

# WORLD OF WARCRAFT

## WRATH of the LICH KING™



COVERS PC & MAC OSX10.5

BASED ON A GAME  
RATED BY THE  
**ESRB** **TEEN**  
**T**

Written by Jennifer Sims, Kenny Sims, and Dexter Hall

**BILZARD**  
ENTERTAINMENT

# DEATH KNIGHT

Death Knights are the first hero class ever available in World of Warcraft, and as such, are pretty special. These elite warriors wear plate, making them pretty tough on the battlefield. They can wield either two-handed weapons or can dual wield one-handed weapons to great effect. This class is great for soloing and more than capable of filling either a tank or DPS slot in almost any group or raid. In addition to their martial prowess, Death Knights wield the power of runes to utilize class specific melee abilities and spells, making them unlike any of the previously existing classes.



These runes create a unique resource management system very different from energy, rage, or mana, but with a little practice it is easy to use. Every Death Knight has two Blood Runes, Frost Runes, and Unholy Runes. Each ability you use requires certain runes, just like a spell may cost other classes a certain amount of mana. As you use your abilities, the runes are used, but they refresh fairly quickly throughout the fight. This means that you can't really "spam" a single ability, but instead must utilize diverse abilities that require different runes during a battle. Familiarizing yourself with your abilities and knowing which abilities require which runes becomes important, especially in longer battles. As Death Knights use their abilities, they also build up Runic Power which they can unleash in devastating attacks by using certain abilities. Much like Rage, Runic Power decays once you are out of battle, so use it or lose it!

## SCARLET ENCLAVE



### Scarlet Enclave Legend

- |                          |                         |                                |
|--------------------------|-------------------------|--------------------------------|
| 1 Death's Breach         | 8 Havenshire Farms      | 15 Chapel of the Crimson Flame |
| 2 Havenshire Mine        | 9 Crypt of Remembrance  | 16 Scarlet Overlook            |
| 3 Havenshire Stables     | 10 New Avalon Inn       | 17 King's Harbor               |
| 4 Havenshire Lumber Mill | 11 New Avalon Forge     | 18 The Noxious Glade           |
| 5 Mailbox                | 12 New Avalon Town Hall | 19 Browman Mill                |
| 6 Light's Point Tower    | 13 Scarlet Hold         | 20 Light's Hope Chapel         |
| 7 Light's Point          | 14 Scarlet Tavern       |                                |

# CREATING A DEATH KNIGHT

To create a Death Knight you must already have a character of level 55 or greater on your account. One of your existing characters does not become a Death Knight; it is a completely new and separate character. Once you have a level 55 character you can make a Death Knight on any realm where you have a level 55 character or above. The usual rules apply: You must have an open character slot to create a Death Knight and you can't create a Death Knight of an opposing faction on a PvP server. For instance, you can't create a Horde Death Knight on a PvP server where you already have Alliance characters.

Once you have created your character you are ready to get started in Acherus: The Ebon Hold!



## QUESTS

The Death Knight quest chain detailed below takes you from your starting level of 55 through at least level 58 and prepares you for playing your Death Knight in the wider world. You spend these first few levels playing through a story arc that gives you the opportunity to learn about your character and get practical experience using the Death Knight's unique abilities in a variety of situations. These quests cannot be skipped, and you wouldn't really want to anyway, so enjoy your time here before rejoining your friends and guild mates.

The information below gives you everything you need to complete every quest in this chain, including hints and tips on using your abilities and dealing with the challenges each quest provides. The majority of quests here are linear, meaning you complete one, then get the next step, and so on. When more than one quest is available at once, we have noted it so you can be sure to take care of them without having to retrace your steps. Each quest you complete teaches you something about your character and has an impact on the world around you. Take your time and enjoy this unique starting area.

### IN SERVICE OF THE LICH KING

Quest Giver:	The Lich King
Goal:	Speak to Instructor Razuvivius
Prerequisite:	N/A
Rewards:	N/A
Bonus Talents Earned:	N/A

Anger, cruelty, vengeance—The Lich King has gifted you all of these things as one of his chosen. Seek out Instructor Razuvivius within Acherus: The Ebon Hold to begin your journey.



### THE EMBLAZONED RUNEBLADE

Quest Giver:	Instructor Razuvivius
Goal:	Locate a battle-worn sword. Use the Runeforge to create the blade.
Prerequisite:	In Service Of The Lich King
Rewards:	Runed Soulblade, Learn: Runeforging
Bonus Talents Earned:	N/A



Search the nearby weapon racks for an old, worn sword. Take it to the nearby Runeforge to transform it into a Runed Soulblade. Once you have done this, return to Instructor Razuvivius to receive your new weapon.



