



POWER LEVELLING GUIDES FOR ALL PROFESSIONS

COMPILED BY HIGHLANDER ON EU-TERRAS

Revision Date: 03/05/07

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INTRODUCTION

After spending nearly two years compiling and maintaining a post on the main World of Warcraft European forums (<http://forums.wow-europe.com/thread.html?topicId=13121383&sid=1>) I've decided to create an easy to read and print PDF version. And this is the result.

The main inspiration for writing power levelling guides is that I'm lazy and forgetful. So I started working out the best ways to levelling my professions up with the minimum of fuss. This had the added benefit of also being useful to other players, so I posted my guides for other players to try out and over time with other players suggestions and advice they became pretty good. The fact that the combined number of page views from all the different versions has totalled more than 3 million confirms this and hopefully you the reader will find them just as useful.

Power levelling guides are NOT step by step beginner's guides. They are primarily for players with high level characters who want the fastest way to level their chosen profession. These players should find gathering the materials for each guide fairly simple (if time consuming). This does not however preclude low level characters from using these guides a reference or a nudge in the right direction.

I have kept the 1 to 300 and 300 to 375 guides separated for now, as more than 50% of the player base does not have The Burning Crusade expansion installed. Once that figure reaches about 70-75% I'll probably combine them.

I am constantly updating these guides with new information, so please check back periodically for any updates.

Also, if you have any suggestions please email them to me at bwhighlander@btinternet.com.

Regards

HIGHLANDER

p.s. I DO NOT make any money from this and where I haven't written a guide, the original author has been credited.

ALCHEMY 1 TO 300 GUIDE

BY ITHILIAN ON EU – SHADOWSONG

This is a condensed version of Ithilian's excellent Alchemy levelling guide.

Please visit his site for the full unabridged guide.

Original site: <http://www.xs4all.nl/%7Ebrt/wow/guides/skillupalchemy.html>

1 - 60

Minor Healing Potions (1 x Peacebloom, 1 x Silverleaf, 1 x Empty Vial) x 60

60 - 110

Lesser Healing Potion (1 x Minor Healing Potion, 1 x Briarthorn) x 50

110 - 140

Healing Potion (1 x Bruiseweed, 1 x Briarthorn, 1 x Leaded Vial) x 30

140 - 155

Lesser Mana Potion (1 x Mageroyal, 1 x Stranglekelp, 1 x Empty Vial) x 15

155 - 185

Greater Healing Potion (1 x Liferoot, 1 x Kingsblood, 1 x Leaded Vial) x 30

185 - 210

Elixir of Agility (1 x Stranglekelp, 1 x Goldthorn, 1 x Leaded Vial) x 25

210 - 215

Elixir of Greater Defence (1 x Steelbloom, 1 x Goldthorn, 1 x Leaded Vial) x 5

215 - 230

Superior Healing Potion (1 x Sungrass, 1 x Khadgar's Whisker, 1 x Crystal Vial) x 15

230 - 250

Elixir of Detect Undead (1 x Arthas' Tears, 1 x Crystal Vial) x 20

250 - 265

Elixir of Greater Agility (1 x Sungrass, 1 x Goldthorn, 1 x Crystal Vial) x 15

265 - 285

Superior Mana Potion (2 x Sungrass, 2 x Blindweed, 1 x Crystal Vial) x 20

285 - 300

Major Healing Potion (2 x Golden Sansam, 1 x Mountain Silversage, 1 x Crystal vial) x 20

Approximate Materials Required:

60 x Peacebloom
60 x Silverleaf
75 x Empty Vial
80 x Briarthorn
30 x Bruiseweed
65 x Leaded Vial
15 x Mageroyal
40 x Stranglekelp
30 x Liferoot
30 x Kingsblood
45 x Goldthorn
5 x Steelbloom
70 x Sungrass
15 x Khadgar's Whisker
90 x Crystal Vial
20 x Arthas' Tears
40 x Blindweed
40 x Golden Sansam
40 x Mountain Silversage

ALCHEMY 300 to 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

300 - 315

Volatile Healing Potion (1 x Golden Sansam, 1 x Felweed, 1 x Imbued Vial) x 20

N.B. You can make Major Mana Potions up to this point if you prefer. You'll need to make about 25 though.

315 - 330

Sneaking Potion (2 x Ragveil, 1 x Felweed, 1 x Imbued Vial) x 20

330 - 350

Super Healing Potion (2 x Dreaming Glory, 1 x Felweed, 1 x Imbued Vial) x 20

350 - 375

Major Dreamless Sleep Potion (1 x Dreaming Glory, 1 x Nightmare Vine, 1 x Imbued Vial) x 40

Goes green at 370, but it's easier to skill up on this (now that it's in the game) than use low drop rate recipes or faction rewards. Can be bought from Leeli Longhaggle in Allerian Stronghold (Terokkar Forest) for Alliance and from Daga Ramba in Thunderlord Stronghold (Blade's Edge Mountains) for Horde players.

Approximate Materials Required

20 x Golden Sansam

60 x Felweed

100 x Imbued Vial

40 x Ragveil

80 x Dreaming Glory

40 x Nightmare Vine

BLACKSMITHING 1 TO 300 GUIDE

BY WILHELM ON US-ARGENT DAWN

This is a condensed version, with one or two alterations by me (Highlander).

1 - 25

Rough Sharpening Stones (1 x Rough Stone) x 50

25 - 45

Rough Grinding Stones (2 x Rough Stone) x 20

45 - 75

Copper Chain Belt (4 x Copper Bar) x 30

75 - 80

Coarse Grinding Stones (2 x Coarse Stones) x 10

80 - 100

Runed Copper Belt (10 x Copper Bar) x 20

100 - 105

Silver Rod (1 x Silver Bar, 2 x Rough Grinding Stone) x 5

105 - 125

Rough Bronze Leggings (6 x Bronze Bar) x 20

125 - 150

Heavy Grinding Stone (3 x Heavy Stone) x 60

150 - 155

Golden Rod (1 x Gold Bar, 2 x Coarse Grinding Stone) x 5

155 - 165

Green Iron Leggings (8 x Iron Bar, 1 x Heavy Grinding Stone, 1 x Green Dye) x 10

165 - 185

Green Iron Bracers (6 x Iron Bar, 1 x Green Dye) x 20

185 - 200

Golden Scale Bracers (5 x Steel Bar, 2 x Heavy Grinding Stone) x 15

200 - 210

Solid Grinding Stone (4 x Solid Stone) x 165

210 - 215

Golden Scale Bracers (5 x Steel Bar, 2 x Heavy Grinding Stone) x 5

215 - 235

Steel Plate Helm (14 x Steel Bar, 1 x Solid Grinding Stone) x 20

Alternatively, you could go and buy the plans for Mithril Scale Bracers from either Gharash in Stonard, Swamp of Sorrows or from Harggan in Aeries Peak, The Hinterlands. It's a limited supply recipe, so you may have to try a few times. It works out cheaper to make these than Steel Plate Helms.

235 - 250

Mithril Coif (10 x Mithril Bar, 6 x Mageweave Cloth) x 15

If your lucky enough to get the Mithril Spurs plans, then make those till they turn grey at 275. It's by far the cheapest way to level. Unfortunately the plans are now selling for anywhere up to 300g since TBC was released.

250 - 260

Dense Sharpening Stones (1 x Dense Stone) x 20

260 - 270

Armoursmiths make the following:

Earthforged Leggings (16 x Mithril Bar, 2 x Core of Earth) x 10

Weaponsmiths make any of the following:

Light Earthforged Blade (12 x Mithril Bar, 4 x Core of Earth) x 10

Light Emberforged Hammer (12 x Mithril Bar, 4 x Heart of Fire) x 10

Light Skyforged Axe (12 x Mithril Bar, 4 x Breath of Wind) x 10

270 - 295

Imperial Plate Bracers (12 x Thorium Bar) x 25

295 - 300

Imperial Plate Boots (18 x Thorium Bar) x 5

Approximate Materials Required

90 x Rough Stone

20 x Coarse Stone

320 x Copper Bar

5 x Silver Bar

180 x Bronze Bar

160 x Heavy Stone

5 x Gold Bar

200 x Iron Bar

30 x Green Dye

380 x Steel Bar

80 x Solid Stone

310 x Mithril Bar (270 if your a Weaponsmith)

20 x Dense Stone

480 x Thorium Bar

20 x Core of Earth (if your a Weaponsmith then it will be 40 x Core of Earth or 40 x Heart of Fire or 40 x Breath of Wind or a combination of the three)

90 x Mageweave Cloth

BLACKSMITHING 300 to 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

300 - 305

Fel Weightstone (1 x Fel Iron Bar, 1 x Netherweave Cloth) x 5

305 - 320

Fel Iron Plate Belt (4 x Fel Iron Bar) x 15

320 - 325

Fel Iron Plate Boots (6 x Fel Iron Bar) x 5

325 - 330

Lesser Rune of Warding (1 x Adamantite Bar) x 10

330 - 335

Fel Iron Breastplate (10 x Fel Iron Bar) x 5

335 - 340

Adamantite Cleaver (8 x Adamantite Bar) x 5

N.B. This is a limited supply recipe sold by either of the following:

Aaron Hollman - Shattrath City

Arras - The Exodar

Eriden - Silvermoon City

340 - 350

Lesser Rune of Shielding (1 x Adamantite Bar) x 20

N.B. This is a limited supply recipe sold by either of the following:

Mari Stonehand - Wildhammer Stronghold (Shadowmoon Valley)

Rohok - Thrallmar (Hellfire Peninsula)

350 - 360

Adamantite Weightstone (1 x Adamantite Bar, 2 x Netherweave Cloth) x 20

Requires Honoured rep with Cenarion Expedition, which is fairly easy to get

N.B. from 360 onwards it gets tough to get recipes that will skill you up, as trainers won't teach you anything worthwhile. Everything that will skill you up past 360 is either a random drop pattern or a rep reward. The two best and cheapest ways are to get Scryers or Aldors rep.

Aldors Rep Path

360 - 370

Flamebane Gloves (8 x Fel Iron Bars, 4 x Primal Water, 4 x Primal Fire) x 10

Requires Aldors honoured rep to buy pattern and it's BoP

370 - 375

Flamebane Breastplate (16 x Fel Iron Bars, 6 x Primal Water, 4 x Primal Fire) x 5

Requires Aldors revered rep to buy pattern and it's BoP

Scryers Rep Path

360 - 375

Enchanted Adamantite Belt (2 x Hardened Adamantite Bars, 8 x Arcane Dust, 2 x Large Prismatic Shards) x 20

Requires Scryers friendly rep to buy pattern and it's BoP

Alternatively, you could keep running Auchenai Crypts for the Felsteel Gloves plans as follows:

360 - 375

Felsteel Gloves (6 x Felsteel Bars) x 15

Approximate Materials Required

Aldors Rep Path

294 x Fel Iron Bar
90 x Adamantite Bar
45 x Netherweave Cloth
70 x Primal Water
60 x Primal Fire

Scryers Rep Path

134 x Fel Iron Bar
90 x Adamantite Bar
45 x Netherweave Cloth
40 x Hardened Adamantite Bars (That's 400 x Adamantite Bars)
160 x Arcane Dust
40 x Large Prismatic Shards

COOKING 1 to 300 GUIDE

BY HIGHLANDER ON EU-TERRAS

Horde

1 to 40

Spice Bread (1 x Simple Flour, 1 x Mild Spices) x 50

40 to 90

Smoked Bear Meat (1 x Bear Meat) x 60

Go to The Sepulcher in Silverpine Forest and buy the Smoked Bear Meat recipe from Andrew Hilbert.
Kill Grizzled Bears around Silverpine Forest for Bear Meat.

90 to 125

Dig Rat Stew (1 x Dig Rat) x 40

Go find Grub in The Barrens. He's in a Tower by Grosh'gek Farm, just north off the road between Crossroads and Ratchet and pick up the quest for Dig Rat stew.

Kill Dig Rats until you have about 30 more than the quest needs. Complete quest and cook Dig Rat Stew till your level 125.

125 to 175

Hot Lion Chops (1 x Lion Meat, 1 x Hot Spices) x 60

To Train as a Expert cook, go to Shadowprey Village and buy the Expert Cooking Book from Wulan.

Go to The Crossroads and buy Hot Lion Chops recipe from Zargh and about 60 Hot Spices.

Kill Mountain Lions around Hillsbrad Foothills for Lion Meat.

175 to 200

Roast Raptor (1 x Raptor Flesh, 1 x Hot Spices) x 30

Go to Grom'gol and buy Roast Raptor recipe from Nerrist and about 30 Hot Spices.

Kill Raptors around Grom'gol for Raptor Flesh.

200 to 225

Spider Sausage (2 x White Spider Meat) x 30

Go to trainer and train Spider Sausage.

Kill Darkfangs around Dustwallow Marsh for White Spider Meat.

225

It's cooking quest time.

Go to Gadgetzan and speak to Dirge Quikcleave to obtain Artisan cooking quest - Clamlette Surprise (he's in the tavern).
Whilst your there, pick up the recipe for Tender Wolf Steaks.

You'll need 12 Giant Eggs, 10 Zesty Clam Meat and 20 Alterac Swiss. The Alterac Swiss is the easiest to get, just go to the Inn in Thunderbluff and buy them from the Innkeeper. Get the eggs from the Owlbeasts in The Hinterlands (the drop rate is way better than the Rocs in Tanaris). For the clam meat go to Steamwheedle Port in Tanaris and kill the Turtles. They will drop Big Mouth Clams at a good rate, which contain Zesty clam Meat.

Keep killing Owlbeasts in The Hinterlands and grab another 70-80 eggs. Also kill the Wolves round here for Tender Wolf Meat.

Go to Bloodvenom Post in Felwood and buy the Monster Omelet recipe from Bale and about 140-160 Soothing Spices.

225 to 285

Monster Omelet (1 x Giant Egg, 2 x Soothing Spices) x 80

Stay in Felwood and cook those eggs. If you don't have enough to get you to 285, go kill the Wolves around Felwood for Tender Wolf Meat and make Tender Wolf Steaks.

285 to 300

Smoked Desert Dumplings (1 x Sandworm Meat, 1 x Soothing Spice) x 20.

Go to Cenarion Hold in Silithus and speak to Calandrath for the Desert Recipe chain of quests. When you get to the third quest you'll get the recipe for Smoked Desert Dumplings. Kill Dredge Crushers and Strikers for the Sandworm Meat (low drop rate). You'll only need about 10 more than the quest needs plus the soothing spices (about 20 in total).

