65 - 135  
Leatherworking Expert 135 - 210  
Leatherworking Artisan 205 - 275  
Leatherworking Master 275 - 350  
Leatherworking Grand Master 350 - 450

Approximate Materials Required for 1-450:

- 57 Ruined Leather Scraps
- 55 Coarse Thread
- 40 Light Hide
- 10 Medium Hide
- 110 Salt
- 170 Light Leather
- 150 Medium Leather
- 140 Fine Thread
- 15 Gray Dye
- 20 Heavy Hide
- 305 Heavy Leather
- 20 Bolts Of Silk Cloth
- 435 Thick Leather
- 165 Silken Thread
- 455 Rugged Leather
- 40 Black Dye
- 40 Rune Thread
- 100 Knothide Leather Scraps
- 500 Knothide Leather
- 28 Fel Scales
- 1830 Borean Leather
- 75 Crystallized Water
- 10 Arctic Fur
- 10 Nerubian Chitin OR 10 Icy Dragonscale
- 5 Frozen Orb
- 440-450 material list is not included, because there are so many path to choose.

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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

WoW Leatherworking Leveling Guide 1 - 450

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Leatherworking Apprentice.

•1-20

19 x [Light Leather] - 57 Ruined Leather Scraps

•20-30 or 1-30

10 x [Light Armour Kit] - 10 Light Leather

You can make these from 1-30 too, if you don't have Ruined Leather Scraps.

•30-35

5 x [Handstitched Leather Cloak] - 10 Light Leather, 5 Coarse Thread

•35-65

40 x [Cured Light Hide] - 40 Light Hide, 40 Salt

You will need these later.

Learn Leatherworking Journeyman.

•65-85

20 x [Embossed Leather Gloves] - 60 Light Leather, 40 Coarse Thread

•85-100

15 x [Fine Leather Belt] - 90 Light Leather, 30 Coarse Thread

Keep these, you will need them.

•100-115

15 x [Cured Medium Hide] - 15 Medium Hide, 15 Salt

•115-125

10 x [Dark Leather Boots] - 40 Medium Leather, 20 Fine Thread, 10 Gray Dye

•125-130

5 x [Dark Leather Cloak] - 40 Medium Leather, 5 Fine Thread, 5 Gray Dye

Learn Leatherworking Expert.

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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•130-145

15 x [Dark Leather Belt] - 15 Fine Leather Belt, 15 Cured Medium Hide, 30 Fine Thread, 15 Gray Die

•145-150

5 x [Hillman's Leather Gloves] - 70 Medium Leather, 20 Fine Thread

•150-165

20 x [Cured Heavy Hide] - 20 Heavy Hide, 60 Salt

You will need these later

•165-170

5 x [Heavy Armour Kit] - 25 Heavy Leather

If you are lucky, you will reach 170 while you are making the Cured Heavy Hides and you can skip this part.

•170-180

10 x [Guardian Pants] - 120 Heavy Leather, 20 Bolts of Silk Cloth, 20 Fine Thread

•180-190

10 x [Barbaric Shoulders] - 80 Heavy Leather, 10 Cured Heavy Hide, 20 Fine Thread

•190-200

10 x [Guardian Gloves] - 40 Heavy Leather, 10 Cured Heavy Hide, 10 Silken Thread

•200-205

5 x [Thick Armor Kit] - 25 Thick Leather, 5 Silken Thread

Learn Leatherworking Artisan.

•205-235

40 x [Nightscape Headband] - 200 Thick Leather, 80 Silken Thread

Specialization

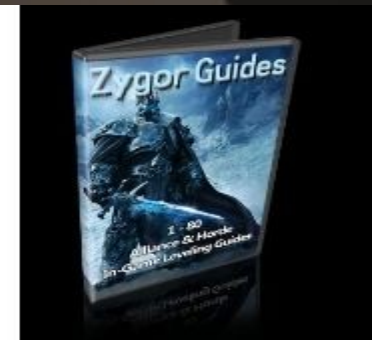
When you reach 225 skill and level 40, you unlock a set of quests. These quests allow you to specialize in various types of armor, which you can make for yourself only. As of patch 2.1.3, you can switch your Leatherworking specialization without losing any skill points and without doing the specialization quest. Here below there is the 3 way with each specialization.