### RUNEFORGING: PREPARATION FOR BATTLE

Quest Giver:	Instructor Razuvivius
Goal:	Use your Runeforging ability to engrave a rune upon your Runed Soulblade.
Prerequisite:	The Emblazoned Runeblade
Rewards:	N/A
Bonus Talents Earned:	N/A









Runeforging is a skill unique to Death Knights. You start with only two choices: Rune of Cinder Glacier or Rune of Razorice, but gain more as you progress in levels. Runeforging is a valuable way to add attributes to your weapons, and should not be overlooked. To complete this quest, approach one of the Runeforges and open up your Runeforging crafting window. Select which Rune you wish to engrave and apply it to your weapon. You must be near a Runeforge in the Ebon Hold to use Runeforging. Once you are done, return to Instructor Razuvivius.



## RUNEFORGING

Runeforging is a class ability exclusive to the Death Knight. With it, you can emblazon your weapon with specific runes to suit your individual play style or the situation. These runes function much like enchantments. You can have only one on your weapon at a time, and you can also only have either a rune or an enchantment, not both, on one weapon.

Runeforging functions much like a profession. Once you learn the skill after completing the **Runeforging: Preparation for Battle** quest, you can use the Runeforging icon to bring up a list of available runes. Head to a Runeforge, available in the Ebon Hold, and select which rune you want to try and place it on your weapon. Most Runeforging recipes can be used on any weapon, but some can only be used on 1H or 2H specifically. While you can only use your Runeforging skill near a Runeforge, you can change your runes as often as you wish, at no cost, so experiment with them all to see what works best for you. While you only start with a few Runes, you gain more as you level.

	<b>Rune of Cinderglacier</b>	Has a chance to increase the damage of your next two attacks that deal Frost or Shadow damage.
	<b>Rune of Lichbane</b>	Adds extra weapon damage as Fire damage or a higher percentage of damage versus Undead targets.
	<b>Rune of Razorice</b>	Causes extra weapon damage as Frost damage and has a chance to increase Frost vulnerability.
	<b>Rune of Spellbreaking</b>	Deflects a percentage of all spell damage and reduces the duration of Silence effects. Requires 1H Rune Weapon.
	<b>Rune of Spellshattering</b>	Deflects a percentage of all spell damage and reduces the duration of Silence effects. Requires 2H Rune Weapon.
	<b>Rune of Swordbreaking</b>	Increases Parry chance and reduces the duration of Disarm effects. Requires 1H Rune Weapon.
	<b>Rune of Swordshattering</b>	Increases Parry chance and reduces the duration of Disarm effects. Requires 2H Rune Weapon.
	<b>Rune of the Fallen Crusader</b>	Has a chance to heal you and increase your total Strength for a short time.



## HOME SWEET HOME

**Acherus:** The Ebon Hold is home to the Lich King's legion of Death Knights, and later, to the Knights of the Ebon Blade. Here you find merchants, trainers, and the all important Runeforge. There is even a training dummy set up in the center for your use, after you have completed this quest line. Though you can eventually visit all the cities of Azeroth, Acherus is the closest thing a Death Knight has to a home.



## THE ENDLESS HUNGER

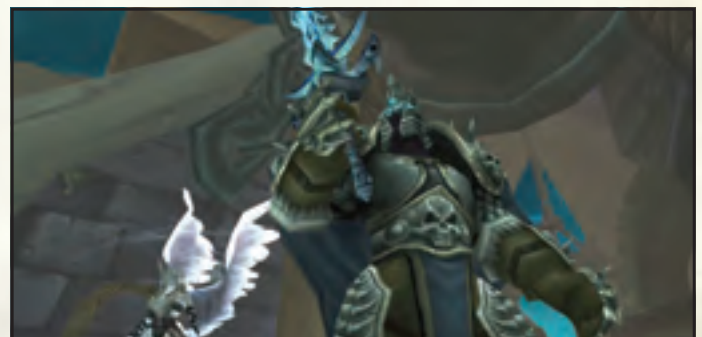
Quest Giver:	Instructor Razuviov
Goal:	Use the key to free an unworthy initiate and face them in battle.
Prerequisite:	Runeforging: Preparation For Battle
Rewards:	N/A
Bonus Talents Earned:	N/A



In the center of this floor are several Initiates that have proven themselves unworthy of becoming Death Knights. Use the key that Razuviov gives you to unlock one from his or her chains. They don their armor and equipment and face you in battle for the chance to earn their freedom. This is your first taste of battle as a Death Knight. Though you only have a few abilities at this point, they are more than enough to take down one of these cretins. As you use your abilities, notice how your runes are used up and then refreshed. This becomes very important in later battles, so you want to get used to keeping an eye on them. Once you have emerged victorious, return to Instructor Razuviov.