Alliance

1 to 40

Spice Bread (1 x Simple Flour, 1 x Mild Spices) x 50

40 to 75

Smoked Bear Meat (1 x Bear Meat) x 40

Go to Drac Roughcut in Thelsamar, Loch Modan and buy Smoked Bear Meat recipe.

Kill bears around Loch Modan for Bear Meat.

75 to 85

Crab Cake (1 x Crawler Meat) x 10

Kill Crawlers around Darkshore and Westfall for Crawler meat.

You'll need about 10. **Don't** sell any Crawler Claw's you found, you'll need them for the next stage.

85 to 100

Cooked Crab Claw (1 x Crab Claw, 1 x Mild Spice) x 20

Go to Stormwind City and buy Crooked Crab Claw recipe from Kendor Kabonka. Get about 20 mild spices.

Go back to Darkshore or Westfall and continue killing Crawlers for the remaining claws you need.

100 to 130

Seasoned Wolf Kabob (2 x Lean Wolf Flank, 1 x Stormwind Seasoning Herbs) x 30

Go to Chef Grual (geddit? grual - gruel?...oh never mind) in Darkshire and get the Seasoned Wolf Kabobs quest. Get the Stormwind Seasoning Herbs from Felcia Gump in Stormwind (Trade District).

Kill Ravagers and Wolves around Duskwood for Lean wolf Flank.

You'll need about 50-60 (including the ones you need for quest).N.B. you could get the Lean Wolf Steak recipe from Super Seller 680 in Desolace and continue killing until your cooking is up to 150+ and then skip the next step, but it's a limited supply recipe and can be annoying to get).

130 to 175

Curiously Tasty Omelet (1 x Raptor Egg, 1 x Hot Spice) x 50

To Train as a Expert cook, go to Shandrina by Mystral Lake in Ashenvale and buy the Expert cookbook.

Go to Kendor Kabonka in Stormwind City and buy the Curiously Tasty Omelet recipe.

Kill Raptors in Arathi Highlands for Raptor Eggs. (Keep all the Raptor Meat you get, going to need those next).

175 to 200

Roast Raptor (1 x Raptor Meat, 1 x Hot Spices) x 30

Go see Corporal Bluth at the Rebel Camp in Stranglethorn Vale and buy the Roast Raptor recipe (remembering to pick up about 40 hot spices on the way). Cook all the Raptor Meat you got from Arathi Highland Raptors and then go kill Jungle Stalkers near the Gurabashi Arena until you have enough to take you to level 200 cooking.

200 to 225

Spider Sausage (2 x White Spider Meat) x 30

Kill Darkfangs around Dustwallow Marsh for White Spider Meat.

225

It's cooking quest time.

Go to Gadgetzan and speak to Dirge Quikcleave to obtain Artisan cooking quest - Clamlette Surprise (he's in the tavern).

Whilst your here, pick up the Tender Wolf Steaks recipe.

You'll need 12 Giant Eggs, 10 Zesty Clam Meat and 20 Alterac Swiss. The Alterac Swiss is the easiest to get, just go to the Trade District in Stormwind City and buy it from Ben Trias. Get the eggs from the Owlbeasts in The Hinterlands (the drop rate is way better than the Rocs in Tanaris). For the clam meat go to Steamwheedle Port in Tanaris and kill the Turtles. They will drop Big Mouth Clams at a good rate, which contain Zesty Clam Meat.

Keep killing Owlbeasts in The Hinterlands and grab another 70-80 eggs. Also kill the Wolves round here for Tender Wolf Meat. Go to Talonbranch Glade in Felwood and buy the Monster Omelet recipe from Malygen and about 140-160 Soothing Spices.

225 to 285

Monster Omelet (1 x Giant Egg, 2 x Soothing Spices) x 80

Stay in Felwood and cook those eggs for Monster Omelets and any Tender Wolf Meat you got. If you don't have enough to get you to 285, go kill the Wolves around Felwood for Tender Wolf Meat and make Tender Wolf Steaks.

285 to 300

Smoked Desert Dumplings (1 x Sandworm Meat, 1 x Soothing Spice) x 20.

Go to Cenarion Hold in Silithus and speak to Calandrath for the Desert Recipe chain of quests. When you get to the third quest you'll get the recipe for Smoked Desert Dumplings. Kill Dredge Crushers and Strikers for the Sandworm Meat (low drop rate). You'll need about 10 more than the quest needs plus the soothing spices (20 in total).

COOKING 300 TO 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

Horde

First you need to learn Master Cooking, so go see Baxter in the tavern in Thrallmar and buy the Master Cooking Manual.

300 to 325

Buy the recipe for Ravager Dogs from Cookie One-Eye in Thrallmar (by the stables) and then go kill Ravagers around Falcon Watch until you have about 35-40 meat.

325 to 350

Two choices here.

1). Go buy the Roasted Clefthoof recipe from Nula the Butcher in Garadar (Nagrand) and then kill Clefthoofs around Nagrand for about 35-40 meat or:

2). Go buy the Warp Burger recipe from Innkeeper Griika in Stonebreaker Hold (Terokkar Forest) and then kill Warp Stalkers/Hunters around Terokkar Forest for about 35-40 meat.

350 to 375

This part really is a problem at the moment. The best way to get to 375 at the moment is by fishing up Furious Crawdads in one of three lakes around Terokkar Forest and then cooking them. However, these lakes are only accessible if you have a flying mount.

The three lakes are:

Lake Jorune - north west of Stonebreaker Hold.

Lake Ere'Noru - south east of Allerian Stronghold.

Blackwind Lake - in the south east corner of the map, in the Skettis area.

You can buy the recipe from Rungor in Stonebreaker Hold.

You also need a 430+ fishing skill to be able to fish there.

However, you can go to Blade's Edge Mountains and find an NPC called Matron Varah (she's in the Inn) who gives you a quest to get her Raptor Ribs and Serpent Flesh. Once you complete it, she'll give you the recipe for Crunchy Serpent, which will stay green until 375. You can now kill Scalewing's around Blade's Edge Mountains for Serpent Flesh. You will need about 60 to get to 375. Personally, I prefer the fishing, but that's just me :)

Alliance

First you need to learn Master Cooking, so go see Gaston in Honor Hold and buy the Master Cooking Manual.

300 to 325

Buy the recipe for Ravager Dogs from Father Malgor Devidicus in Honor Hold and then go kill Ravagers around Falcon Watch until you have about 35-40 meat.

325 to 350

Two choices here.

1). Go buy the Roasted Clefthoof recipe from Uriku in Telaar (Nagrand) and then kill Clefthoofs around Nagrand for about 35-40 meat or:

2). Go buy the Warp Burger recipe from Supply Officer Mills in Allerian Stronghold (Terokkar Forest) and then kill Warp Stalkers/Hunters around Terokkar Forest for about 35-40 meat.

350 to 375

This part really is a problem at the moment. The best way to get to 375 at the moment is by fishing up Furious Crawdads in one of three lakes around Terokkar Forest and then cooking them. However, these lakes are only accessible if you have a flying mount.

The three lakes are:

Lake Jorune - north west of Stonebreaker Hold.

Lake Ere'Noru - south east of Allerian Stronghold.

Blackwind Lake - in the south east corner of the map, in the Skettis area.

You can buy the recipe from Innkeeper Biribi in Allerian Stronghold.

Unfortunately, there doesn't appear to be a way for Alliance to get hold of the Crunchy Serpent recipe at the moment, so levelling up from 350 to 375 is going to be a major pain in the butt without a flying mount and a 430+ fishing skill.

ENCHANTING 1 TO 300 GUIDE

BY ITHILIAN OF EU - SHADOWSONG

This is a condensed version of Ithilian's excellent Enchanting levelling guide.

Please visit his site for the full unabridged guide.

Original site: <http://www.xs4all.nl/%7Ebrt/wow/guides/skillupalchemy.html>

1 - 2

Runed Copper Rod (1 x Copper Rod, 1 x Strange Dust, 1 x Lesser Magic Essence) x 1

2 - 75

Enchant Bracer - Minor Health (1 x Strange Dust) x 74

75 - 85

Enchant Bracer - Minor Deflection (1 x Lesser Magic Essence, 1 x Strange Dust) x 10

85 - 100

Enchant Bracer - Minor Stamina (3 x Strange Dust) x 15

100 - 101

Runed Silver Rod (1 x Silver Rod, 6 x Strange Dust, 3 x Greater Magic Essence, 1 x Shadowgem) x 1

101 - 105

Enchant Bracer - Minor Stamina (3 x Strange Dust) x 5

105 - 120

Enchant Bracer - Minor Agility (2 x Strange Dust, 1 x Greater Magic Essence) x 15

120 - 130

Enchant Shield - Minor Stamina (1 x Lesser Astral Essence, 2 x Strange Dust) x 10

130 - 150

Enchant Bracer - Lesser Stamina (2 x Soul Dust) x 25

150 - 151

Runed Golden Rod (1 x Golden rod, 1 x Iridescent Pearl, 2 x Greater Astral Essence, 2 x Soul Dust) x 1

151 - 160

Enchant Bracer - Lesser Stamina (2 x Soul Dust) x 9

160 - 165

Enchant Shield - Lesser Stamina (1 x Lesser Mystic Essence, 1 x Soul Dust) x 5

165 - 180

Enchant Bracer - Spirit (1 x Lesser Mystic Essence) x 15

180 - 200

Enchant Bracer - Strength (1 x Vision Dust) x 20

200 - 201

Runed Truesilver Rod (1 x Truesilver Rod, 1 x Black Pearl, 2 x Greater Mystic Essence, 2 x Vision Dust) x 1

201 - 205

Enchant Bracer - Strength (1 x Vision Dust) x 4

205 - 225

Enchant Cloak - Greater Defense (3 x Vision Dust) x 20

225 - 235

Enchant Gloves - Agility (1 x Lesser Nether Essence, 1 x Vision Dust) x 10

235 - 245

Enchant Chest - Superior Health (6 x Vision Dust) x 10

245 - 250

Enchant Bracer - Greater Strength (2 x Dream Dust, 1 x Greater Nether Essence) x 5

250 - 270

Lesser Mana Oil (3 x Dream Dust, 2 x Purple Lotus, 1 x Crystal Vial) x 20

You can buy this formula from Kania in Cenarion Hold in Silithus

270 - 290

Enchant Shield - Greater Stamina (10 x Dream Dust) x 20

or

Enchant Boots: Greater Stamina (10 x Dream Dust) x 20 (*suggested by Subsolver as an alternative, as this recipe seems fairly common on the AH*)

290 - 291

Runed Arcanite Rod (1 x Arcanite Rod, 1 x Golden Pearl, 10 x Illusion Dust, 4 x Greater Eternal Essence, 4 x Small Brilliant Shard, 2 x Large Brilliant Shard) x 1

291 - 300

Enchant Cloak - Superior Defense (8 x Illusion Dust) x 9

Approximate Materials Required

180 x Strange Dust

90 x Soul Dust

170 x Vision Dust

300 x Dream Dust

90 x Illusion Dust

15 x Lesser Magic Essence

25 x Greater Magic Essence

15 x Lesser Astral Essence

2 x Greater Astral Essence

25 x Lesser Mystic Essence

2 x Greater Mystic Essence

15 x Lesser Nether Essence

25 x Greater Nether Essence

40 x Purple Lotus

20 x Crystal Vial

4 x Greater Eternal Essence

4 x Small Brilliant Shard

2 x Large Brilliant Shard

1 x Shadowgem

1 x Iridescent Pearl

1 x Black Pearl

1 x Golden Pearl

1 x Copper Rod

1 x Silver Rod

1 x Golden Rod

1 x Truesilver Rod

1 x Arcanite Rod

ENCHANTING 300 TO 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

300 - 301

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

301 - 305

Enchant Cloak - Superior Defense (8 x Illusion Dust) x 7

305 - 315

Enchant Bracers - Assault or Brawn (6 x Arcane Dust) x 10

315 - 325

Enchant Cloak - Major Armour or Enchant Gloves - Assault (8 x Arcane Dust) x 10

325 - 335

Enchant Chest - Major Spirit (2 x Greater Planar Essence) x 10

335 - 340

Enchant Shield - Major Stamina (15 x Arcane Dust) x 5

340 - 345

Superior Wizard Oil (3 x Arcane Dust, 1 x Nightmare Vine, 1 x Imbued Vial) x 10

345 - 350

Enchant Gloves - Major Strength (12 x Arcane Dust, 1 x Greater Planar Essence) x 5

350 - 351

Runed Adamantite Rod (1 x Adamantite Rod, 8 x Greater Planar Essence, 8 x Large Prismatic Shard, 1 x Primal Might, 1 x Runed Fel Iron Rod) x 1

351 - 360

Enchant Gloves - Major Strength (12 x Arcane Dust, 1 x Greater Planar Essence) x 15

360 - 370

Enchant Ring - Weapon Might (8 x Large Prismatic Shard, 24 x Arcane Dust) x 10 (requires Consortium Revered rep)

370 - 375

Enchant Ring - Healing Power (8 x Large Prismatic Shard, 10 x Greater Planar Essence, 20 x Arcane Dust) x 5 (requires Sha'tar revered rep)

Approximate Materials Required

1 x Fel Iron Rod
4 x Greater Eternal Essence
6 x Large Brilliant Shard
1 x Runed Arcanite Rod
56 x Illusion Dust
645 x Arcane Dust
96 x Greater Planar Essence
10 x Nightmare Vine
10 x Imbued Vial
1 x Adamantite Rod
128 x Large Prismatic Shards
1 x Primal Might

ENGINEERING 1 TO 300 GUIDE

BY DARKSICARIUS ON US-AZGALOR

1 - 40

Rough Blasting Powder (1 x Rough Stone)

40 - 50

Handful of Copper Bolt (1 x Copper Bar)

50 - 51

Arclight Spanner (6 x Copper Bar)

51 - 65

Copper Tubes (2 x Copper Bar, 1 x Weak Flux)

65 - 75

Rough Boom Sticks (1 x Copper Tube, 1 x Handful of Copper Bolts, 1 x Wooden Stock)

75 - 95

Coarse Blasting Powder (1 x Coarse Stone)

95 - 105

Silver Contacts (1 x Silver Bar)

105 - 120

Bronze Tubes (2 x Bronze Bar, 1 x Weak Flux)