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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

## Elemental Leatherworking

### •list of recipes

The items you create as an Elemental Leatherworker focus on melee based leather items (agility and attack power).

## Dragonscale Leatherworking

### •list of recipes

This specialisation offers offensive mail items - there are both caster and melee based sets.

## Tribal Leatherworking

### •list of recipes

The Tribal Leatherworking items are all leather items focused on healing.

### •235-250

15 x [Nightscape Pants] - 210 Thick Leather, 60 Silken Thread

### •250-260

15 x [Rugged Armor Kit] - 75 Rugged Leather

### •260-275

15 x [Wicked Leather Gauntlets] - 120 Rugged Leather, 15 Black Dye, 15 Rune Thread

?Recipe location

If there are some Heavy Scorpion Scale in the Auction House and it's cheaper than the Rugged Leather, you can craft the following item:

15 x [Heavy Scorpion Bracers] - 60 Rugged Leather, 60 Heavy Scorpion Scale, 15 Rune Thread

Go to Outland or Northrend and learn Leatherworking Master. [Click here](#) for the trainer list.

### •275-285

10 x [Wicked Leather Bracers] - 80 Rugged Leather, 10 Black Dye, 10 Rune Thread

Make [Frostsaber Boots] if Essence of Water is cheap on your realm.

### •285-300

15 x [Wicked Leather Headband] - 180 Rugged Leather, 15 Black Dye, 15 Rune Thread

### •300-310

20 x [Knothide Leather] - 100 Knothide Leather Scraps

### •310-325

25 x [Knothide Armor Kit] - 100 Knothide Leather

### •325-330

58 x [Heavy Knothide Leather] - 290 Knothide Leather

If one Heavy Knothide Leather is cheaper than 5 Knothide Leather, stop making the Heavy Knothide Leathers when you reach 330, buy them from the Auction House instead.

### •330-340

10 x [Thick Draenic Vest] - 30 Heavy Knothide Leather, 30 Rune Thread

### •340-350

14 x [Scaled Draenic Boots] - 28 Heavy Knothide Leather, 28 Fel Scales, 42 Rune Thread

This recipe goes yellow at 345, so you will need to make a few extra ones. I suggest gathering enough materials for 14.

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Go to Northrend and learn Leatherworking Grand Master. [Click here for the trainer list.](#)

•350-380

33 x [Borean Armor Kit] - 132 Borean Leather

•380-385

5 x [Arctic Boots] - 40 Borean Leather

•385-390

5 x [Iceborne Shoulderpads] - 50 Borean Leather

•390-405

268 x [Heavy Borean Leather] - 1608 Borean Leather

•405-415

13 x [Dark Frostscale Leggings] - 52 Heavy Borean Leather, 75 Crystallized Water

•415-420

5 x [Pack of Endless Pockets] - 40 Heavy Borean Leather

•420-425

5 x [Overcast Bracers] - 40 Heavy Borean Leather, 5 Eternal Water

The recipe sold by Braeg Stoutbeard in Dalaran. It costs 3 Heavy Borean Leather.

•425-435

13 x [Overcast Handwraps] - 130 Heavy Borean Leather, 13 Eternal Water

The recipe sold by Braeg Stoutbeard in Dalaran. It costs 3 Heavy Borean Leather.

•435-440

You might need to make more of these than 5, because the recipes will be yellow.

5 x [Frosthide Leg Armor] - 10 Arctic Fur, 10 Nerubian Chitin, 5 Frozen Orb

or

5 x [Icescale Leg Armor] - 10 Arctic Fur, 10 Icy Dragonscale, 5 Frozen Orb

•440-450

You can continue to make the recipes above, you will sell them at AH anyway and you will get most of your gold back. The faster way is to craft any epic items you learn at 440, search for players on the trade channel who need those items and tell them you will craft it for free. If you have lots of gold, you should just buy the materials and craft those items, then sell them at the Auction House.

I hope you liked this WoW Leatherworking guide, GZ to 450!



# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

The tailor in Warcraft fashions cloth items - from cloth. It is a unique crafting profession in that it has no reciprocal gathering profession.