## THE EYE OF ACHERUS

Quest Giver:	Instructor Razuviov
Goal:	Report To the Lich King
Prerequisite:	The Endless Hunger
Rewards:	N/A
Bonus Talents Earned:	N/A



Now that Instructor Razuviov has seen to it that you are equipped with a weapon and know how to use it, **The Lich King** has a task for you.

# PALADIN ABILITIES

Paladins have seen quite a few changes to their Talents and abilities with the expansion. Many abilities have been tweaked to balance out with the Paladin's awesome arsenal. Talents have been moved around and in many cases had their ranks reduced to free up more points for you to spend on other useful Talents. These changes, as well as the additional Talent points you gain as you move toward level 80 allow you to pick up more Talents than ever. Everything that has been done focuses on making more of the Paladin's abilities useful in more situations.

All Auras now affect all party and raid members within range, making it easier for Paladins to buff their groups or raids. You will notice other changes as well. For instance, some abilities and Talents have been removed like Blessing of Light. Its effects remain however, folded into the abilities it effected. Judgment has been replaced by three separate, more specific, Judgment spells, all with their own effects. All of your Seals have also been reduced to just one rank, and all cost the same percentage of base Mana. Their overall duration has been increased and more importantly, they are no longer consumed with you use one of your Judgment spells. Instead, the effect can trigger by any of your weapon based special abilities. This makes a huge difference in how you manage your Seals and Judgments and may take a bit of practice to get used to. Paladins are not doubt happy to see that summoning their mount no longer costs mana, nor does it affect your global cooldown. These are just a few of the recent changes that are working to make the class even stronger than before.

Like other classes that can potentially fill multiple roles, Paladins often find themselves having to be prepared for any situation. Now that stats like Haste, chance to Hit and Crit are no longer exclusive to either spells or melee abilities, it makes it a bit easier to keep track of what you need. This consolidation also means that some pieces of gear can be good for a tanking, healing, or DPS role and you won't always have to carry around different sets, or at least not as much.

## HOLY



### BLESSING OF WISDOM

Places a Blessing on the friendly target, restoring mana every few seconds. Players may only have one Blessing on them per Paladin at any one time.



### CLEANSE

Cleanses a friendly target, removing a poison effect, disease effect, and magic effect.



### CONCENTRATION AURA

All party or raid members within range lose less casting or channeling time when damaged. Players may only have one Aura on them per Paladin at any one time.



### CONSECRATION

Consecrates the land beneath the Paladin, doing Holy damage over a short time to enemies who enter the area.

Consecration now scales with attack power and spell power, giving this ability quite a punch.



### DIVINE PLEA

You gain a percentage of your total mana over time, but the amount healed by your spells is reduced.



### EXORCISM

Causes Holy damage to an Undead or Demon target.

The mana cost of this ability has been reduced and it also now scales with your attack power and spell power.



### FLASH OF LIGHT

Heals a friendly target.



### GREATER BLESSING OF WISDOM

Gives all members of the raid or group that share the same class with the target Greater Blessing of Wisdom, restoring mana every few seconds. Players may only have one Blessing on them per Paladin at any one time.



### HOLY LIGHT

Heals a friendly target.



### HOLY WRATH

Sends bolts of holy power in all directions, causing Holy damage and stunning all Undead and Demon targets within range for a few seconds.

While the radius of this spell has been reduced, so has its cooldown and it has become instant cast. There are plenty of places to make use of this spell in Northrend.



### LAY ON HANDS

Heals a friendly target for an amount equal to the Paladin's maximum health and restores some of their mana.

This ability no longer drains all of your mana and its cooldown has been reduced, both of which make this a much more easily used ability.



## PURIFY

Purifies the friendly target, removing a disease effect and a poison effect.



## SEAL OF LIGHT

Fills the Paladin with divine light, giving each melee attack a chance to heal the Paladin. Only one Seal can be active on the Paladin at any one time. Unleashing this Seal's energy will deal Holy damage to an enemy.



## REDEMPTION

Brings a dead player back to life. Cannot be cast when in combat.



## SEAL OF RIGHTEOUSNESS

Fills the Paladin with holy spirit, granting each melee attack additional Holy damage. Only one Seal can be active on the Paladin at any one time. Unleashing this Seal's energy will cause Holy damage to an enemy.



## SACRED SHIELD

Each time the target takes damage they gain a Sacred Shield, absorbing damage and increasing the Paladin's chance to critically hit with Flash of Light for a short time. They cannot gain this effect more than once every few seconds.



