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Wow cataclysm profession guide

The battle for Azeroth brought a few changes to the professions. The skill hat has been changed. Well it was actually broke out in several hats. The maximum skill levels of the profession have been reduced for each level of the profession: classic professions, everything before the top land, have a maximum skill level of 300. Both Outland and Northend have a maximum skill level of 75. Catastrophic occupations have a maximum skill level of 75. Bandaria professions have a maximum skill level of 75. The warlords in the professions of Drenor and the legions each have a maximum of 100. The Battle of Azeroth Professions has a maximum of 150. First aid has been removed as a profession and the tailors are now responsible for creating all the bandages. More on different herbal skill levels. Also note the star rating for each herb. Each key skill, for example: herbs, is also divided into eight sub-skills. Each individual method of drafting or collecting has three levels. As you go from levels 1 to 3 you either pay less in resources or get more items from your effort. Level 3, obviously, is the most efficient. So the level 3 header is not better than level 1, but it costs less to make. Similarly your level 3 cookies. In this case you get more of them than level 1 recipe. The quest is required to bring each technique to the next level. You have to get trained to get any particular skill, but you don't need to have previous levels. Yes, you can grab a battle for azeroth career and a level of skill 1, without the need for earlier skills. This is new and kinda cool. You can, for example, blast to 120, and pick up a BFA career without knowing the previous levels of that profession. Or, you could, for example, 0 points of skill in the classic, 73 in Outlands, 0 in Disaster and Pandaria, 100 in warlords, 3 in the Legion, and 150 in battle for Azerut. As you seek in Draenor you will quickly find scripts that will give you access to the skills of the Drenor level. Craft coils (blacksmith, etc.) will require a short quest. Scripts for secondary occupations (1st aid, etc.) simply give you direct access. While in Drenor you will find that garrisons are a great help to careers. In fact, you won't actually need to skinne, mining, or herbs as you get decent amounts of all that material through your protector. Having skills will, however, enable you to farm/collect all that stuff that is not in your garrison. Note that since a few people and agriculture in the old world may be useful while raising your skills and head there again, where the goods you collect may sell well for much more than Draenor goods. Followers in your garrison allows you to get more basic material and allows access to some interesting items. Dead rewards from the warlords of Draenor. You no longer get additional openings of blacksmithing, the stamina of mining, and so on. They're pretty much now all for making gold or creating some useful items. Crafting professions can make quality raid gear, but fishing is that these items are too expensive to create. If you are just starting and/or gold is an issue, then you may want to skip crafting professions so you have enough gold to buy mats or time (and level) to grow them all. We can't help with the time problem, but our gold guide can help with cash flow. Major alchemy professions – you will be able to create a large variety of useful doses that will heal, restore mana, rejuvenate health, enable you to move faster, breathe underwater, and so on. Blacksmith – you will be able to create all kinds of mail weapons and layer and enchanting armor – one of the most expensive professions to a level, but you can save a lot of gold by disenchanting items, perhaps from sewing, to parts that you can sell or use. Use this skill to add improvements to most of your, or your friends, gear and weapons. Engineering - very expensive to level, but you will be able to create some neat gadgets, including those motorcycles you see some people riding around. Mining is a compatible profession, since you will go through a lot of metal to the level of this skill. Pattern - plays better with Herbalism. It is not too expensive to level some others, but you will go through a lot of herbs. Create symbols, cool magic elements, and some magic. She is also a respected money maker. Krafting - You can be your Tiffany Diamond Company. Well, not quite, but you will be able to cut all kinds of interesting gems and make some nice jewelry. This skill plays well with mining, since you will prospect your ore gems. Mobile leather work - play better with skinning. There is a crowd of people to skinne Bazillion in F, and skin them all and you will have enough material to level the profession cheaply. In the higher levels you can make mail armor as well as leather, so this skill is great for rogues, druids, shamins, and hunters. Leather Sewing - Save everything you collect cloth as you at a higher level as you use it to level your sewing skills. Mages, priests, and waratahs can create some nice gear armor with this skill. Collecting weed leveling professions – yes, you are a flower picker. Here's where to go and what to choose to get your skills. Herbs is a nice little gold