120 - 125

Small Bronze Bombs (1 x Wool Cloth, 1 x Silver Contact, 4 x Coarse Blasting Powder, 2 x Bronze Bar)

125 - 145

Heavy Blasting Powder (1 x Heavy Stone)

145 - 150

Big Bronze Bombs (2 x Heavy Blasting Powder, 3 x Bronze Bar, 1x Silver Contact)

150 - 175

Blue, Green or Red Fireworks (1 x Heavy Leather, 1 x Heavy Blasting Powder)

175 - 176

Gyromatic Micro-Adjustor (4x Steel Bar)

176 - 190

Solid Blasting Powder (2 x Solid Stone)

190 - 195

Big Iron Bomb (3 x Iron Bar, 3 x Heavy Blasting Powder, 1 x Silver Contact)

195 - 205

Mithril Tubes (3 x Mithril Bar)

205 - 210

Unstable Triggers (1 x Mithril Bar, 1 x Mageweave Cloth, 1 x Solid Blasting Powder)

210 - 225

Hi-Impact Mithril Slugs (1 x Mithril Bar, 1 x Solid Blasting Powder)

225 - 235

Mithril Casings (3 x Mithril Bar)

235 - 245

Hi-Explosive Bomb (2 x Mithril Casings, 1 x Unstable Trigger, 2 x Solid Blasting Powder)

245 - 250

Mithril Gyro-Shot (2 x Mithril Bar, 2 x Solid Blasting Powder)

250 - 260

Dense Blasting Powder (2 x Dense Stone)

260 - 290

Thorium Widget (3 x Thorium Bar, 1 x Runecloth)

If you find the schematic for Thorium Shells make those all the way to 300. It's cheaper. But if you don't then do the following:

290 - 300

Thorium Tubes (6 x Thorium Bar)

Approximate Materials Required

90 x Rough Stones
80 x Coarse Stones
75 x Heavy Stones
90 x Solid Stones
50 x Dense Stones
10 x Wooden Stock
29 x Weak Flux
50 x Heavy Leather
10 x Wool Cloth
10 x Mageweave Cloth
33 x Runecloth
51 x Copper Bars
10 x Silver Bars
55 x Bronze Bars
19 x Iron Bars
4 x Steel Bars
126 x Mithril Bars
159 x Thorium Bars

ENGINEERING 300 to 375 GUIDE

BY HIGHLANDER ON EU-DRAENOR

300 - 310

Your going to need 40 x Fel Iron Casing, 60 x Handful of Fel Iron Bolts and 45 x Elemental Blasting Powder, so just make all that first and you'll get to 310+.

310 - 320

Fel Iron Bomb (1 x Fel Iron Casing (3 x Fel Iron Bars), 2 x Handful of Fel Iron Bolts (1 x Fel Iron Bar) 1 x Elemental Blasting Powder(1 x Mote of Fire, 1 x Mote of Earth)) x 10

320 - 335

Fel Iron Musket (2 x Thorium Tubes (12 x Thorium Bars), 3 x Fel Iron Casing (9 x Fel Iron Bar), 4 x Handful of Fel Iron Bolts (4 x Fel Iron Bars) x 15

335 - 350

White Smoke Flare (1 x Netherweave Cloth), 1 x Elemental Blasting Powder (1 x Mote of Fire, 1 x Mote of Earth)) x 25

350 - 355

Hardened Adamantite Tube (3 x Hardened Adamantite Bar) x 15

355 - 360

Ultra-Spectropic Detection Goggles (4 x Heavy Knothide Leather, 2 x Khorium Bar, 2 Deep Peridot, 2 x Small Prismatic Shard) x 5

Preferred option:

360 - 375

Khorium Scope (1 x Hardened Adamantite Tube (3 x Hardened Adamantite Bar), 4 x Khorium Bar, 2 x Dawnstone) x 15
It's a low drop rate recipe off of Sunfury Bowmen in Netherstorm, but considering the cost of making anything else to skill up, it's worth the time to farm for.

Alternative options:

360 - 375

Felsteel Boomstick (1 x Hardened Adamantite Tube (3 x Hardened Adamantite Bar), 4 x Felsteel Stabilizer, 4 x Handful of Fel Iron Bolts) x 15

This is a low drop rate recipe off of Doomforge Engineers in Forge Camp Anger in Blade's Edge Mountains. Compared to the other two options, this one is by far the cheapest one. However, Khorium Scopes will sell a lot better than Felsteel Boomsticks. Only prot warriors will tend to buy these.

360 - 375

Hyper-Vision Goggles (4 x Heavy Knothide Leather, 2 x Khorium Bar, 2 x Nightseye, 2 x Large Prismatic Shard) x 15
This is a low drop rate recipe off of Mo'arg Weaponsmiths in Legion Hold in Shadowmoon Valley.

If you made it to 375, you have my utmost respect for levelling the hardest profession in WoW.

Approximate Materials Required

255 x Fel Iron Bars
35 x Mote of Fire
35 x Mote of Earth
20 x Heavy Knothide Leather
70 x Khorium Bars
10 x Deep Peridot
10 x Small Prismatic Shards
45 x Hardened Adamantite Bars
30 x Dawnstones
25 x Netherweave Cloth
180 x Thorium Bars

Gurth on EU-Draenor has provided the following tip for Goblin Engineers:

Reloading your goblin mortar will grant you skill ups till 375 :D (yes even if it's grey). You will die sometimes, due to mortar charge exploding, but you will skill up every 3-4 successful crafts. Hurry up before Blizz fix what is most likely a bug :)

First Aid 1 to 300 Guide

By Highlander of EU-TERRAS

Horde Guide

1 – 40

Linen Bandages (1 x Linen Cloth)

40 – 80

Heavy Linen Bandages (2 x Linen Cloth)

80 – 115

Wool Bandages (1 x Wool Cloth)

115 – 150

Heavy Wool Bandages (2 x Wool Cloth)

150 – 180

Silk Bandages (1 x Silk Cloth)

180 – 210

Heavy Silk Bandages (2 x Silk Cloth)

210 - 225

Mageweave Bandages (1 x Mageweave Cloth)

Go do the Triage quest in Hammerfall, Arathi Highlands to learn Artisan First Aid.

225 – 240

Mageweave Bandages (1 x Mageweave Cloth)

All the next bandages are taught by Doctor Gregory Victor in Hammerfall, Arathi Highlands.

240 – 260

Heavy Mageweave Bandages (2 x Mageweave Cloth)

260 – 290

Runecloth Bandages (1 x Runecloth)

290 - 300

Heavy Runecloth Bandages (2 x Runecloth)

Approximate Materials Required

150 x Linen Cloth

125 x Wool Cloth

140 x Silk Cloth

90 x Mageweave Cloth

70 x Runecloth.

Expert First Aid book from Balai Lok'Vein in Brackenwall Village, Dustwallow Marsh.

Manual: Heavy Silk bandage from Balai Lok'Vein in Brackenwall Village, Dustwallow Marsh.

Manual: Mageweave bandage from Balai Lok'Vein in Brackenwall Village, Dustwallow Marsh.

Alliance Guide

1 – 40

Linen Bandages (1 x Linen Cloth)

40 – 80

Heavy Linen Bandages (2 x Linen Cloth)

80 – 115

Wool Bandages (1 x Wool Cloth)

115 – 150

Heavy Wool Bandages (2 x Wool Cloth)

150 – 180

Silk Bandages (1 x Silk Cloth)

180 – 210

Heavy Silk Bandages (2 x Silk Cloth)

210 - 225

Mageweave Bandages (1 x Mageweave Cloth)

Go do the Triage quest in Theramore Isle, Dustwallow Marsh to learn Artisan First Aid.

225 – 240

Mageweave Bandages (1 x Mageweave Cloth)

All the next bandages are taught by VanHowzen in Theramore Isle, Dustwallow Marsh.

240 – 260

Heavy Mageweave Bandages (2 x Mageweave Cloth)

260 – 290

Runecloth Bandages (1 x Runecloth)

290 - 300

Heavy Runecloth Bandages (2 x Runecloth)

Approximate Materials Required

150 x Linen Cloth

125 x Wool Cloth

140 x Silk Cloth

90 x Mageweave Cloth

70 x Runecloth.

Expert First Aid book from Deneb Walker in Stromgarde Keep, Arathi Highlands.

Manual: Heavy Silk bandage from Deneb Walker in Stromgarde Keep, Arathi Highlands.

Manual: Mageweave bandage from Deneb Walker in Stromgarde Keep, Arathi Highlands.

FIRST AID 300 to 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

Horde

First you need to learn Master First Aid, so go see Aresella in Falcon Watch and buy the First Aid Manual (whilst your there, buy the Netherweave and Heavy Netherweave books too).

300 to 330

Heavy Runecloth Bandages (2 x Runecloth)

330 to 360

Netherweave Bandages (1 x Netherweave Cloth)

360 to 375

Heavy Netherweave Bandages (2 x Netherweave Cloth)

Alliance

First you need to learn Master First Aid, so go see Burko in the Temple of Telhamut and buy the First Aid Manual (whilst your there, buy the Netherweave and Heavy Netherweave books too).

300 to 330

Heavy Runecloth Bandages (2 x Runecloth)

330 to 360

Netherweave Bandages (1 x Netherweave Cloth)

360 to 375

Heavy Netherweave Bandages (2 x Netherweave Cloth)

Approximate Materials Required

180 x Runecloth

110 x Netherweave Cloth

FISHING AND COOKING 1 TO 300 GUIDE

BY HIGHLANDER ON EU-TERRAS

Firstly let me put the next sentence in capitals as it's a fairly important concept to grasp.

IT DOES NOT MATTER WHERE YOU FISH, YOUR SKILL UP RATE WILL NOT CHANGE. YOUR SKILL UP RATE IS DETERMINED BY THE NUMBER OF SUCCESSFUL CATCHES, NOT BY THE AREA YOU FISH IN OR BY THE QUALITY OF FISH THAT YOU CATCH

***NEW* Skill Up Formula**

You skill up by number of successful catches. The equation is approx. as follows: (current unmodified fishing level - 75) / 25 = total # of fish required to level, with a minimum of 1 fish per catch. **(see below for table)**

Originally posted by Noressa on the US forums

So, with that knowledge, you'll realise that you can skill up fishing from 1 to 300 by fishing the water of your faction's city. The reason for the different locations mentioned in this guide, is for you to be able to skill up your cooking as well.

I've combined both fishing and cooking in this guide, as they compliment each other very well and if your going to skill up your fishing, you might as well skill up your cooking with all the fish you'll be catching.

N.B. it will take you a minimum of 11 hours to complete this, but more likely about 14-15.

N.B.2. Your cooking will always level faster than your fishing. You'll have to make use of lures even more when the gap between your fishing and cooking increases. Typically, by the time I've reached 300 cooking, my fishing is anywhere between 230 and 250.

So let's start:

Go to your fishing trainer and cook and pick up Fishing and Cooking skills.
Buy a fishing rod and a stack of shiny baubles (a lure that adds +25 to your fishing skill).
Your now ready to begin.

Horde

Best place to start is in Bloodhoof Village in Mulgore.

Go speak to Harn Longcast and buy Brilliant Smallfish and Longjaw Mud Snapper recipes off of him. Now start fishing in Stonebull Lake.

Equip your rod and then apply the shiny bauble lure to it, as this will make catching fish easier. You'll want to catch about 60 Brilliant Smallfish and this should take about 40 minutes. You'll find that by the time you have caught 60 Brilliant Smallfish, you'll also have about 30 Longjaw Mud Snappers. Once you have 60, cook them. You can either build your own fire or jog back to Harn Longcast and use the fire in front of him. Cook the Brilliant Smallfish, then at level 50 start cooking Longjaw Mud Snappers (after learning the recipe you bought earlier).

You'll need to go and catch Longjaw Mud Snappers now and the best place for these is the pond in Orgrimmar by Lumark the Fishing trainer (I know you've been catching quite a few where you are, but the "drop rate" is a lot better in Orgrimmar).

Between levels 50 and 75 go learn journeyman fishing and cooking.

You'll now need to catch about 30 Longjaw Mud Snappers to get your cooking up to 100.

Now go to Tarren Mill in Hillsbrad and buy Bristle Whisker Catfish recipe off of Derak Nightfall.

Go to the river to the East of Tarren Mill and fish for Bristle Whisker Catfish. Depending on your cooking level, your going to need about 80-100 of these to get it up to 175.

Between levels 125 and 150 go to Shadowprey Village in Desolace and buy Expert Cookbook. You'll need to go to Booty Bay and buy a book for your Fishing level. Speak to Old Man Hemming and buy the book Expert Fishing: The Bass and You.

Once your up to 175 cooking, go to Shadowprey Village in Desolace. Speak to Wulan and buy Mithril Head Trout recipe and start fishing on the pier there. Your going to need about 60 of these to get your cooking up to level 225.

At this point you should now have level 225 fishing and level 225 cooking. If your not level 35 yet, then this is as far as you can go. If you are level 35+ then you have two quests to complete before you can continue.

First quest: Cooking

Requirements: Level 35, 225 Cooking.

Go to Gadgetzan in Tanaris and speak to Dirge Quikcleave. He is in the tavern. He'll want you to bring him 12 Giant Eggs, 10 Zesty Clam Meat and 20 Alterac Swiss. You should actually be able to buy the eggs and clam meat off of AH,

but in case you can't here's where to find them. Now according to the quest Giant Eggs drop off of Rocs in Tanaris or any large bird. The best place I found for the eggs, was the Owlbeasts in The Hinterlands. Only needed to kill about 20 of these to get my 12 eggs. They are about level 43 ish, so if your not that high a level, get help or wait till you can handle them. The clam meat comes from clams, naturally! Well to save you swimming around the sea looking for clams, your better off killing turtles at Steamwheedle Port or Raventusk Village. The drop rate is quite high and you'll have your clam meat in no time. The levels are 41 ish for Steamwheedle Port and 49-50 for Raventusk Village. The Alterac Swiss is the easiest part. Go to Freewind Post in Thousand Needles and buy them off of the Inn Keeper. Hand them all in and you'll get your Artisan Cooking.

Second Quest: Fishing

Requirements: Level 35, 225 Fishing.

You need to go and find Nat Pagle in Dustwallow Marsh. He is standing on a small island to the West of Theramore (58,60). He'll ask you to catch four rare fishes for him. This quest is actually really easy and the only hard part is the amount of travelling involved. The fish you need to catch are:

Feralas Ahi - If you ride out West from Camp Mojache and fish the Verdantis River where the small bridge is by the Ogres, you'll soon catch one.