## SEAL OF WISDOM

Fills the Paladin with divine wisdom, giving each melee attack a chance to restore a percentage of the Paladin's maximum mana. Only one Seal can be active on the Paladin at any one time. Unleashing this Seal's energy will deal Holy damage to an enemy.



## SENSE UNDEAD

Shows the location of all nearby undead on the mini-map until cancelled. Only one form of tracking can be active at a time.



## TURN EVIL

The targeted undead or demon enemy is compelled to flee for a short time. Damage caused may interrupt the effect. Only one target can be turned at a time.

Turn Undead was removed to make way for this new and improved version.

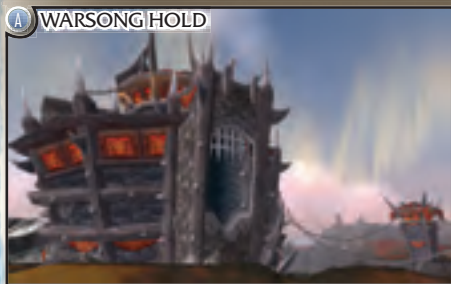
# NEW ZONES

Each of the following zone maps and legends includes helpful information such as the quest hubs, trainers, and specialty merchants found in each region. Alliance NPC's are marked in **blue**, the Horde are in **red**, and those neutral NPC's who deal with both factions are in **yellow**. Each letter in the legend corresponds to a location on the map so that you can easily find what you need. We've also included a resource legend for each zone. Here you can find information on the Ore, Herbs, and Factions found in the area. Look over the maps and legends to get an idea of what each zone offers and where you need to go to make sure you grab all of the important quests.

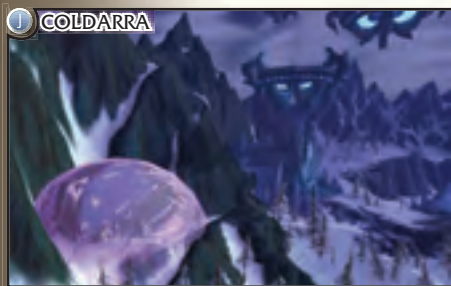
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# BOREAN TUNDRA







Borean Tundra

Crystalsong Forest

Dalaran

Dragonblight

Grizzly Hills

Howling Fjord

Icecrown

Sholazar Basin

The Storm Peaks

Zul'Drak

# WORLD DUNGEONS

## UTGARDE KEEP



### DUNGEON INFORMATION

Location:	Howling Fjord
Faction:	Both
Suggested Levels:	68-72 (group of five)
Primary Enemies:	Humanoids
Damage Types:	Fire, Shadow, Nature, Frost
Time to Complete:	45 Minutes

In service to the Lich King, elite Vrykul known as Dragonflayers have flocked to Utgarde Keep, preparing for an all out assault on Howling Fjord. If allowed to complete their preparations, the Dragonflayer army will storm outwards, leaving nothing but blood and flames in its wake, destroying the region and endangering all of Northrend. You must strike now, while they are still building their army within the keep. Decimate their forces and take down their leaders to eliminate this threat to both Alliance and Horde alike.



deal of damage in a short amount of time. For these encounters, having a backup healer makes things a bit easier as well.

No matter how good your tank and healer are, without some firepower to take the enemies down, they are just delaying the inevitable. There are several groups of foes that contain four enemies, so some form of crowd control is vital. Classes that can provide crowd control, whether it is the form of a trap, Sap, Polymorph or anything else, and can dish out the damage are most desirable. Because the majority of the foes here are humanoid, a rogue's Sap is very reliable. If you are short on crowd control, but have an extra healer, have a priest use Mind Control on tougher pulls to even out the odds a bit.

### GETTING TO UTGARDE KEEP

Utgarde Keep is situated near the center of Howling Fjord. Alliance characters can reach it by taking the road south out of Fort Wildervar or north from Valgarde. Horde characters can reach the Keep by traveling west from Vengeance Landing, going up the lift then following the road, or by traveling north from New Agamand. Both factions should watch out for the Vrykul encampments as they near the keep.

### WHO TO BRING

For many players, Utgarde Keep is the first dungeon they face in Northrend. A well balanced group offers the most advantages here, but you can certainly be flexible with your group makeup. As with most dungeons, you need a tank, a dedicated healer, and some damage dealers. Also, make sure you have a good handle on crowd control. Any of the tanking classes should be able to handle the minions here fairly easily as long as they get healed, and the boss fights, while challenging, can be handled by any good tank as well. In this dungeon, none of the tanking classes has a distinct advantage over the others.