maker, too. Settling skinning - also fine making gold skill. Leather can also be used in the leather industry and a couple of other skills. With bazillion mob on the skin in the game you will not run out of skins to sell or use. Mining settlement - another good skill to earn gold. Your ores are used by Engineers, jewelry, sometimes others. Secondary professions first aid settlement – first aid was eliminated in the battle for Azeroth. All bandages are now made by the sewing profession. Those bandages are basically the same as the previous ones. Just talk to a friendly tailor or buy them from the auction house. Cooking Leveling – you can cook a lot of interesting foods, some of which will orange different stats. These amateurs stack with those of any of the above skills as well as with other amateurs. Fishing - throwing out a line and fishing... Herbs. If your skills are high enough for the area in which you are fishing then you will catch more fish than the adulterers. Fish can be used in cooking recipes and some of them can be used by chemists (e.g., Zeti Blackmouth.) Magic will increase your fishing skill for a few minutes. We don't have a hunting guide at this time. Settlement Archaeology - learn about the traditions of the world and find strange new artifacts. You will sometimes find a bit arch in your garrison mine. Do you need a hand with your profession? Check out the Doge guide. Yes, it's a settlement guide, but included in the package is a career guide, which will help you to maximize your careers as quickly and easily as possible. And, just in case you need to blast through a few levels, it's excellent at it too. Take a full look, here. Below you can find settlement guides for each profession in the disastrous world of warcraft. This evidence will get from 1 to 525 as fast and cheaply as possible. Update: 2019-05-25I've played wow since vanilla, but I've always been breaking as a joke. I can never afford the expensive cool mounts. I just recently bought a mammoth tundra traveler and this has been out for 8 years. I want to fix that, so I've been doing some research. The first thing I thought about was: profession, literally a word about getting a job. Your f career, sometimes referred to as tradeskills, is like your character's job, so this is the best place to start when it comes to making money, isn't it? The next step will clearly be how good you are at your business. We'll get to that later. Pretty much any class can take on any career, and it really doesn't matter which class has any career if all I do is try to make money. After all, I can just farm the mats on one letter, and send them to another (not quite true, I'll get to it below). At one point in time, I think it was Cataclysm IIRC, and mining gave you more stamina and skinning gave you more agility or something. This is no longer the case, so it no longer matters. However, my list goes more with the knowledge/RP, or the practicality of using it on the personal ones, than anything else. Here's what I put in my account. That's no. to be what you do, and it's not even really a recommendation of any kind. The reason I do this is because it makes more sense to me. It even creates more work for me. Some of these have not been event to the maximum I don't think I even have a Shaman character you might want to choose different ones, from below (see: other categories), if you already have characters of a maximum level. Druid — Alchemy + Herbs (Turin)Hunter — Geometry + MiningMonk — Engraving + HerbalismRogue — Jewel Formulation + Mining + Mining (Goblin) Shaman — Skins Action + SkinningWarlock — Enchanting + TailoringWarrior — Blacksmith + MiningHere in Collapse Why, For Each: Druid - Alchemy + HerbalismMy Main Was Druid Turin for Meat and Llamas, I always liked chemistry (inside and outside F), so it was just kind of obvious to me personally. I raid most on my druids and chemistry works great for it. Additionally, faster herbs on turin and druids can remain in travel form when picking up flowers. Hunter - Engineering + MiningThis is actually more separate disaggregated from science/RP for me than usual. Normally, I would be a hunter to have it exactly -- even skinning the skin work. But, I decided to go engineering because of the ranges and other weapons that range from increased engineers to craft. Also, not 100% on this, I double check before I make my classic F-Careers Guide, but I think engineers can make ammunition hunter, too. Mining goes with engineering for obvious reasons. Monk - Inscription + HerbalismFor lore / RP reasons, IRL monks through the history was written of texts, especially before the printing press was invented. Herbs go with an inscription for obvious reasons. Rogue - Jewel Crafting + MiningFor Lore/RP Reasons, Thieves Can Be Thieves, Thieves Stealing Jewelry, Right? Mining goes with jewel formulation for obvious reasons. For the race, you must go with the goblin... Definitely. --Goblins earn 1 million gold discount on mounts like mighty Caravan Brutosaur, with a racist feature the best deals anywhere. Rogue has the advantage of winning gold by picking up and seeking 5000g every week. This makes Elf Rogue an easy way to make gold fast to buy your protosur... Or any other mountain. Update: Hanneke van de Langenberg noted: Just updated as of building a house building 26812 (June 12th, 2018), mighty Caravan Brutosauris is no longer affected by rep discounts (or by being a goblin). Players always have to pay 5 million gold to get the mighty Caravan Brutosaur.Goblins still should get discounts on many other mounts. Shaman - Leather Work + SkinningI gave leather work to shaman because they and hunters are the only layers that wear leather and mail, and you have already decided fishermen to get engineering as a priority. Skinning goes with skins working for obvious reasons. Warlock — Enchanting + SewingThis is kind of But the thinking is not incorrect, from when I was playing Vanilla F and other early expansions, perhaps applying now much less than before. I will have checked it twice and searched before I write my classic WoW Professions Guide. Enchanting is a rather expensive tradeskill to have because you don't sell any of your greens, blues, etc. You are disappointed (DE) because of this, you miss out on a lot of gold early. This is mostly still true today. Warlocks get free mount first, and back before the mounts were on account scale, and it was useful to provide as much gold as possible for your mount. It sucked the lack of a mountain because you couldn't afford it. Since jugglers and paladins get free mounts, I figured they were good categories that have a trade skill that may cost you more than others to level. I double it up with sewing for two reasons: I don't need a collection trade for sewing because the cloth is dropping the mob. I de green and blue, etc., put gear from sewing, which will help your enchanting skill. Warrior - Blacksmith + MiningAt this point was between paladin and warrior, the only reason I went with the warrior because my original main vanilla is the warrior and I felt I wanted to level him some more soon. I haven't played with him much since I came out (TBC) my paladin is almost the maximum level and my main level of TBC was all the way through disastrous, but I don't play him much anymore. I may make him an agricultural figure (mentioned later in this guide). I pretty much don't play Death Knights and I often forget that they exist up. Mining goes with blacksmithing for obvious reasons. Death Knight — Blacksmith + MiningDemon Hunter — from + CaresMage — Enchanting + TailoringPaladin — Jewel Crafting + MiningPriest — Inscription + Herbalism Frankly, just because DK wear a shield plate and blacksmith makes it. It's not a real creation here. Mining goes with blacksmithing for obvious reasons. Demon Hunter - Who+ Cares? Honestly, they have enough to go for them now. I don't even want to talk about the (DH) Maggie — a magician + sewing just seems to fit the science / RP that Mag would charm things, and sewing goes with it as mentioned in the juggling section of this guide. Paladin - Jewel Crafting + MiningI chose this because I play Horde and when TBC came out, I finally got horde to play paladins as a blood dwarf race. This was the same expansion when jewel formulation was introduced. In my head, because of it, they go together. Mining goes with jewel formulation for obvious reasons. Priest - inscription + HerbalismSimilar to monks, in the history of IRL I feel that the priests did some writing or copying religious texts before the printing press, so it only makes sense for me to have an inscription (is this the correct word?). Herbs go with an inscription for obvious reasons. In the Legion, blood. The link on the pickup (BOP) comes from collecting mostly, so it's important to spread my collection careers instead of one or two characters. But, if I have an extra personality that doesn't do anything, I need excess herbs or mining. I might just set up a personality to grow both. All characters can plant cloth... Which category is best for that? Maybe one can AOE robot farm. A couple that with a character that can fly around and agricultural mining and grass and we have a very solid farming character. I'm on the fence about doing this between The Paladian or The Death Knight, because I want a character who can farm better humanoid, so the ability of AOE + survive. I need to do some tests and find out. I've done some research on this and found a wide range of responses from people on both Reddit and W forums, so I figured the best thing to do is test this. Spoiler Alert: I'm probably just sticking with paladin on this because I already have one high level and don't have a high level DK (I think mine like level 85 or something). We didn't even talk about first aid, cooking, fishing or archaeology. Hi, I'm Garrett Mickley.I spent years balancing today's job with night school and finding time to play world of warcraft between... And still get some sleep! I really just wanted to play WoW every day. I spent those years learning marketing while I was working in million dollar companies and I applied everything I learned in my marketing day jobs for my hobby to play WoW.Now, And I make thousands of dollars a year just a year from the few videos I made years ago playing the world of Warcraft.To learn exactly how you did this, how you can do the same, check out my games for fun and profit guide (< click there), and for a limited time, you'll get free Instant access to the full directory. I'll see you there there.