Sar'theris Striker - Ride a little South out of Shadowprey Village and your there. Make sure the area comes up as Sar'theris Strand.

Savage Coast Blue Saffin - Just outside Grom'gol Base Camp. Make sure the area comes up as Savage Coast.

Misty Reed Mahi Mahi - Directly East from Stonnard. Just avoid the Murlocs.

You should catch these fish within 5 to 10 casts at each location. So it wont take long. The best order I've found to do this quest in is; (assuming you don't already have all the flight paths) From Dustwallow, ride to the Great Lift and then head West through Thousand Needles to Camp Mojache in Feralas - From Feralas, ride North West into Desolace and onto Shadowprey Village - From Desolace, fly to Thunderbluff - Fly to XR - Fly to Orgrimmar - Get Zeppelin to Grom'gol Base Camp - Ride North to Duskwood - Ride East to Deadwind Pass - Ride through Deadwind Pass to Swamp of Sorrows. Now go back to Nat and get your Artisan Fishing.

There is apparently a bug with this quest, if go away from Nat BEFORE getting your fishing level to 226, the quest can bug and you'll be stuck on 225 for good. Didn't happen to me, but I've seen a few posts from people who it's happened to.

Ok, so your now at level 225 in both cooking and fishing and you've done your Artisan quests. Time for the home stretch.

Go to Steamwheedle port and speak to Gikkix, You'll want to buy the following two recipes: Spotted Yellowtail and Poached Sunscale Salmon.

Now go to Raventusk Village in the Hinterlands and fish for Spotted Yellowtails. You'll need about 30 to get your cooking from 225 to 250.

Now go to Bloodvenom Falls in Felwood and fish for Sunscale Salmon. You'll need about 30 to get your cooking from 250 to 275.

Now go to Camp Mojache in Feralas and speak to Sheendra Tallgrass and buy the recipe for Mightfish Steak. Whilst your there buy about 40 Hot Spices and 40 Soothing Spices as your going to be making the food that you will want as a level 60 (without going into instances that is). It gives a +10 stamina buff for 15mins which is always helpful.

Now go to Scalebeard's Cave in Azshara (its one of the islands to the East) and fish for Mightfish. You'll need about 30 to get your cooking from 275 to 300. You may need to bring some lures with you at this point, as your cooking will level up faster than your fishing and Azshara is a 250+ fishing zone. Once your cooking is a 300, keep fishing till you've maxed out that too. It will take 7 to 10 catches to get one skill up at this point, so take your time.

Alliance

Best place to start is in Elwynn Forest.

Go speak to Tharynn Bouden in Goldshire and buy the recipes for Brilliant Smallfish and Longjaw Mud Snappers. Now start fishing in Crystal Lake.

You'll want to catch about 60 Brilliant Smallfish to get your cooking from 1 to 50.

Now go to Stormwind City and fish the canals for Longjaw Mud Snappers. You'll need about 50 of them to raise your cooking to 100.

Between levels 50 and 75 go learn journeyman fishing and cooking.

Now go to Southshore and speak to Lindea Rabonne and buy the recipes for Bristle Whisker Catfish and Mithril Head Trout.

Go to the river to the east of Southshore and fish for Bristle Whisker Catfish. You'll need about 80-100 of these to get your cooking to level 175.

Between levels 125 and 150 go to Shandrina by Mystral Lake in Ashenvale and buy Expert Cookbook. You'll need to go to Booty Bay and buy a book for your Fishing level. Speak to Old Man Hemming and buy the book Expert Fishing: The Bass and You.

Now go to the Lakes outside Stromgarde Keep in Arathi Highlands and fish for Mithril Head Trout. You're going to need about 60 of these to get your cooking up to level 225.

At this point you should now have level 225 fishing and level 225 cooking. If you're not level 35 yet, then this is as far as you can go. If you are level 35+ then you have two quests to complete before you can continue.

First quest: Cooking

Requirements: Level 35, 225 Cooking.

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Second Quest: Fishing

Requirements: Level 35, 225 Fishing.

You need to go and find Nat Pagle in Dustwallow Marsh. He is standing on a small island to the West of Theramore (58,60). He'll ask you to catch four rare fishes for him. This quest is actually really easy and the only hard part is the amount of travelling involved. The fish you need to catch are:

Feralas Ahi - West from Camp Mojache. Fish the Verdantis River where the small bridge is by the Ogres, you'll soon catch one.

Sar'theris Striker - South or North or Shadowprey Village. Make sure the area comes up as Sar'theris Strand.

Savage Coast Blue Saffin - Just outside Grom'gol Base Camp. Make sure the area comes up as Savage Coast.

Misty Reed Mahi Mahi - Directly East from Stonnard. Just avoid the Murlocs.

You should catch these fish within 5 to 10 casts at each location. So it won't take long. I haven't done this quest on my Alliance character, so I'm not sure of the best order in which to do them.

Now go back to Nat and get your Artisan Fishing.

There is apparently a bug with this quest, if you go away from Nat BEFORE getting your fishing level to 226, the quest can bug and you'll be stuck on 225 for good. Didn't happen to me, but I've seen a few posts from people who it's happened to.

Go to Steamwheedle port and speak to Gikkix, You'll want to buy the following two recipes: Spotted Yellowtail and Poached Sunscale Salmon.

Either fish for Spotted Yellowtails at Steamwheedle Port or go to Raventusk Village (well not to it, just a little North of it) for the slightly better drop rate. You'll need about 30 to get your cooking from 225 to 250.

Now go to Bloodvenom Falls in Felwood and fish for Sunscale Salmon. You'll need about 30 to get your cooking from 250 to 275.

Now go and speak to Viviana in The Feathermoon Stronghold and buy the recipe for Mightfish Steak. Whilst you're there buy about 40 Hot Spices and 40 Soothing Spices as you're going to be making the food that you will want as a level 60 (without going into instances that is). It gives a +10 stamina buff for 15mins which is always helpful.

Now go to Scalebeard's Cave in Azshara (it's one of the islands to the East) and fish for Mightfish. You'll need about 30 to get your cooking from 275 to 300. You may need to bring some lures with you at this point, as your cooking will level up faster than your fishing and Azshara is a 250+ fishing zone. Once your cooking is a 300, keep fishing till you've maxed out that too. It will take 7 to 10 catches to get one skill up at this point, so take your time.

Skill Up Table

Format = Current Fishing Level - **Average Number of Successful Catches Required to Gain a Skill Up**

100 - **2**

115 - **3**

140 - **4**

165 - **5**

190 - **6**

215 - **7**

240 - **8**

265 - **9**

290 - **10**

FISHING AND COOKING 300 TO 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

Ok, first things first. A quick shopping trip.

Buy lures!! +75's preferably.

Now go and buy the Master Cookbook, to give yourself master cooking level.

If your Horde, buy it from Baxter in Thrallmar (Hellfire Peninsula).

If your Alliance, buy it from Gaston in Honorhold (Hellfire Peninsula).

Now go buy Master Fishing - The Art of Angling from Juno Dufrein in Cenarion Refuge (Zangarmarsh).

Now go buy Recipe: Blackened Trout.

If your Horde, buy it from Gambarinka in Zabra'jin (Zangarmarsh).

If your Alliance, buy it from Doba in Orebor Harborage (Zangarmarsh). Whilst your here buy Recipe: Feltail Delight.

Horde can go back to Swampat Post and buy Recipe: Feltail Delight from Zurai.

Head back to Cenarion Refuge and fish for Barbed Gill Trout and Spotted Feltail.

You only need to catch about 25 in total too get your cooking up to 320. Your fishing level will probably only be about 305 by this stage, if your lucky (it's a long, slow process and not for the easily bored).

Cook up the Trout and Feltails.

Now take a trip to see Nula the Butcher in Garadar if your Horde or Uriku in Telaar if your Alliance. Both in Nagrand. Buy Recipe: Poached Bluefish and find a nice quiet spot in Nagrand to fish for Icefin Bluefish. Your really going to need to have lures attached here, unless you spent a lot more time in Zangarmarsh fishing.

Keep fishing till you have about 40 Bluefish and then cook them to take your cooking to 350.

Ok, the next bit requires a flying mount, as the only recipe that will take you to 375 easily is Spicy Crawdads which requires Furious Crawdads. They are only found in one of three lakes in Terokkar forest. All of which can only be accessed with a flying mount.

The three lakes are:

Lake Jorune - north west of Stonebreaker Hold.

Lake Ere'Noru - south east of Allerian Stronghold.

Blackwind Lake - in the south east corner of the map, in the Skettis area.

If your Alliance, go see Innkeeper Biribi in Allerian Stronghold (Terokkar Forest) and buy Recipe: Spicy Crawdad.

Horde go see Rungor in Stonebreaker Hold (Terokkar Forest) and buy Recipe: Spicy Crawdad.

You'll need to catch about 30 Furious Crawdads to max out your cooking.

By this point, your fishing will probably only be about level 320. But you may as well stay in Terokkar Forest and fish for Golden Darters. When cooked, these give a +44 healing and +20SPI buff, so they are great to sell to healing classes. Or you can head back to Nagrand and fish for Figluster's Mudfish, which give a +20AGI and +20SPI buff when cooked. Either way, to get to 375 your going to have to make about 650 successful catches. That should take a normal person about 8 hours, so you'll want to break that up into something like 30-60 minute chunks, spread out over a period of time. Remember that it does not matter where you fish, your skill up rate will remain the same. It's all based on successful catches. So fish anywhere you want and you'll still get skill ups.

HERBALISM 1 to 300 GUIDE

BY HIGHLANDER ON EU-TERENAS

Bear in mind, that where I've specified a particular herb to pick, do not avoid picking anything else you see. Pick everything.

I've also tried to list multiple alternatives for each part of the levelling up guide. This should hopefully allow you to choose the area that's best for you or give you alternatives if an area is already being farmed by other players.

1 - 50

Collecting Silverleaf and Peacebloom

Mulgore. Just do circuits round the base of Thunderbluff picking Silverleaf and Peacebloom.

Do circuits around Dolanaar heading South East around the lake and back up to Dolanaar, if your Alliance or complete circuits of Elwynn Forest.

For Undead, try starting at Solliden Farmstead in Tirisfal Glades, run north to the mills, loop round and back south past Stillwater Pond and onto Cold Hearth Manor and Nightmare Vale. Then back up to Solliden Farmstead again. *(Thanks to Olmolmtyr for info)*

You can find Peacebloom and Silverleaf in abundance around your main starting area (not in it, around it). So the first 50 levels should be really easy.

50 - 70

Collecting Mageroyal and Earthroot

Go west from Crossroads then head north before the entrance to Stonetalon Mountains and follow around to where the harpies are, then head east back to the Gold road and then south to Crossroads again, picking Mage Royal, Earthroot, Peacebloom and Silverleaf as you go.

For Alliance start in the north of Westfall and follow the coast south to Deadmines and then head straight to Sentinel Hill and back up to the north again, picking Mageroyal.

You can also run circuits of Gol'Bolar Quarry in Dun Morogh, collecting Earthroot as you go. *(Thanks to Flareon for that info)*

70 - 100

Collecting Briarthorn

Same route as above (for Horde), but extend it east to Sludge Fen, picking Briarthorn now.

You could actually extend your runs to encompass the whole of The Barrens, as this area is absolutely chock full of Briarthorn and other herbs. It's possibly the best area to get your Herbalism trained up.

Southern part of Silverpine Forest, from Pyrewood Village to the Entrance to Hillsbrad Foothills and back again.

Same route as above (for Alliance) or do circuits of Twilight Grove in Duskwold.

Also for Alliance, just wander north to south in Darkshore for loads of Briarthorn.

The eastern side of Loch Modan is also a great place for Briarthorn.

You could also do circuits of Lakeshire in Redridge Mountains.

100 - 115

Collecting Bruiseweed

Start at the Ramparts in Ashenvale and head north-east to Splintertree Post (don't follow road, try to go as straight as you can, you'll find more herbs that way), then head west from Splintertree Post towards the first bridge. Head south from here past the Moonwell and then back west to the ramparts when you reach the edge of the map. Pick Bruiseweed as you go.

Stonetalon Mountains. Go to Camp Aparaje, head west to the Grimtotem Post, then south to Malaka'jin, then east to the Greatwood Vale. Nice run of Bruiseweed there.

The Field of Giants in Southern Barrens or between the two Razorfens.

You can also circle to the north of Mystral Lake for Bruiseweed or to the West of Astranaar in Ashenvale.

Windshear Crag in Stonetalon Mountains.

The eastern coast of Loch Modan.

Circuits of Stonewatch keep in Redridge Mountains.

115 - 125

Collecting Wild Steelbloom

Go to Stonetalon Peak and do circuits of the small area around the Alliance Town and the Talon Den collecting Wild Steelbloom.

For higher levels do full circuits of Arathi Highlands, sticking to the mountain sides (as this is where you'll find Wild Steelbloom)

Nek'mani Wellspring in Stranglethorn Vale.

The Zuuldaia Ruins, north of Grom'gol in Stranglethorn Vale.

Go from Black Channel Marsh in the Wetlands to the Angerfang Encampment, taking in Whelgar's Excavation Site as you go.

Go from The Field of Giants in southern Barrens to the two Razorfens and back up again.

Between The Great Lift and Highperch in Thousand Needles.

**from now on your going to be doing circuits of the full map, so you'll have to learn your own paths.*

125 - 160

Collecting Kingsblood

Full circuits of Ashenvale to collect Kingsblood.

Circuits of The Charred Vale in Stonetalon Mountains.

Full circuits of The Wetlands.

Full circuits of Hillsbrad Foothills.

The Misty Reed Stand in Swamp of Sorrows.

160 - 185

Collecting Fadeleaf

Full circuits of Swamp of Sorrows to collect Fadeleaf (sell these to Rogues for a good profit).

185 - 205

Collecting Khadgar's Whisker

Full circuits of The Hinterlands to collect Khadgar's Whisker.

The Witherbark Village and Ogre Compound in Arthai Highlands.

You can also stay in Swamp of Sorrows, as there is a decent amount of Khadgar's Whiskers there.

205 - 230

Collecting Firebloom

Full circuits of Searing Gorge to collect Firebloom.

Full circuits of Blasted Lands.

Tanaris also has a lot, but doing full circuits takes time. You can divide Tanaris into four and do circuits that way.