Next to a tank, quality healing is the most important element of a group venturing into the keep. While this is generally a good rule for any encounter, it is especially true here where some of the creatures you face have strong attacks that cause a great

### REPUTATION GAINS

Action	Faction	Reputation Gain
Quest: A Score to Settle	Horde Expedition	500

### THE ENEMY GARRISON

#### BOSSSES

<i>Prince Keleseth</i>	72 Elite
<i>Dalronn the Controller</i>	72 Elite
<i>Skarvald the Constructor</i>	72 Elite
<i>Ingvar the Plunderer</i>	72 Elite

## TROOPS

<b>Dragonlayer Bonecrusher</b>	<b>70-71 Elite</b>
Notes: Head Crack (decreases Stamina by 36), Knockdown Spin (knockdown enemies in melee range)	
<b>Dragonlayer Forge Master</b>	<b>70 Elite</b>
Notes: Burning Brand (increases fire damage taken), Cauterize (removes debuffs from allies)	
<b>Dragonlayer Heartsplitter</b>	<b>70-71 Elite</b>
Notes: Throw, Piercing Jab (decreases armor by 15% per stack), Wing Clip	
<b>Dragonlayer Ironhelm</b>	<b>70 Elite</b>
Notes: Heroic Strike, Ringing Slap (spell interrupt)	
<b>Dragonlayer Metalworker</b>	<b>70 Elite</b>
Notes: Sunder Armor, Heated Weapon (Fire damage)	
<b>Dragonlayer Overseer</b>	<b>70 Elite</b>
Notes: Charge, Battle Shout, Demoralizing Shout	
<b>Dragonlayer Runecaster</b>	<b>70-71 Elite</b>
Notes: Njord's Rune of Protection (damage shield), Bolthorn's Rune of Flame (Fire damage)	
<b>Dragonlayer Spiritualist</b>	<b>70 Elite</b>
Notes: Healing Wave, Lightning Bolt, Flame Shock	
<b>Dragonlayer Strategist</b>	<b>70 Elite</b>
Notes: Hurl Dagger (targets random party member), Blind, Ticking Bomb (AoE Fire damage)	
<b>Dragonlayer Weaponsmith</b>	<b>70 Elite</b>
Notes: Concussion Blow, Cleave	
<b>Enslaved Proto-Drake</b>	<b>70 Elite</b>
Notes: Rend, Knock Away (knockback), Flame Breath (Fire damage cone attack)	
<b>Frenzied Geist</b>	<b>70</b>
Notes: Fixate (attacks a target, regardless of other attacks and taunts)	
<b>Proto-Drake Handler</b>	<b>70 Elite</b>
Notes: Debilitating Strike (reduces melee damage done by 75%), Throw	
<b>Proto-Drake Rider</b>	<b>70 Elite</b>
Notes: Throw, Piercing Jab (decreases armor by 15% per stack), Wing Clip	
<b>Savage Worg</b>	<b>70</b>
Notes: Pounce (leaps to target), Enrage (increases attack speed 100%)	
<b>Tunneling Ghoul</b>	<b>70</b>
Notes: Decrepify (Strength -100, movement -30%)	
<b>Vrykul Skeleton</b>	<b>70</b>
Notes: Decrepify (Strength -100, movement -30%)	

## INGVAR MUST DIE!

Faction	Horde Only
Quest Level	68 to obtain
Quest Giver	Dark Ranger Marrah
Goal	Kill Ingvar the Plunderer then take his head to High Executor Anselm in Vengeance Landing.
Experience Gained	25,150
Rewards	Executioner's Band, Ring of Decimation, Signet of Swift Judgment

You can find Dark Ranger Marrah inside Utgarde Keep on the stairs you see just after entering. She is the last surviving member of her recon party and she needs your help. Once you approach the stairs, she reveals herself to you. The Vrykul are savage fighters and she hopes that slaying their leader brings chaos to their ranks. For this task she needs you to make your way through the whole keep until you face Ingvar the Plunderer. Once he is defeated, make sure all party members who have the quest pick up his head before returning to High Executor Anselm.



Utgarde Keep

The Nexus

Azjol-Nerub

Drak'Tharon Keep

## INTO UTGARDE!

Faction	Alliance Only
Quest Level	68 to obtain
Quest Giver	Defender Mordun
Goal	Execute Ingvar the Plunderer then take his head to Vice Admiral Keller in Valgarde.
Experience Gained	20,100
Rewards	Executioner's Band, Ring of Decimation, Signet of Swift Judgment



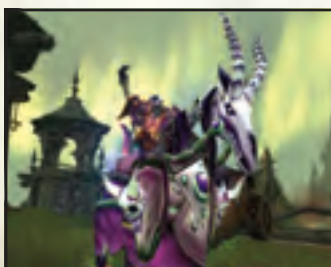
Defender Mordun has seen his share of battles, and he knows that the Vrykul are fearless in a fight. Travel to Utgarde Keep and slay Ingvar the Plunderer, who the Vrykul hold in high esteem, in hopes that this blow turns the tide of battle. Once you have ended the Plunderer's reign, make sure that all party members who have this quest pick up his severed head.