However, in Northrend there is a perk "Northrend Cloth Scavenging" which adds considerably to the amount of cloth that can be looted from humanoid mobs in Northrend. In that way the crafter also becomes the gatherer - a nice touch.

The items made are of course mostly of use by the casting classes - having extra mana or spirit as the primary bonuses.

This WoW Tailoring guide will show you the fastest and easiest way how to get your Tailoring skill up from 1 to 450. Updated for WoW patch 3.3

If you want to level your Tailoring, you will need thousands of cloths and cloths are not cheap. You can farm them or buy them from the auction house, if you buy the Cloths you will need a lot of gold. Tailoring is the best combined with Enchanting, because you will be able to disenchant most of the items you make, however an Enchanter friend can do it for you too. Check out my Enchanting guide if you are interested in leveling Enchanting.

Keep in mind, this WoW Tailoring guide is made to level your profession as fast as possible, so sometimes the cloths you will make might not be the best items for your level or they won't be really profitable if you want to sell them.

Tailoring guide sections:

Tailoring Apprentice 1 - 75

Tailoring Journeyman 75 - 125

Tailoring Expert 125 - 200

Tailoring Artisan 200 - 300

Tailoring Master 300 - 350

Tailoring Grand Master 350 - 450

Approximate Materials Required for 1-450:

- 160 Linen Cloth
- 55 Coarse Thread
- 165 Wool Cloth
- 80 Fine thread
- 5 Gray Dye
- 760 Silk Cloth
- 30 Blue Dye
- 396 Mageweave Cloth
- 45 Silken Thread
- 60 Red Dye
- 106 Heavy Silken Thread
- 740 Runecloth
- 131 Rune Thread
- 725 Netherweave Cloth
- 30 Arcane Dust
- 20 Knothide Leather
- 2975 Frostweave Cloth - You shouldn't buy all of these at once
- 240 Infinite Dust
- 96 Eternium Thread
- 440-450 is not included, due the insane amount of gold and materials needed for it

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

WoW Tailoring Leveling Guide 1 - 450

First, visit any trainer in the main cities of old Azeroth - just ask a guard, and learn Apprentice Tailoring.

•1 - 45

80 x [Bolt of Linen Cloth] - 160 Linen Cloth

Stop making these if you reach Tailoring 45, and make more only if you need it.

•45 - 70

35 x [Heavy Linen Gloves] - 70 Bolt of Linen Cloth, 35 Coarse Thread

•70 - 75

5 x [Reinforced Linen Cape] - 10 Bolt of Linen Cloth, 15 Coarse Thread

Learn Tailoring Journeyman.

•75 - 105

55 x [Bolt of Woolen Cloth] - 165 Wool Cloth

•105 - 110

5 x [Gray Woolen Shirt] - 10 Bolt of Woolen Cloth, 5 Fine Thread, 5 Gray Dye

•110 - 125

15 x [Double-stitched Woolen Shoulders] - 45 Bolt of Woolen Cloth, 30 Fine Thread

Learn Tailoring Expert.

•125 - 145

190 x [Bolt of Silk Cloth] - 760 Silk Cloth

•145 - 160

15 x [Azure Silk Hood] - 30 Bolt of Silk Cloth, 30 Blue Dye, 15 Fine Thread

•160 - 170

10 x [Silk Headband] - 30 Bolt of Silk Cloth, 20 Fine Thread

•170 - 175

5 x [Formal White Shirt] - 15 Bolt of Silk Cloth, 10 Bleach, 5 Fine Thread

•175 - 185

99 x [Bolt of Mageweave] - 396 Mageweave Cloth

•185 - 200

15 x [Crimson Silk Vest] - 60 Bolt of Silk Cloth, 30 Fine Thread, 30 Red Dye

Learn Tailoring Artisan

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# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

•200 - 215

15 x [Crimson Silk Pantaloons] - 60 Bolt of Silk Cloth, 30 Red Dye, 30 Silken Thread

•215 - 220

5 x [Black Mageweave Leggings] - 10 Bolt of Mageweave, 15 Silken Thread

•220 - 230

10 x [Black Mageweave Gloves] - 20 Bolt of Mageweave, 20 Heavy Silken Thread

•230 - 250

23 x [Black Mageweave Headband] - 69 Bolt of Mageweave, 46 Heavy Silken Thread

•250 - 260

195 x [Bolt of Runecloth] - 740 Runecloth

•260 - 280

25 x [Runecloth Belt] - 75 Bolt of Runecloth, 25 Rune Thread

•280 - 295

18 x [Runecloth Gloves] - 90 Bolt of Runecloth, 36 Rune Thread

Recipe goes yellow at 290, get enough materials for 18.