230 - 250

Collecting Sungrass

Full circuits of Felwood to collect Sungrass. This is actually more of a zigzag pattern, rather than a circuit (also try to do the Cleansing Felwood quest and pick up Windblossom Berries, Nightdragons, Whipper Roots and the odd Songflower Serenade buff when needed).

Feralas is also a great place to get Sungrass. You can make two circuits here. One that starts in the very north west at The Ruins of Ravenwind and runs south to The High Wilderness and one around The Lower Wilds, Lariss Pavillion, Grimtotem Compound and Woodpaw Hills, all near Camp Mojache.

You can do circuits around The Forlorn Ridge in Azshara.

You can try the main path through The Hinterlands too. As you follow it one way, stay about 50 metres from the path and then do the same the other way.

250 - 270

Collecting Gromsblood

Full circuits of Felwood to collect Gromsblood. See above notes.

Do circuits of Mannoroc Coven in Desolace for Gromsblood too.

Full circuits of Blasted Lands.

Demon Fall Canyon in Ashenvale, not many people bother with this area, so although its small, it can be good for farming Gromsblood.

270 - 285 or 290 (see below)

Collecting Dreamfoil

Full circuits of Un'goro Crater to collect Dreamfoil.

Two good routes in Azshara are:

From The Forlorn Ridge, head south east to the Ravencrest Monument and back again.

From the north of the Ruins of Eldareth, head north east to the Jagged Reaches and back again.

285 or 290 - 300

From 285 you can get Plagueblooms from doing circuits of Eastern and Western Plaguelands and Felwood, but if your not competing against a load of other players, try to collect Icecaps from Winterspring, as they will sell for more money.

HERBALISM 300 to 375 GUIDE

BY KHARDE ON EU-BRONZEBEARD

300-330 (or 345 if you so choose) - Felwood

I know you were all probably hoping for something a lot more exotic and in the outlands, but Felwood really is the place to go if your looking at it purely from a levelling perspective. Due to the hit of TBC there's virtually nobody farming herbs here and you get the bonus of Whipper Roots etc. which while out dated, still aren't on the same timer as pots, so if your a raider they can save your ass.

I generally start at the alliance flight path, going up round the Furblog village before following the perimeter south. I've included a map for anyone unsure of a route to go.



Pick absolutely everything that is even green to you. Plaguebloom, Dreamfoil and Mountain Silversage give about a level each bush until 330, and whilst the plague that is Sungrass, Arthas' Tears and Purple Lotus are green, they still give a level fairly consistently so it's definitely worth picking them. If memory serves somewhere around 340 Plaguebloom goes green, and you start to get levels less consistently, however you may choose to stay on, especially if you don't have an epic flying mount, for the densely packed herbs, and low demand by pickers, all the time remembering that Golden Sansam, Mountain Silversage and Dreamfoil still sell very well on most servers.

330 (or 345) - 350+ - Zangarmarsh

Zangarmarsh is simply packed with herbs, all of which are useful. My favourite are is the North-West corner, being packed with herbs and Bog Lords / Giants which can be herbalised (If that's even a word) once looted. I tend to zigzag across it, before moving to the start to do the same, however on more populated servers you may have someone else doing the same, so extending your route to sweep up from the south-west and across the northern border can yield great rewards too. Expect lots of Felweed and Ragveil, with the odd Dreamfoil and Dreaming Glory.



I've included a map despite this route being fairly self-explanatory as with the last one. Once you hit 350 the world is your oyster really. I chose to continue my Zangarmarsh route all the way up to level 375, but it is equally viable to move on to Shadowmoon or elsewhere.

JEWELCRAFTING 1 to 300 GUIDE

BY HIGHLANDER ON EU-TERRAS

1-20

Delicate Copper Wire (2 x Copper Bar) x 20

20-30

Rough Stone Statue (8 x Rough Stone) x 10

30-50

Tigerseye Band (1 x Tigerseye, 1 x Delicate Copper Wire) x 20

50-75

Bronze Setting (2 x Bronze Bar) x 30

75-80

Solid Bronze Ring (4 x Bronze Bar) x 5

80-110

Ring of Silver Might (2 x Silver Bar) x 30

110-120

Heavy Stone Statue (8 x Heavy Stone) x 10

120-150

Pendant of the Agate Shield (1 x Moss Agate, 1 x Bronze Setting) x 30

This is a limited supply design and is sold by the following NPC's:

Innkeeper Abeqwa, Jandia or Rau Cliffrunner in Freewind Post, Thousand Needles.

Neal Allen in Menethil Harbour, Wetlands.

150-180

Mithril Filigree (2 x Mithril Bar) x 30

Your making these to gain skill ups only. The only thing I would use these for is making Aquamarine Pendant of the Warrior. You don't learn this till 220 and at 225 your making Thorium Settings, which you really do need to make. So you could have a very slightly cheaper time from 220-225. Realistically though, it's vendor time for this lot (or AH if your feeling lucky).

180-200

Engraved Truesilver Ring (1 x Truesilver, 2 x Gold Bar) x 20

200-210

Citrine Ring of Rapid Healing (1 x Citrine, 2 x Elemental Water, 2 x Mithril Bar) x 10

210-225

Aquamarine Signet (3 x Aquamarine, 4 x Flask of Mojo) x 15

225-250

Thorium Setting (3 x Thorium Bar) x 50

250-255

Red Ring of Destruction (1 x Star Ruby, 1 x Citrine, 1 x Thorium Setting) x 5

255-265

Truesilver Healing Ring (2 x Truesilver Bar, 4 x Heart of the Wild) x 10

265-275

Simple Opal Ring (2 x Large Opal, 1 x Thorium Setting, 2 x Thorium Bar) x 10

275-285

Sapphire Signet (4 x Blue Sapphire, 2 x Truesilver Bar, 1 x Thorium Setting) x 10

285-290

Glowing Thorium Band (2 x Azerothian Diamond, 1 x Thorium Bar, 1 x Thorium Setting) x 5

290-300

Emerald Lion Ring (2 x Huge Emerald, 1 x Thorium Bar, 1 x Thorium Setting) x 10

Approximate Materials Required

20 x Copper Bar
80 x Rough Stone
20 x Tigerseye
50 x Bronze Bar
60 x Silver Bar
80 x Heavy Stone
30 x Moss Agate
80 x Mithril Bar
60 x Truesilver Bar
20 x Gold Bar
15 x Citrine
20 x Elemental Water
45 x Aquamarine
60 x Flask of Mojo
185 x Thorium Bar
5 x Star Ruby
40 x Heart of the Wild
20 x Large Opal
40 x Blue Sapphire
10 x Azerothian Diamond
20 x Huge Emerald

JEWELCRAFTING 300 to 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

I doing this one a little different from the other guides, as there are so many options and it all depends on what gems you have available to you at the time.

300-305

Make any of the following to get to 305.
You need to make about 10-15.

Teardrop Blood Garnet (1 x Blood Garnet)
Inscribed Flame Spessarite (1 x Flame Spessarite)
Radiant Deep Peridot (1 x Deep Peridot)
Glowing Shadow Draenite (1 x Shadow Draenite)
Brilliant Golden Draenite (1 x Golden Draenite)
Solid Azure Moonstone (1 x Azure Moonstone)

305-310

Make any of the following to get to 310.
You need to make about 10-15.

Bold Blood Garnet (1 x Blood Garnet)
Luminous Flame Spessarite (1 x Flame Spessarite)
Jagged Deep Peridot (1 x Deep Peridot)
Royal Shadow Draenite (1 x Shadow Draenite)
Gleaming Golden Draenite (1 x Golden Draenite)
Sparkling Azure Moonstone (1 x Azure Moonstone)
Bright Blood Garnet (1 x Blood Garnet)

310-315

Fel Iron Blood Ring (1 x Fel Iron Bar, 2 x Blood Garnet) x 5
N.B. You can continue cutting green gems to get the skill ups. You just won't get them as fast.

315-320

Make any of the following to get to 320.
You need to make about 10-15.

Runed Blood Garnet (1 x Blood Garnet)
Glinting Flame Spessarite (1 x Flame Spessarite)
Enduring Deep Peridot (1 x Deep Peridot)
Shifting Shadow Draenite (1 x Shadow Draenite)
Thick Golden Draenite (1 x Golden Draenite)
Stormy Azure Moonstone (1 x Azure Moonstone)

320-325

Azure Moonstone Ring (1 x Fel Iron Bar, 2 Azure Moonstone, 1 x Deep Peridot) x 5
N.B. You can continue cutting green gems to get the skill ups. You just won't get them as fast.

325-335

Make any of the following to get to 335.
You need to make about 15-20.

Dazzling Deep Peridot (1 x Deep Peridot)
Delicate Blood Garnet (1 x Blood Garnet)
Lustrous Azure Moonstone (1 x Azure Moonstone)
Potent Flame Spessarite (1 x Flame Spessarite)
Rigid Golden Draenite (1 x Golden Draenite)

Smooth Golden Draenite (1 x Golden Draenite)
Sovereign Shadow Draenite (1 x Shadow Draenite)
Mercurial Adamantite (4 x Adamantite Powder, 1 x Primal Earth)
I would suggest making the Mercurial Adamantite, as your going to need that next.

335-350

Heavy Adamantite Ring (1 x Adamantite Bar, 1 x Mercurial Adamantite) x 15
N.B. You can continue cutting green gems to get the skill ups. You just won't get them as fast.

350-355

Make any of the following to get to 355.
You need to make about 10-15.

Luminous Noble Topaz
Lustrous Star of Elune
Potent Noble Topaz
Radiant Talasite
Rigid Dawnstone
Royal Nightseye
Runed Living Ruby
Shifting Nightseye
Smooth Dawnstone
Solid Star of Elune
Sovereign Nightseye
Sparkling Star of Elune
Stormy Star of Elune
Subtle Living Ruby
Teardrop Living Ruby
Thick Dawnstone
Bold Living Ruby
Bright Living Ruby
Brilliant Dawnstone
Dazzling Talasite
Delicate Living Ruby
Enduring Talasite
Flashing Living Ruby
Gleaming Dawnstone
Glinting Noble Topaz
Glowing Nightseye
Inscribed Noble Topaz
Jagged Talasite

Really, just make 10-15 of whatever you have the materials and recipes for. There is so much choice and it's pointless me tying you down to just one or two choices.
They all take just one of each gem, so I won't bother listing all the mats as it's pretty obvious.

355-360

Your stuck with trying to get world drop recipes here or continuing on with cutting green gems. The two most common drops are as follows:

Living Ruby Pendant (4 x Khorium Bars, 1 x Mercurial Adamantite, 1 x Living Ruby) x 5
or
Thick Felsteel Necklace (2 x Felsteel Bars, 3 x Mercurial Adamantite) x 5

The Thick Felsteel Necklace is obviously the most desirable to get, as it's the cheapest to make. There are other recipes out there to fill this levelling gap, so if you happen to get one of those, use that instead.

360-365

The next bit requires being honoured with The Sha'tar:
Ring of Arcane Shielding (2 x Eternium Bars, 8 x Primal Mana) x 5
or

You could go and farm Vekh'nir Dreadhawk's in Blade's Edge Mountains and hope the following drops:
Khorium Band of Leaves (2 x Khorium Bars, 4 x Mercurial Adamantite, 3 x Primal Life) x 5

365-375

If your raiding Kharazan and you have a lot of Alchemist transmuting Diamonds, then use those to skill up the last 10 points. There's a 60min CD on making each one, but it's still fairly easy for a raid guild's Jewelcrafting to finish skilling up

on. Otherwise your stuck with using rare world drop recipes again.

365-370

Embrace of the Dawn (2 x Eternium Bars, 4 x Mercurial Adamantite, 2 x Golden Draenite) x 5

This seems to be the most common recipe on the AH. It's not cheap, but if you don't have anything else to skill up on, it's your best choice.

There are a few other rare world drop recipes that need 365 skill. So if you get any of those, then use them instead.

370-375

Of all the recipes available at 370. Probably the easiest to make is probably Figurine - Felsteel Boar, but that requires Lower City revered rep. So I'll list the next best ones in terms of rep.

Figurine - Talasite Owl (2 x Eternium Bars, 2 x Talasite, 4 x Primal Mana) x 5

Requires Sha'tar revered rep.

or

Figurine - Dawnstone Crab (4 x Khorium Bars, 2 x Dawnstones, 4 x Golden Draenite) x 5

Requires Honour Hold/Thrallmar revered rep.

I'm not going to bother listing the total materials needed to go from 300-375, as it varies wildly depending on what you had to hand.

LEATHERWORKING 1 to 300 GUIDE

BY LOBOTOMY ON EU-FROSTMANE

I wrote this Leatherworking levelling guide because I decided to level leatherworking on my hunter, and I wanted the most profitable levelling possible(not the fastest or cheapest, but I'll include some options for that too). Most of what you make can be put on AH, but some of it might also need to be disenchanting. To be able to disenchant the highest item you need 180 Enchanting, but a level 5 enchanter with 50 skill will be able to DE the lowest stuff.

Some parts might need a world drop or vendor bought recipe, see end of post to find out from where.

I've tried to only use skillups with orange recipes, but some places(5-10 skill points max) you might do a yellow recipe. If that causes you to use more mats, I'm sorry.