You must first complete the quest, Fresh Legs, from Scout Valory in Valgarde to obtain this quest.

## QUESTS

### A SCORE TO SETTLE

Faction	Horde Only
Quest Level	68 to obtain
Quest Giver	High Executor Anselm
Goal	Slay Prince Keleseth
Experience Gained	30,150
Rewards	Wraps of the San'layn, Runecaster's Bracers, Vendetta Bindings, Vambraces of the Vengeance Bringer



High Executor Anselm is not going to suffer the insults of Keleseth while the prince builds up his forces in Utgarde Keep. You must make your way through the Dragonlayer forces to Reaver's Hall in the keep to face Prince Keleseth.

You must complete the quest, Report to Anselm, before obtaining A Score to Settle.

### DISARMAMENT

Faction	Alliance Only
Quest Level	68 to obtain
Quest Giver	Defender Mordun
Goal	Enter Utgarde Keep and steal five Vrykul Weapons.
Experience Gained	40,200
Rewards	Amulet of the Tranquil Mind, Razor-Blade Pendant, Necklace of Fragmented Light, Woven Steel Necklace



Defender Mordun has felt the bite of Vrykul weapons and know they are uncannily sharp and nasty. Enter Utgarde Keep and collect five of them so that perhaps he can learn their secrets.

# CRAFTING

Crafting has always been an integral part of life in Azeroth and this hasn't changed in Wrath of the Lich King. Every profession has been given a lot of love and there are hundreds of new recipes, new materials, and even new perks, such as special abilities, associated with some professions.

As before, each character can learn up to two primary professions, and anyone can learn any or all of the secondary professions, Cooking, First Aid, and Fishing, if they want. Though all the profession received valuable additions and upgrades with this expansion, Wrath of the Lich King also introduces an entirely new profession, Inscription, along with new daily crafting quests.

The following pages include valuable information about each profession, including new materials and recipes, giving you everything you need to continue helping your friends and guildmates with the items you craft, or to just make a nice profit in the Auction House.



## INSCRIPTION

### Inscription Trainers

Faction	Name	Location
Alliance	Feydin Darkin	Darnassus
Alliance	Toth	Exodar
Alliance	Elise Brightletter	Ironforge
Alliance	Catarina Stanford	Stormwind
Alliance	Michael Swan (Master Inscription Trainer)	Honor Hold
Alliance	Mindri Dinkles (Grand Master Inscription Trainer)	Valgarde
Alliance	Tink Brightbolt (Grand Master Inscription Trainer)	Valiance Keep
Neutral	Professor Pallin (Grand Master Inscription Trainer)	Dalaran
Horde	Jo'mah	Orgrimmar
Horde	Zantasia	Silvermoon City
Horde	Poshken Hardbinder	Thunder Bluff
Horde	Margaux Parchley	Undercity
Horde	Neferatti (Master Inscription Trainer)	Thrallmar
Horde	Adelene Sunlance (Grand Master Inscription Trainer)	Warsong Hold
Horde	Booker Kells (Grand Master Inscription Trainer)	Vengeance Landing



This brand new profession allows Scribes to create various types of magical writings while mastering their craft. With Inscription, Scribes can manufacture Scrolls, Runes of Power, Glyphs, and other handy items. To practice her art a Scribe must gather the appropriate tools and materials. An Inscription Supplies Vendor can sell you the Virtuoso Inking Set you need to get started, as well as different types of parchment, and even a special ten-slot bag, the Scribe's Satchel, to hold all your Inscription supplies.

To make the inks you need to practice Inscription, you need to first manufacture pigments. To do this you use a process called Milling. Much like Prospecting for a Jeweler, you gain the Milling skill as soon as you take up Inscription. With it, you crush five herbs of the same kind to make the pigments you need. Because of this, Herbalism is a great second profession to pick up if you choose to become a Scribe, though you can always depend on the Auction House or perhaps set up a mutually beneficial arrangement with a friendly Herbalist. Milling different herbs produces different pigments. The common pigments are always produced, with uncommon pigments resulting during a smaller percentage of milling attempts. Milling is not trained as a skill by itself, but increasing your Inscription skill allows you to mill higher level herbs. Once you have milled your herbs into pigments you can then use them to create the various inks you need for your Scribe's creations.