•295 - 300

5 x [Runecloth Headband] - 30 Bolt of Runecloth, 10 Rune Thread

Go to Outland or Northrend and learn Tailoring Master.

•300 - 325

145 x [Bolts of Netherweave] - 725 Netherweave Cloth

•325 - 335

If you are Enchanter or you know someone who can disenchant items, make [Netherweave Gloves] instead of [Bolts of Imbued Netherweave].

15 x [Bolts of Imbued Netherweave] - 45 Bolts of Netherweave, 30 Arcane Dust

Pattern location

•335 - 345

10 x [Netherweave Boots] - 60 Bolts of Netherweave, 20 Knothide Leather, 10 Rune Thread

•345 - 350

5 x [Netherweave Tunic] - 40 Bolts of Netherweave, 10 Rune Thread

Pattern location

Tailoring specializations

Tailors of lvl 60 or higher with a skill of 350 or greater now can choose a Tailoring Specialization. Each of these three specializations allow the tailor access to a number of self only recipes and will allow the tailor to make twice as much of one kind of new cloth as a tailor without this Specialization. Each specialization also provides recipes specific bind-on-pickup cloth gear.

•Mooncloth tailoring (Healing): Allows the tailor access to learn the patterns for the Bind on Pickup Primal Mooncloth Set, and to create an additional primal mooncloth at a moonwell.

•Shadowweave tailoring (Shadow / Frost): Allows the tailor to learn the patterns for the Bind on Pickup Shadow's Embrace set, and to create an additional shadowcloth at the Altar of Shadows.

•Spellfire tailoring (Fire / Arcane): Allows the tailor to learn the patterns for the Bind on Pickup Wrath of Spellfire set, and to create an additional spellcloth in Netherstorm.

(source: wowwiki)

# WARCRAFT PROFESSIONS GUIDE - EVERY CRAFT 1-450

Go to Northrend and learn Tailoring Grand Master.

•350 - 375

595 x [Bolt of Frostweave] - 2975 Frostweave Cloth

•375 - 380

5 x [Frostwoven Belt] - 15 Bolt of Frostweave, 5 Eternium Thread

•380 - 385

5 x [Frostwoven Boots] - 20 Bolt of Frostweave, 5 Eternium Thread

•385 - 395

13 x [Frostwoven Cowl] - 65 Bolt of Frostweave, 13 Eternium Thread

•395 - 400

5 x [Duskweave Belt] - 35 Bolt of Frostweave, 5 Eternium Thread

•400 - 405

120 x [Bolt of Imbued Frostweave] - 240 Bolt of Frostweave, 240 Infinite Dust

•405 - 410

5 x [Duskweave Wristwraps] - 40 Bolt of Frostweave, 5 Eternium Thread

•410 - 415

5 x [Duskweave Gloves] - 45 Bolt of Frostweave, 5 Eternium Thread

•415 - 425

13 x [Duskweave Boots] - 130 Bolt of Frostweave, 13 Eternium Thread

•425 - 440

20 x [Frostweave Bag] - 120 Bolt of Imbued Frostweave, 40 Eternium Thread

You should make around 20 of these, it depends on your luck. The recipe goes yellow at 430 and green at 440, but you should make these because you will sell them at AH anyway, so you will get most of your gold back. Don't flood the AH, only put in a few bags at once. It might take weeks or even months before you sell all of them. Try to make Bags for your friends, tell them to bring the materials for it.

Per Frostweave Bag:

60 x Frostweave Cloth

12 x Infinite Dust

2 x Eternium Thread

•440 - 450

When you reach 440 you will be able to make new epic recipes, try to find players who need those epic items and craft the items for them if they bring the materials.

You can also continue to make [Frostweave Bags].

I hope you liked this Tailoring Guide, GZ to 450!