The levelling guide is divided into 4 parts:

1-150 with Low Mats(vendor), Max Profit(DE/AH), What I Did

150-205 with Low Mats and Nice Profit, Max profit(AH)

205-250 with Max Profit(Elemental), Dragonscale and Tribal

250-300 with Max Profit(DE/AH)

1-150 Low Mats

Mats needed: 275 Light Leather, 20 Light Hides, 25 Medium Hides

1-35

35 Light Armour Kit - 35 Light Leather

35-55

20 Cured Light Hide - 20 Light Hide

55-85

30 Embossed Leather Gloves - 90 Light Leather

85-100

15 Fine Leather Belt - 90 Light Leather

100-120+

25 Cured Medium Hide - 25 Medium Hide

120-125

10 Fine Leather Belt - 60 Light Leather

125-150

25 Dark Leather Belt - 25 Fine Leather Belts, 25 Cured Medium Hides

1-150 Max Profit

Mats needed: 385 Light Leather, 20 Light Hides, 25 Medium Hides

1-35

35 Light Armour Kit - 35 Light Leather

35-55

20 Cured Light Hide - 20 Light Hide

55-80

25 Embossed Leather Boots(DE) - 200 Light Leather

80-85

5 Fine Leather Belt - 30 Light Leather

85-90

5 Fine Leather Tunic - 30 Light Leather, 15 Cured Light Hide

90-100

10 Fine Leather Belt - 60 Light Leather

100-(120+)

25 Cured Medium Hide - 25 Medium Hide

(120+)-125

10 Fine Leather Belt - 60 Light Leather

125-150

25 Dark Leather Belt - 25 Fine Leather Belts, 25 Cured Medium Hides

1-150 What I Did (which might give better profit than Max profit, but it required some world drop recopies)

Mats needed: 78 Ruined Leather Scraps, 259 Light Leather, 35 Light Hides, 25 Medium Hides

1-27

26 Light Leather - 78 Ruined Leather Scraps

27-35

10 Light Armour Kit - 10 Light Leather

35-66

35 Cured Light Hide - 35 Light Hide

66-75

9 Rugged Leather Pants - 45 Light Leather

75-80

5 Fine Leather Gloves - 20 Light Leather, 5 Cured Light Hide

80-85

5 Fine Leather Belt - 30 Light Leather

85-95

10 Fine Leather Tunic - 60 Light Leather 30 Cured Light Hide

95-105

10 Fine Leather Belt - 60 Light Leather

105-120

25 Cured Medium Hide - 25 Medium Hide

120-125

10 Fine Leather Belt - 60 Light Leather

125-150

25 Dark Leather Belt - 25 Fine Leather Belts 25 Cured Medium Hide

150-205 Low Mats with nice profit

Mats needed: 410-430 Heavy Leather, 10 Heavy Hides, 20-40 Bolts of Silk Cloth(80-160 Silk Cloth), 10 Iron Buckles

150-160

10 Cured Heavy Hide - 10 Heavy Hide

160-170

10 Heavy Armour Kit - 50 Heavy Leather

170-180

10 Dusky Leather Leggings - 100 Heavy Leather

170-180 (If you don't have Dusky Leather Leggings Pattern)

10 Guardian Pants - 120 Heavy Leather 20 Bolts of Silk Cloth

180-190

10 Barbaric Shoulders - 80 Heavy Leather, 10 Cured Heavy Hide

190-195

5 Dusky Bracers - 80 Heavy Leather

195-205

10 Dusky Belt - 100 Heavy Leather, 20 Bolts of Silk Cloth, 10 Iron Buckle

150-205 Max Profit

Mats needed: 435-450 Heavy Leather, 10 Heavy Hide, 20 Bolts of Silk Cloth(80 Silk Cloth), 10 Iron Buckles

150-160

Cured Heavy Hide - 10 Heavy Hide

160-165 *Here you have 3 choices.* Hillman's Cloak is used in Alliance quest, can sell. Barbaric Bracers will give nice profit if you have mats to make it, and Heavy Armour Kit is just a filler for horde without mats for Barbaric Bracers.

5 Hillman's Cloak - 25 Heavy Leather

5 Heavy Armour Kit - 25 Heavy Leather

5 Barbaric Bracers - 40 Heavy Leather, 10 Cured Heavy Hide, 20 Small Lustrous Pearls, 5 Raptor Hides, 20 Large fangs

165-180

15 Dusky Leather Leggings - 150 Heavy Leather

180-190

10 Barbaric Shoulders - 80 Heavy Leather, 10 Cured Heavy Hide

190-195

5 Dusky Bracers - 80 Heavy Leather

195-205

10 Dusky Belt - 100 Heavy Leather, 20 Bolts of Silk Cloth, 10 Iron Buckle

When it says Nightscape Headband/Tunic, it means you can choose. Tunics use 2 more Thick leather than Headbands, so if you're only disenchanting Headbands is the best, while if you're putting on AH a mix is better.

205-250 Max Profit (also Elemental)

Mats needed: 405-455 Thick Leather, (2 Hearts of Fire, 2 Globes of Water, 2 Cores of Earth, and 2 Breaths of Wind)

205-230

25 Nightscape Headband/Tunic - 125-175 Thick Leather

230-250

20 Nightscape Pants - 280 Thick Leather

205-250 Dragonscale

Mats needed: 441-483 Thick Leather, 40 Scorpion Scale, 10 Worn Dragonscale

205-226

21 Nightscape Headband/Tunic - 105-147 Thick Leather

226-228

2 Tough Scorpion Breastplate - 24 Thick Leather, 24 Scorpion Scale

228-230

2 Tough Scorpion Gloves - 12 Thick Leather, 16 Scorpion Scale

230-250

20 Nightscape Pants - 280 Thick Leather

205-250 Tribal

Mats needed: 427-449 Thick Leather, 112 Turtle Scale, 11 Wildvine, 2 Cured Thick Hide

205-211

6 Thick Armour Kit - 30 Thick Leather

211-222

11 Nightscape Headband/Tunic - 55-77 Thick Leather

222-224

2 Turtle Scale Gloves - 12 Thick Leather, 16 Turtle Scale

224-226

2 Turtle Scale Breastplate - 12 Thick Leather, 24 Turtle Scale

226-228

2 Turtle Scale Bracers - 16 Thick Leather, 24 Turtle Scale

228-229

1 Wild Leather Vest - 12 Thick Leather, 2 Wildvine

229-230

1 Wild Leather Helmet - 10 Thick Leather, 2 Wildvine

230-232

2 Turtle Scale Helm - 28 Thick Leather, 48 Turtle Scale

232-250

18 Nightscape Pants - 252 Thick Leather

250-300

Mats needed: 160 Thick Leather, 400 Rugged Leather

250-260

10 Nightscape Boots - 160 Thick Leather

260-270

10 Wicket Leather Gauntlets - 80 Rugged Leather

270-280

10 Wicket Leather Bracers - 80 Rugged Leather

280-300

20 Wicked Leather Headband - 240 Rugged Leather

Recipes:

Rugged Leather Pants <http://www.thottbot.com/?i=1690>

Fine Leather Gloves <http://www.thottbot.com/?i=1425>

Barbaric Bracers <http://www.thottbot.com/?i=40382>

Dusky Leather Leggings <http://www.thottbot.com/?i=12602>

Turtle Scale Gloves <http://www.thottbot.com/?i=14318>

Tough Scorpion Breastplate <http://www.thottbot.com/?i=10512>

Tough Scorpion Gloves <http://www.thottbot.com/?i=11970>

Wild Leather Vest <http://www.thottbot.com/?i=10314>

Wild Leather Helmet <http://www.thottbot.com/?i=13899>

Wicked Leather Gauntlets <http://www.thottbot.com/?i=11493>

Wicked Leather Bracers <http://www.thottbot.com/?i=15695>

Wicked Leather Headband <http://www.thottbot.com/?i=14993>

LEATHERWORKING 300 to 375 Guide

By Highlander on EU-TERRAS

300 - 310

Knothide Leather (5 x Knothide Leather Scraps) x 20 = 100 x Knothide Leather Scraps

N.B. make as many as it takes to get to 310. Your going to need around 725 Knothide leather, so you may as well get the skill up points for this.

310 - 320

Wild Draenish Gloves (9 x Knothide Leather, 3 x Rune Thread) x 10

320 - 325

Thick Draenic Boots (10 x Knothide Leather, 3 x Rune Thread) x 5

325 - 335

Heavy Knothide Leather (5 x Knothide Leather) x 90

335 - 340

Thick Draenic Vest (14 x Knothide Leather, 3 x Rune Thread) x 5

340 - 355

Felscale Breastplate (14 x Knothide Leather, 3 x Fel Scales, 3 x Rune Thread) x 15

N.B. as is common with all the professions now, getting from 350 to 375 is a huge pain. Trainers don't teach anything worthwhile, so the only way to do it is via random world drop patterns or rep rewards. I'll use rep reward patterns in this guide.

355 - 365

You need to be Friendly with Cenarion Expedition for the next part:

Heavy Clefthoof Boots (4 x Heavy Knothide Leather, 20 x Thick Clefthoof Leather, 4 x Primal Earth, 2 x Rune Thread) x 10

N.B. these last 10 points are going to cost you a LOT! (as if the last 15 didn't cost enough!) The materials required are fairly insane and so is the rep requirement, but at the moment I don't see a better way of levelling up.

365 - 370

If you're Exalted with Thrallmar or Honor Hold, then make:

Nethercobra Leg Armour (4 x Heavy Knothide Leather, 4 x Cobra Scales, 8 x Primal Air, 1 x Primal Nether) x 5

N.B. The Cobra Scales and Primal Nether are a major pain to get and I would seriously urge you to work on Sha'tar rep and do the following:

Alternatively, if your exalted with The Sha'tar:

Drums of Battle (2 Heavy Knothide Leather, 1 x Primal Fire, 1 Primal Earth) x 5

N.B. any of the above three will take you to 375, but the material requirement makes for a LOT of farming, as those last 5 points can mean making another 20-30 items.

370 - 375

Your either going to have to make random world drop epics here with lots of insane material requirements OR go and get exalted with Keepers of Time.

Seeing as the epics are random world drop patterns, I'll go with Keepers of Time rep rewards. You'll need to be level 66 to start your Keepers of Time rep and spend a LOT of time in The Caverns of Time.

Drums of Panic (2 x Heavy Knothide Leather, 2 x Primal Shadow) x 5

Approximate Materials Required

With Scryers Rep

100 x Knothide Leather Scraps

615 x Knothide Leather

100 x Rune Thread
45 x Fel Scales
200 x Thick Clefthoof Leather
20 x Cobra Scales (if your Thrallmar or Honor Hold exalted)
40 x Primal Air (if your Thrallmar or Honor Hold exalted) or 5 x Primal Earth and 5 x Primal Fire if you went with Sha'tar rep)
5 x Primal Nether (Don't need these if you go with CE or Sha'tar rep)
20 x Primal Earth
10 x Primal Shadow

N.B. if you went with Sha'tar rep at 365, then you'll need 10 less Heavy Knothide Leather, 40 less Primal Air, 5 Primal Earth and 5 less Primal Nether. Gets complicated, don't it?

With The Consortium Rep

100 x Knothide Leather Scraps
425 x Knothide Leather
200 x Thick Clefthoof Leather
70 x Rune Thread
45 x Fel Scales
20 x Cobra Scales (if your Thrallmar or Honor Hold exalted)
40 x Primal Air (if your Thrallmar or Honor Hold exalted) or 5 x Primal Earth and 5 x Primal Fire if you went with Sha'tar rep)
5 x Primal Nether (Don't need these if you go with CE or Sha'tar rep)
20 x Primal Earth
10 x Primal Shadow

N.B. if you went with Sha'tar rep at 365, then you'll need 10 less Heavy Knothide Leather, 40 less Primal Air, 5 Primal Earth and 5 less Primal Nether.

MINING 1 TO 300 GUIDE

BY HIGHLANDER ON EU-TERRIAS

What you're going to need:

Mining skill (obviously). Go see your local mining trainer to get trained.

A mining pick. Can't mine without one (these can also be enchanted if you want, makes absolutely no difference, but it's cool to have. Even if you have your mining pick enchanted the standard mining animation remains the same, so you actually see that nice demonslaying glow you got put on there. You will only see the glow when you equip it like a normal weapon. A player on our server even had a Crusader enchant put on their mining pick and told me that the proc happens when they mine, cant confirm this for sure, but it does seem really pointless).

Optional, but recommended extra: get the cheapest pair of gloves you can find and get them enchanted with +5 mining skill (shouldn't cost you more than 2g, as it takes 3 x Truesilver Bars and 3 x Vision Dust). Don't bother with the +2 enchant as its not worth it.

If you're an engineer then make yourself a Goblin Mining Helmet (<http://www.thottbot.com/index.cgi?i=12859>) as this will add +5 to your mining skill.

Also, please remember that mining nodes **only** appear on the side of hills, cliffs, mountains etc. So your unlikely to find any ores in the great rolling plains, unless there is a small hill there. Also note that Darnassus has **NO** ore whatsoever! So if you're a Night Elf and want to mine, get your booty over to Darkshore ASAP. So with that in mind, always follow the cliff faces or hillsides.

Got all that? Good, then lets down and dirty, Dwarf style :o)

Mining 1 to 65

Mining Copper

Estimated number of nodes to mine = 30

This bit is easy. Mine about 50 copper and smelt. You can use any of the following suggestions for mining routes or make up your own, as copper is so abundant:

**At level 50, go back to the mining trainer and learn Journeyman Mining.*

Horde

- Undead: Start at the entrance to Deathknell, looking out towards Brill. Head South and follow the cliffs all the way round to The Undercity. Skip past UC and keep following the cliffs up to The Bulwark. Now head North up to Scarlet Monastery, hugging the cliffs as you go. When to reach the coast, head west and then south to follow the cliffs down and round to Agamand Mills. Follow those hills south again to get back to your starting point. Average amount of copper ore from this run, should be about 30-40.
- Tauren: Mulgore. The natural geography of this place makes it easy to run around. Just pick a starting point and follow the cliffs all the way around in a circle. Remember to check out the Venture Co mine on your way round. Average amount of copper ore from this run, should be about 40-50.
- Orc & Troll: You could just do whole circuits of Durotar, but there is so much copper round here that small routes are just as productive. My favourite routes are:
 - Start at the gates of Orgrimmar and head East towards Skull Rock (make sure you go into Skull Rock and mine the ore there too). Head a short way south to where that Orc is standing on his lonesome, then head back West following the cliff face (keeping the Zep Tower in sight). Carry on over the road and across the top of the canyon and on to the coast. Head North up to the cliff face and then East back to Orgrimmar. I get about 30-40 copper ores from this short run on a good day.
 - Start at Razor Hill and head West towards the Quilboar grounds. Hug the cliff face until you reach the river, then head north until you reach Orgrimmar. Head East until you see the first little farmstead, now head south and drop into the canyon. Follow the canyon out and head South East until you reach Razor Hill again. You'll get about 25-30 copper ores on this route.