### MILLING

#### Common Pigments

Pigment	Herbs
Alabaster Pigment	Peacebloom, Silverleaf, Earthroot
Dusky Pigment	Mageroyal, Swifthishle, Briarthorn, Stranglekelp, Bruiseweed
Golden Pigment	Wild Steelbloom, Grave Moss, Kingsblood, Liferoot
Emerald Pigment	Fadeleaf, Goldthorn, Khadgar's Whisker, Wintersbite
Violet Pigment	Firebloom, Purple Lotus, Arthas' Tears, Sungrass, Blindweed, Ghost Mushroom, Gromsblood
Silvery Pigment	Golden Sansam, Dreamfoil, Mountain Silversage, Plaguebloom, Icecap
Nether Pigment	Felweed, Dreaming Glory, Terocone, Ragveil, Ancient Lichen, Netherbloom, Nightmare Vine, Mana Thistle
Azure Pigment	Goldclover, Talandra's Rose, Tiger Lilly, Adder's Tongue, Lichbloom, Icethorn, Deadnettle

#### Uncommon Pigments

Pigment	Herbs
Verdant Pigment	Mageroyal, Swifthishle, Briarthorn, Stranglekelp, Bruiseweed
Burnt Pigment	Wild Steelbloom, Grave Moss, Kingsblood, Liferoot
Indigo Pigment	Fadeleaf, Goldthorn, Khadgar's Whisker, Wintersbite
Ruby Pigment	Firebloom, Purple Lotus, Arthas' Tears, Sungrass, Blindweed, Ghost Mushroom, Gromsblood
Sapphire Pigment	Golden Sansam, Dreamfoil, Mountain Silversage, Plaguebloom, Icecap
Ebon Pigment	Felweed, Dreaming Glory, Terocone, Ragveil, Ancient Lichen, Netherbloom, Nightmare Vine, Mana Thistle
Icy Pigment	Goldclover, Talandra's Rose, Tiger Lilly, Adder's Tongue, Lichbloom, Icethorn, Deadnettle

Scribes have several different types of items they can make with their inks and parchment, including two of the most common, Scrolls and Glyphs. Scrolls are similar to those you once picked up off the still twitching bodies of your enemies. They can be used once to increase such things as Stamina or Intellect for a short time. These are great to have on hand for when you are getting ready to face a tough fight—sometimes that little extra oomph is all you need.

Inscription

Alchemy

Blacksmithing

Cooking

Enchanting

Engineering

First Aid

Fishing

Herbalism

Jewelcrafting

Leatherworking

Mining

Skinning

Tailoring

Glyphs are more permanent additions to your character. Each character has a tab for Glyphs in their Spellbook & Abilities with spaces for three Major and three Minor Glyphs, though not all of them are available at first. As their name implies, Major Glyphs affect your abilities in a substantial way, making them last longer or do more damage for example. Minor Glyphs also affect your abilities, but in less important ways. For example, one Minor Glyph can make a Mage's Polymorph spell turn the target into a penguin instead of a sheep, another may increase the range of a certain spell.

To use a Glyph, you must be near a Lexicon of Power, usually located near Inscription Trainers. Once placed in a slot, the Glyph is used and cannot be removed, though it can be overwritten, much like gems in sockets. You can always put another Glyph in, but you destroy the existing Glyph by doing so. Major Glyphs are learned from your trainer while Minor Glyphs are learned only through Minor Inscription Research. Each time you use this ability you create a handful of random scrolls which you already know how to make, but you have a chance to learn to create a Minor Glyph. This ability is on a long cooldown so be sure to use it every time it is available to increase your repertoire of Minor Glyphs.

Another very useful creation is Vellum. This allows Enchanters to place their enchants on Vellum which can then be traded to other characters, sent through the mail, or even sold in the Auction House. You may suddenly find yourself very popular among Enchanters! If you choose to procure your herbs through the Auction House or other means besides picking them yourself, Enchanting is a great second profession to pick up with Inscription. Scribes can also make special tarot items which begin quests specific to their profession, along with offhand items that give significant boosts to some stats.