Alliance

- Human: Start at Goldshire and head East following the cliff face to the north of Crystal Lake. When you get the north of the Logging Camp head South. Follow the river to the border of Elwynn forest and Duskwood, then head North West back towards Goldshire (make sure you visit the two mines on this route). This route should net you about 30-40 copper ores.
- Night Elves: Your going to have to go to Darkshore, as Darnassus has no ores whatsoever! So start at Auberdine and head directly east until you reach the cliffs at the edge of the map. Now head south, hugging the cliff face as you go. When you get to the entrance of Ashenvale, head west to the coast and then North back to Auberdine. Head out from Auberdine, directly to the East (same as you did at the start of this route), but when you reach the cliffs this time head north. Just follow the cliffs to the North and back round the coast, heading South again to Auberdine. I find this figure of eight pattern to be easier than taking Auberdine in one whole route, but that's just me. Feel free to improvise it. Normally get about 40-50 copper ores from this entire route.
- Dwarves and Gnomes: Ah, the home of mining and possibly the best place to start, Dun Morogh! You really don't need a route around here, copper is everywhere, if you can't find a decent route yourself, then you're beyond help! But, I will tell you my favourite route. Start at Kharanos and head to the Wendigo cave (you all know where that is, right?). Clear cave and then continue on West, following the cliff face. Carry on until you hit the main road then head North up to the Frostmane Hold. From there head directly east over to Shimmer Ridge, then North up to Ice Flow Lake. Now follow the cliffs down to Ironforge, on to Misty Pine Refuge and back round to Kharanos. This run normally nets me about 40-50 copper ore.
- Another good run in this area is the Gol'Bolar Quarry. Circle the outside, around the top, then drop down and into the mines. I can get about 20 copper ores on this short run.

Mining 66 – 125

Mining Tin, Silver, Incendicite and Lesser Bloodstone

Estimated number of nodes to mine = 60

This part is a pain in the butt, if you don't have a mount (well its all a pain in the butt, if you don't have a mount) as the Tin Veins your going to need to mine are more spread out and not as common as the Copper you just being mining. You also stop getting skill up's from smelting after about level 85 (Silver is the last thing to give you a skill up). The leg from 100-125 is also pretty bad, as Tin is green at this stage and therefore your getting skill ups at fewer intervals (just pray its a Silver spawn, instead of Tin, as this will still be yellow to you).

Horde & Alliance **even on PvP servers you can still use these routes and areas.*

Easiest way to level up to 125, is to go to The Wetlands and find Thelgan Rock (its near the entrance to Dun Algaz - 53,64 for those with location add-ons). There is a cave there, that is full of spiders and a quest ore called Incendicite. This is an Alliance only quest, but Horde can still mine the ore. Now the ore itself is worthless and only used to complete the quest, but you can mine it from level 75 until about level 125. The nodes respawn quickly and you can level up your mining in less than an hour if your the only one in the cave.

If your Alliance and want to do the quest, go see Pilot Longbeard in The Military Ward in Ironforge for the starting quest. He'll send you to speak to Pilot Stonegear in Kharanos, who then gives you the quest.

Thank you to everyone who suggested this, especially Plog

Lesser Bloodstone: go to the cave in north east Arathi Highlands, just to the east of Hammerfall (path to cave is at 80,40) and mine the nodes inside. It's used as part of a quest chain that's started in Booty Bay by Corporal Kaleb (in the tavern). You only need to keep four of them for the quest. Lesser Bloodstone requires level 75 mining

I actually combine two of my routes here, if I have time. They are as follows:

- Start at The Crossroads and head West towards the entrance of Stonetalon Mountains. Then head south, hugging the cliffs as you go. Follow the cliffs all the way down south until you reach Blackthorn Ridge, just north of Razorfen Kraul. Follow the cliff to the main road and over. Continue heading east and then north up to the entrance to Dustwallow Marsh. Carry on going north until you reach Northwatch Hold and then head up to the Raptor Hills and the Quilboar Village. Now head back to The Crossroads.
- Start at the bottom of the Great Lift in Thousand Needles and head northwest up to Camp Ethok, following the cliff face as you go. Continue on till you reach the border of Thousand Needles and Feralas, then head over to the other side of Thousand Needles and follow the cliffs south. Make a detour when you reach Highperch, as there are a couple of Tin / Iron veins here. Carry on heading south until you reach The Screeching Canyon. Have a quick run into the cave here and pick the couple veins that normally spawn here. Continue south past Freewind Post and all the way to Windbreak Canyon. Now head north, again hugging the cliff face as you go and make your way up to Splithoof Crag. There is a Centaur Village here, with a cave that can have 4 or 5 veins (both Iron and Tin). Mine it. Carry on north past Darkcloud Pinnacle and back to the Great Lift.

Combine the two routes above for a 90-minute (ish) trek that can net 100+ copper, 50-70 Tin and 30-40 Iron.

There only two other places that I bother mining for Tin and that is:

- Hillsbrad Foothills: No route here, just do full circuits.

- Ashenvale: Again no real route, just do full circuits.

But you could also try the following places:

- Wetlands: Start at Dun Modr and follow the cliffs to the southeast down towards Raptor Ridge. From here either go around Grim Batol, if you're a high enough level to cope, or follow the cliffs towards Mosshide Fen and onto The Igan Rock. Once there head over to Dun Algaz, then north to Angerfang Encampment and onto Whelgar's Excavation Site. Now head north past Ironbeards Tomb and back to Dun Modr.
- Redridge Mountains: Start in Lakeshire, head north to Rethban Caverns and follow up to Renders Camp. Head south and follow cliffs to Alther's Mill. Carry on east towards The Tower of Ilgalar and then loop round that and to the south, heading towards Renders Valley. Carry on to Lakeridge Highway and over to The Three Corners. Now head back to Lakeshire.

Mining 126 – 175

Mining Iron and Gold

Estimated number of nodes to mine = 100

**At level 125, go back to the mining trainer and learn Expert Mining.*

From now on both Horde and Alliance can follow this guide easily, so I'll won't have separate sections.

- Do the Thousand Needle route above, but take in The Shimmering Flats as well this time.
- Desolace: If you're Horde, start at Shadowprey Village and head into the Valley of Spears. Follow that through and out and over to the Kodo Graveyard (you could do a quick circle or move on here). Head east to the Magram Village and loop round and down to Shadowbreak Ravine. Follow that through and onto the Mannoroc Coven to the west. Carry on west to the Gelkis Village and make your way back to Shadowprey Village. If you're Alliance, then start at Nijel's Point and head southeast to Sargeran, then south to the Kolkar Village. From here you could carry on down south and complete the Horde run or head west to the Kodo Graveyard. From the Kodo Graveyard, head northwest to Ethel Rethor and then northeast ish to Thunderaxe Fortress. Follow round to the north and up to Tethris Aran and then back east to Nijel's Point.
- Ashenvale: start at the entrance to Ashenvale from The Barrens and head to the west. Skip round the Battleground entrance (only if your Horde) and carry on to the river. Follow the river north, trying to keep as close to bank as possible, so that you can see spawns on both sides of the river. Keep following the river till you get to just before Xavian in the north. Now head east to the next river and cross over to Saytrnaar and onto Forest Song (watch out for those elites). Now head south through the Warsong Logging Camp if your Horde or skirt around it if your Alliance and continue on down through Felfire Hill and onto Demon Fall Canyon. Now head west through Nightsong Woods and back to your start point.
- Badlands: start at Apocryphens Rest and head south to Camp Cagg, then east to Mirage Flats. Now follow cliff face all way to Camp Boff, past Agmonds End. Head north past Dustwind Gulch and onto Hammertoes Dig site and then northwest to Angor Fortress. Now follow the cliffs west all the way to Kargath (or just before it, if Alliance) and back down to Apocryphens Rest. Remember to divert off slightly at each point where the Rock Elementals gather and do a quick tour of their spawn spots.
- Arathi Highlands: start at Thandoll Span and head east then north to Boulderfist Hall. Follow cliffs round to Witherbark Village and continue north up to Hammerfall. If you're Horde, loop round the back of Hammerfall and continue on to the west. If your Alliance, go as far Drywhisker Gorge (remember to check inside, both Horde and Alliance) and then loop round Hammerfall to the south and back up to the northern cliffs. Follow cliffs west to Dabyries Farmstead and then head south past Refuge Point and back down to Thandoll Span.
- Alterac Mountains: start at the entrance to the Ruins of Alterac and head west past the Growless Cave. Follow the ridge around the ruins and keep going to the end. Now drop down to the coast (you can make a series of jumps to get down, without dying). Now head north to Dandreds Fold. Head east through The Uplands, zigzagging between the two cliff faces as you go until you get to Strahnbrad. Now follow the road back to your starting point. If you're a high enough level, go into the ruins and do a quick sweep.
- Stranglethorn Vale: couple of small but good routes here. First one is to the north of Grom'gol Base Camp. Start at Nessingwarys Expedition and follow the hills around the front of the three sets of ruins (Kalai, Balal and Zuuldaia) and then back round to the north of them and return to Nessingwarys Expedition. Second route starts at Kurzens Compound to the north of Zul'Gurub entrance. After a quick circle around the compound, head south down to Mosh'Ogg Ogre Mound. If you're a high level, then do a sweep of the cave and carry on south to the Ruins of Zulmamwe. Keep heading south past the Crystalvein Mine and the Ruins of Aboraz. Carry on into the Mistvale Valley, now heading west towards the main road. From here either head to Booty Bay or follow the road back up north to your starting point.
- Swamp of Sorrows: couple of nice little spots here. Check around Ithariuss Cave where the Green Whelps are and also around The Stagalbog. Remember to check inside the Stagalbog.

Optional choice for 155-175 (Thanks to Cenelia on EU-Hellscream for this)

If you have a fair amount of gold ore, you can smelt it from 155-175, as it is orange at 155.

Mining 176 – 250

Mining Mithril and Truesilver

Estimated number of nodes to mine = 125

**At level 225, go back to the mining trainer and learn Artisan Mining.*

So now we come the real money making stuff, Mithril. This stuff is used in such quantities by Engineering and Blacksmithing that you will always sell what you mine for a good profit.

- Blasted Lands: just do full circuits, simple.
- Searing Gorge: again, just do full circuits. You can do what I do and do a full circuit of the perimeter of Searing Gorge, then drop down into The Cauldron and do a circuit of that (inside and outside). Also remember that at level 230, you can mine Dark Iron, so pick that up too.
- Badlands: two good places here. First is Camp Cagg. Just do a circuit round it, taking in the Rock Elementals spawn point as you go. Second place is Lethlor Ravine. If you start by the Master Dragonscale Leatherworker and head into the Ravine and loop round to the north and back out and south past Uldaman back entrance, then you'll pick up a good amount of Mithril.
- The Hinterlands: start at Aerie Peak and follow the cliff face to the south and east. Now just go around the south cliff face until your get past Jintha'Alor, then north up to Seradane and then west back to Aerie Peak.
- Western Plaguelands: do circuits of the Ruins of Andorhal.
- Azshara: start at the Legash Encampment and head east to the Bitter Reaches. Loop round to the north and back west along the coast past the Jagged Reef and then back down to the Lagash Encampment again.
- Winterspring: start at the Timbermaw tunnel entrance and follow the cliffs to the east past the Hot Springs and all the way over to Starfall Village. Just before you get there, head south to Lake Kel'Theril and then follow the cliffs west all the way back to your starting point.
- Felwood: only if your there. Don't go out of way to mine here, but if you happen to be in the area (i.e. grinding Timbermaw rep) then look out for a few Mithril nodes here.

- Stonetalon Mountains: quick circuit of The Charred Vale can net you 10-15 Mithril ores.

- Desolace: grab yourself some underwater breathing potions and head to Ranzajar Isle. There's a good number of Mithril nodes in the sunken ruins round here and very few people mine them. You can also take a run through the Valley of Spears and down to Mannoroc Coven to pick up the Mithril nodes there.
- Tanaris: bit of a long one this, but can be well worth it. Do full circuits of Tanaris, but drop down into The Noxious Lair and The Gaping Chasm to pick up the nodes that virtually nobody mines, unless they are questing in there.

Mining 251 – 300

Mining Thorium

Estimated number of nodes to mine = 160

- Un'goro Crater: just go round and round the crater, making sure you drop down into The Slithering Scar and take a detour into Fire Plume Ridge. There is loads of Thorium to be had here, which is why its farmed constantly, so you will be competing for nodes here.
- Azshara: start at the Ravencrest Monument and follow the coastal cliff all the way round to the Tower of Eldra. Then head back west to the Legash Encampment in a zigzag pattern from coast to coast. You may also want to drop into the Ruins of Eldarath and pick up the couple of nodes that spawn there. Azshara isn't the greatest place to mine Thorium, due to its natural geography, but that does mean its less popular and therefore your likely to have less competition.
- Winterspring: start at Everlook and head south to the Ice Thistle Hills. Make a quick sweep of the yeti cave here and then back out and to the south. Keep going till you get to Owl Wing Thicket and make a small circuit there. Now you can either carry on south into Frostwhisper and Darkwhisper Gorge's if your happy about avoiding the elites there, or you can head west over to Mazthoril for the slightly lower level elite area. Once at Mazthoril, you can either sweep the main cave (only recommended for Druids, Rogues or Hunters) or carry on up to Lake Kel'Theril and back round to Everlook.
- Blasted Lands: not a massive amount of Thorium to be had here, but good for a quick run, whilst your looking for Mithril.
- Searing Gorge: same as the Mithril run above.

□ Burning Steppes:



T: Thorium D: Dark Iron T: Trade Silver

Thanks to Ilanes on Darkspear server for this map.

□ Eastern Plaguelands: start at Tyr's Hand and head north past Lights Hope Chapel. Go past The Noxious Glade and onto Northdale. Head west to Northpass Tower and then south to Blackwood Lake. Carry on south to the Pestilent Scar and then onto Lake Mereldar and back to your starting point. You may want to throw in a quick diversion to The Fungal Vale, in between Northpass Tower and Blackwood Lake.

□ Western Plaguelands: start at The Weeping Cave and head south to Gahrrons Withering and then west to Dalsons Tears. Head northwest from here to the edge of Felstone Field and follow the cliffs north into the Northridge Lumber Camp. Follow the path up towards Hearthglen and then double back once you reach the watchtower. Head south and follow the cliffs all the way back round to The Weeping Cave.

Mining 300 to 375 Guide

By Highlander on EU-Terenas

300 - 330

Mining Fel Iron

Estimated number of nodes to mine = 30

Mining mainly Fel Iron.

Start at the Dark Portal and face nor, north-west. Following the edge of the world round in an anti-clockwise fashion round the back of the Dark Portal and loop round. Continue following the edge of the world and end up in Void Ridge. Either take the small valley shortcut to Zeth'Gor or continue on round the mountains and loop back south to Zeth'Gor that way. Follow the mountain line down to Spinebreaker Post and onto the Expedition Armoury. Follow the edge of the world until you reach the where the Ravagers are and then head north. Stay to the eastern side of the broken walls leading to Hellfire Citadel and then drop down and back up when you reach the Citadel proper. Continue north, skirting round Thrallmar on the western side until you reach the edge of the world again. If your Horde, head back through Thrallmar and then north up into the Forge camps. If your Alliance, head south past Thrallmar and loop back up to the Forge Camps. From here head east, following the mountains and then south. If your really daring (read: suicidal) then head up onto the Absysal Shelf and mine all the nodes there. If your flying, there is normally one or two nodes that you can get to without dying, but to be honest it isn't really worth the effort.

Now head back to the Dark Portal to complete your circuit.

Start at the entrance to Zangarmarsh and head north round all the elite giants (really need to be level 68+ to avoid too much aggro) and loop east to the Temple of Telhamat. If your Alliance, ride/fly straight past. Horde should just detour slightly round to the south. Now head up into Mag'har Post and back down and around in The Pools of Aggonar. Complete a circuit of the pools and then head south to the Citadel. Drop down and then back up again and head toward the south eastern edge of The Great Fissure. Do a quick clockwise circuit of The Great Fissure and then head south and up into the Stonescythes main nesting area. Drop down into the Den Haal'esh and then north and east, following the mountains along to the Ruins of Sha'Naar.

You could also carry on mining Thorium. Rich Thorium veins will still be green until about 340. So refer back to the 1 to 300 guide for routes.

330 - 355

Mining Fel Iron and Adamantite

Estimated number of nodes to mine = 25

Move onto Nagrand for Adamantite mining and more Fel Iron mining.

Start at the entrance to Terokkar Forest and head west past Kil'Sorrow Fortress and round the back of Telaar and onto Oshu'gun. Follow the mountains round and upto the Ancestral Grounds. Now head east following the road down towards Telaar. Head east before Telaar and drop down into the valley that leads toward the Ring of Trials. Carry on heading east to the Windy Reed Village then head south and continue past the Burning Blade Ruins and back to your strating point.

Start at the entrance to Zangarmarsh and head east past the Laughing Skull Ruins and on toward the Throne of Elements. If your flying, scope out the Elemental Plateau for the nodes that spawn there. Now head back tot eh north side of Garadar and head towards Halaa. Drop down into the valley and pick up the nodes in the cave and then back up into Sunspring Post. Head towards the Ancestral Grounds and then north past the Forge Camps and up to Warmaul Hill. It's worth going through the main cave in Warmaul Hill as there is nearly always 2-4 nodes in there.

355 - 375

Mining Fel Iron and Adamantite

Estimated nymber of nodes to mine = 30

You can stay in Nagrand and repeat the above routes, but this time picking up all the Rich adamantite nodes you had to leave or you could:

Move onto Shadowmoon Valley.

Easiest route is to just follow the main road round in a circuit. Simple really, but I'll list a couple of the shorter routes I do as well, which really require a flying mount.

Starting at the Sanctum of the Stars, head south following the Path of Conquest to the edge of the world. Now go south east and over to Netherwing Ledge. Do a quick circuit and head back towards Dragonmaw Fortress area. Aim towards the Wardens Cage and then back down to the Snactum of the Stars.

Start at the entrance to Terokkar Forest and head north past Shadowmoon Village and onto Coilskar point. There is a cave here that normally has at least one node in, but I don't normally bother. Fly up to the Shattered Fields and then round the back of the Altar of Sha'tar. Now aim towards the Coilskar's to the south of Sha'tar and loop round The Hand of Gul'dan and onto The Deathforge. I find it's worth the effort to clear all the mobs inside for the number of nodes that are normally there, but you may not want to be bothered. Now head south west to Illidari Point and then north to the Legion Hold and back to where you started.

SKINNING 1 TO 300

GUIDE BY HIGHLANDER ON EU-TERRAS

I would seriously suggest that you wait until your level 50+ before trying this, as it'll take you ages to complete at lower levels (unless of course you have a couple of level 50+ friends who don't mind grinding mobs for you to skin). I've tried to list mobs that should be yellow or orange for your skinning level. If they are green, move onto the next zone listed.

Please note that even if a mob is red/orange to you, that this DOES NOT guarantee that you'll get a skill up. It's more likely, but not to be expected every time.

Skinning Level = 1

Horde

Undead = Hounds around Brill

Orcs and Trolls = Mottled Boars and Scorpids around Sen'Jin Village

Tauren = Prowlers and Plainstriders around Bloodhoof Village

Alliance

Humans = Boars around Goldshire

Gnomes and Dwarves = Crag Boars and Wendigo's South of Kharanos

Night Elves = Nightsabers and critters around Dolanaar

Skinning Level = 25

Horde

Undead = Worgs and Moonrage Gluttons around Silverpine

Orcs and Trolls = Boars, Scorpids, Crocolisks and Raptors around Orgrimmar

Tauren = Prowlers and Prairie Wolves around Thunderbluff

Alliance

Human = Prowlers and Bears around Eastvale Logging Camp

Gnomes and Dwarves = Wolves around Brenwall Village.

Night Elves = Moonstalkers and Bears around Auberdine

Skinning Level = 50

Horde

(at this level most Horde should be heading towards XR)

Plainstriders, Raptors and Prowlers around XR

Alliance

Humans = Goretusks all around Sentinel Hill.

Gnomes and Dwarves = Bears and Crocolisks around Thelsamar

Night Elves = Moonstalkers and Bears North of Auberdine

Skinning Level = 100

Horde

Stormsnouts and Thunderhawks around Camp Taurajo

Alliance

(at this level most Alliance should be heading for The Wetlands)
Crocolisks and Raptors around Bluegill Marsh and Whelgar's Excavation Site

Alternatives

Whelps and boars around Lakeshire for Alliance.

Skinning Level = 130

Alliance and Horde

Bears and Mountain Lions around Hillsbrad Foothills

Alternatives

Ravagers and Wolves in Duskwood if your Alliance.

Bears, Stags and Ghostpaws in Ashenvale.

Skinning Level = 150

Alliance and Horde

Yeti Cave in Hillsbrad Fields and Mountain Lions on the "Daggers" (these are the bits of land between Hillsbrad and Alterac Mountains, one is called Corrans Dagger, so hence the nickname)

Alternatives

Hyenas, Lions, Wyvern and Thunderhawks in Thousand Needles.

Bears, Stags and Ghostpaws in Ashenvale.

Skinning Level = 170

Alliance and Horde

Raptors in Arathi Highlands.

Alternatives

Turtles and Basilisks in The Shimmering Flats.

Skinning Level = 180

Alliance and Horde

Raptors, Panthers and Tigers around Nethingways Camp in Stranglethorn Vale

(you could actually get your skinning level all the way to 300 in and around STV as the mobs range from level 34 to level 50)

Alternatives

Raptors and Crocs in Dustwallow Marsh.

Thunder Lizards, Kodos, Basilisks, Scorpids and Hyenas in Desolace.

Whelps in Swamp of Sorrows.

Skinning Level = 220

Alliance and Horde

Raptors and Gorillas around the Gurabashi Arena

Alternatives

Panthers, Jaguars and Crocs in Swamp of Sorrows.

Dragonkin, Coyotes and Ridge Stalkers/Huntresses in Badlands.

Wolves around Feathermoon Stronghold in Feralas if your Alliance.

Skinning Level = 250

Alliance and Horde

Snickerfangs and Boars in North Blasted Lands

Alternatives

Silvermanes and Gryphons in The Hinterlands.

Stags and Hippogryphs in Azshara.

Hippogryphs, Apes, Bears, Wolves, Screechers and Yetis in Feralas.

Skinning Level = 275

Alliance and Horde

Jagueros and Gorillas on Jaguero Island (Large Island to the East of Booty Bay where Princess Poobah is being held).
Skin till 300.

Alternatives

Yetis, Chimeras and Bears in Winterspring.

Bears in Western Plaguelands.

Plaguehounds and Plaguebats in Eastern Plaguelands.

Turtles by Raventusk Village in The Hinterlands.

Turtles and Chimeras in Azshara.

Dragonkin, Worgs and Scorpids in Burning Steppes.

Thought I'd add the mob levels that you can expect to get each specific leather from.

Ruined Leather Scraps: 1-16

Light Leather: 1-27

Light Hide: 10-27

Medium Leather: 15-36

Medium Hide: 15-36

Heavy Leather: 25-46

Heavy Hide: 25-46

Thick Leather: 35-63

Thick Hide: 40-59

Rugged Leather: 43-63

Rugged Hide: 47-63

SKINNING 300 to 375 GUIDE

BY HIGHLANDER ON EU-TERRAS

Going from 300 to 375 is dead easy, but its going to take you as long, if not longer than it took to go from 1 to 300. Even if your skinning orange mobs, you'll only get a skill up every 5-7 successful skins.

Realistically, you could level up to 375 on the mobs around Hellfire Peninsula, but it's not the most efficient way. The following is what I believe to be a more efficient way to level it up.

301 - 310

Hellboars around Hellfire Citadel in Hellfire Peninsula.

310 - 330

Ravagers around Falcon Watch in Hellfire Peninsula.

330 - 350

Talbuk's and Clefthoofs all over Nagrand. *(you could just as easily continue skinning to 375 here if you want, as if wont take that much longer, than going to Netherstorm and skinning Drakes)*

350 - 375

Netherdrakes around Stormspire in Netherstorm or around Netherwing Fields in Shadowmoon Valley or Raptors and Wind Serpents around Blades Edge Mountains.

TAILORING 1 TO 300 GUIDE

BY ITHILIAN ON EU - SHADOWSONG

This is a condensed version of Ithilian's excellent Tailoring guide.

Please visit his site for the unabridged version <http://www.xs4all.nl/%7Ebrt/wow/guides/skilluptailoring.html>

1 - 50

Bolt of Linen Cloth (2 x Linen Cloth) x 80

50 - 70

Linen Bag (3 x Bolt of Linen Cloth, 3 x Coarse Thread) x 20

70 - 75

Reinforced Linen Cape (2 x Bolt of Linen Cloth, 3 x Coarse Thread) x 5

75 - 105

Bolt of Woollen Cloth (3 x Wool Cloth) x 60

105 - 110

Gray Woollen Shirt (2 x Bolt of Woollen Cloth, 1 x Fine Thread, 1 x Gray Dye) x 5

110 - 125

Double-stitched Woollen Shoulders (3 x Bolt of Woollen Cloth, 2 x Fine Thread) x 15

125 - 145

Bolt of Silk Cloth (4 x Silk Cloth) x 190

145 - 160

Azure Silk Hood (2 x Bolt of Silk Cloth, 2 x Blue Dye, 1 x Fine Thread) x 15

160 - 170

Silk Headband (3 x Bolt of Silk Cloth, 2 x Fine Thread) x 10

170 - 175

Formal White Shirt (3 x Bolt of Silk Cloth, 2 x Bleach, 1 x Fine Thread) x 5

175 - 185

Bolt of Mageweave (5x Mageweave Cloth) x 100

185 - 200

Crimson Silk Vest (4 x Bolt of Silk Cloth, 2 x Red Dye, 2 x Fine Thread) x 15

200 - 215

Crimson Silk Pantaloons (4 x Bolt of Silk Cloth, 2 x Red Dye, 2 x Silken Thread) x 15

215 - 220

Black Mageweave Leggings or Black Mageweave Vest (2 x Bolt of Mageweave, 3 x Silken Thread) x 5

220 - 230

Black Mageweave Gloves (2 x Bolt of Mageweave, 2 x Heavy Silken Thread) x 10

230 - 250

Black Mageweave Headband or Black Mageweave Shoulders (3 x Bolt of Mageweave, 2 x Heavy Silken Thread) x 20

250 - 260

Bolt of Runecloth (5 x Runecloth) x 180

260 - 275

Runecloth Belt (3 x Bolt of Runecloth, 1 x Rune Thread) x 15

275 - 280

Runecloth Bag (5 x Bolt of Runecloth, 2 x Rugged Leather, 1 x Rune Thread) x 5

280 - 300

Runecloth Gloves (4 x Bolt of Runecloth, 4 x Rugged Leather, 1 x Rune Thread) x 20

Approximate Materials Required

160 x Linen Cloth
200 x Wool Cloth
760 x Silk Cloth
520 x Mageweave Cloth
900 x Runecloth
120 x Rugged Leather
75 x Coarse Thread
135 x Fine Thread
5 x Gray Dye
30 x Blue Dye
10 x Bleach
60 x Red Dye
45 x Silken Thread
60 x Heavy Silken Thread
40 x Rune Thread

TAILORING 300 – 375 GUIDE

BY HIGHLANDER ON EU-TERENAS AND LOBOTOMY ON EU-FROSTMANE

300 - 325

Bolts of Netherweave (6 x Netherweave Cloth each)

(Seriously, your going to need about 430 bolts, so you may as well get the skill up's for it)

325 - 340

Bolts of Imbued Netherweave (3 x Bolts of Netherweave, 2 x Arcane Dust each)

(You'll need at least 60 bolts for later, so that should see you through to 340)

340 - 350

Netherweave Boots (6 x Bolts of Netherweave, 2 x Knothide Leather, 1 x Rune Thread each) x 10

350 - 360

Netherweave Tunic (8 x Bolts of Netherweave, 2 x Rune Thread each) x 10

360 - 375

Imbued Netherweave Tunic (6 x Imbued Netherweave Bolts, 2 x Netherweb Spider Silk, 1 x Rune Thread each) x 15

Pattern is sold by Arrond in Shadowmoon Valley. You need to have Scryers rep to be able to talk to him or be neutral with both Scryers and Aldors, but they are not BoP, so if your aligned with the Aldors, get someone else to buy them for you.

N.B. If your an enchanter, disenchant all the Netherweave Robes and Tunics for Arcane Dust. If your not, get a friend or guild mate who is to do it for you. This will save you some money on Arcane Dust. Thanks to Chiyochan on EU-Bladefist for pointing this out :o)

Approximate Materials Required

2460 x Netherweave Cloth

180 x Arcane Dust

35 x Netherweb Spider silk

35 x Rune Thread

20 x Knothide Leather

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Thanks to:

My wife for letting me play WoW without divorcing me :o)

Ommra for being the best Blizzard CM and always answering my questions.

Elzix (aka Sixen) for maintaining the US version of my post.

Sherinda for maintaining the Spanish version of my post.

Silvère for maintaining the French version of my post.

Second Blood guild on EU-Terenas for letting me play the way I want to.

Wilder on EU-Stormrage for the long WoW related chats and for letting me bounce ideas off him.

Antprie on EU-Terenas for always being there in game for me and being a friend.

And to everybody that has provided me with help, support and suggestions throughout.