<i>Inscription</i>			
Spellname	SkillRank	Source	Reagents
Scroll of Agility	15	Trained	2 Ivory Ink, 1 Light Parchment
Scroll of Strength	15	Trained	2 Ivory Ink, 1 Light Parchment
Scroll of Recall	35	Trained	1 Light Parchment, 1 Moonglow Ink
Bleached Vellum	35	Trained	1 Moonglow Ink, 1 Light Parchment
Moonglow Ink	35	Trained	2 Alabaster Pigment
Scroll of Intellect II	75	Trained	1 Midnight Ink, 1 Light Parchment
Scroll of Spirit II	75	Trained	1 Midnight Ink, 1 Light Parchment
Scroll of Stamina II	75	Trained	1 Midnight Ink, 1 Light Parchment
Treated Vellum	75	Trained	3 Midnight Ink, 1 Light Parchment
Midnight Ink	75	Trained	1 Dusky Pigment
Minor Inscription Research	75	Trained	1 Moonglow Ink, 2 Light Parchment
Glyph of Rejuvenation	80	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Frost Nova	80	Trained	1 Moonglow Ink, 1 Light Parchment
Glyph of Hunter's Mark	80	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Spiritual Attunement	80	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Backstab	80	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Power Word: Shield	80	Trained	1 Midnight Ink, 1 Light Parchment
Scroll of Strength II	80	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Wrath	85	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Rapid Charge	85	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Flame Shock	85	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Corruption	85	Trained	1 Midnight Ink, 1 Light Parchment
Hunter's Ink	85	Trained	1 Verdant Pigment
Scroll of Agility II	85	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Maul	90	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Ice Armor	90	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Serpent Sting	90	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Hammer of Justice	90	Trained	1 Midnight Ink, 1 Light Parchment
Glyph of Evasion	95	Trained	2 Midnight Ink, 1 Light Parchment
Glyph of Heroic Strike	95	Trained	2 Midnight Ink, 1 Light Parchment
Glyph of Psychic Scream	95	Trained	2 Midnight Ink, 1 Light Parchment
Glyph of Lightning Shield	95	Trained	2 Midnight Ink, 1 Light Parchment
Glyph of Healthstone	95	Trained	2 Midnight Ink, 1 Light Parchment
Glyph of Entangling Roots	100	Trained	1 Lion's Ink, 1 Light Parchment
Glyph of Arcane Explosion	100	Trained	1 Lion's Ink, 1 Light Parchment
Glyph of Arcane Shot	100	Trained	1 Lion's Ink, 1 Light Parchment
Lion's Ink	100	Trained	1 Golden Pigment
Glyph of Holy Light	105	Trained	1 Lion's Ink, 1 Common Parchment

<i>Inscription</i>			
Spellname	SkillRank	Source	Reagents
Glyph of Eviscerate	105	Trained	1 Lion's Ink, 1 Common Parchment
Glyph of Fade	105	Trained	1 Lion's Ink, 1 Common Parchment
Mysterious Tarot	110	Trained	1 Light Parchment, 1 Hunter's Ink
Glyph of Rending	110	Trained	1 Lion's Ink, 1 Common Parchment
Glyph of Fire Nova Totem	110	Trained	1 Lion's Ink, 1 Common Parchment
Glyph of Health Funnel	110	Trained	1 Lion's Ink, 1 Common Parchment
Mystic Tome	110	Trained	10 Light Parchment, 5 Hunter's Ink
Glyph of Healing Touch	115	Trained	1 Lion's Ink, 1 Common Parchment
Glyph of Arcane Missiles	115	Trained	1 Lion's Ink, 1 Common Parchment
Glyph of Aspect of the Monkey	115	Trained	1 Lion's Ink, 1 Common Parchment
Glyph of Judgement	120	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Expose Armor	120	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Flash Heal	120	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Hamstring	125	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Flametongue Weapon	125	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Fear	125	Trained	2 Lion's Ink, 1 Common Parchment
Dawnstar Ink	125	Trained	1 Verdant Pigment, 1 Golden Pigment
Tome of the Dawn	125	Trained	5 Dawnstar Ink, 10 Common Parchment
Book of Survival	125	Trained	5 Dawnstar Ink, 10 Common Parchment
Strange Tarot	125	Trained	2 Dawnstar Ink, 1 Common Parchment
Glyph of Moonfire	130	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Blink	130	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Immolation Trap	130	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Lay on Hands	135	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Garrote	135	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Inner Fire	135	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Sunder Armor	140	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Lightning Bolt	140	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Imp	140	Trained	2 Lion's Ink, 1 Common Parchment
Glyph of Insect Swarm	150	Trained	1 Jadesfire Ink, 1 Common Parchment
Glyph of Multi-Shot	150	Trained	1 Jadesfire Ink, 1 Common Parchment
Jadesfire Ink	150	Trained	1 Emerald Pigment
Scroll of Stamina III	155	Trained	5 Jadesfire Ink, 5 Common Parchment
Glyph of Evocation	155	Trained	1 Jadesfire Ink, 1 Common Parchment
Glyph of Righteous Defense	155	Trained	1 Jadesfire Ink, 1 Common Parchment
Scroll of Spirit III	160	Trained	5 Jadesfire Ink, 5 Common Parchment
Glyph of Gouge	160	Trained	1 Jadesfire Ink, 1 Common Parchment
Glyph of Renew	160	Trained	1 Jadesfire Ink, 1 Common Parchment



## OFFICIAL STRATEGY GUIDE

Written by Jennifer and Kenny Sims, and Dexter Hall

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