

# INSCRIPTION GUIDE 1.1

Siha of Banana Shoulders • Sailan of Proudmoore

[siha@bananashoulders.com](mailto:siha@bananashoulders.com)

This is an introductory guide to **Inscription**, the new profession being introduced in the next WoW patch. The profession was originally advertised as new content for the Wrath of the Lich King expansion, but Blizzard have since advised that it will be available as of Patch 3.0.2 before WotLK is released.

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Feedback is welcome; if you want to contact me, please email me at [siha@bananashoulders.com](mailto:siha@bananashoulders.com). The current version of this guide will always be available at <http://www.bananashoulders.com>, my WoW blog.

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***If all you want is the bottom line of “what do I buy now to be ready?”, skip to the last page for the shopping list!***

## 1. What is Inscription?

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Inscription is a profession practised by Scribes. At its core, Inscription involves using herbs to create glyphs of magical power, which enhance spells and items. It is unique among WoW professions in that most of its products change the gameplay of core class abilities, rather than providing stat buffs of one kind or another as other professions do.

### What Can Scribes Make?

Scribes can create a range of glyphs, scrolls and other consumables that anyone can use. They make:

- **Attribute scrolls**  
*Examples: Scroll of Stamina V, Scroll of Spirit II*
- **Glyphs** for characters to permanently modify or boost their spells and abilities  
*Examples: Glyph of Holy Light, Glyph of Polymorph*
- Blank “**vellums**” for enchanters to create packaged enchantments
- **Tarot cards** similar to the Darkmoon Faire cards; these are pre-60 content  
*Example: The “Shadowy Tarot” gives Demons cards; a deck of five Demons cards gives a quest awarding one of three level 40 BoP blue weapons.*
- Random level 60, 70 and 80 **Darkmoon cards**
- Other **utility consumables**  
*Examples: Scroll of Recall, a consumable hearthstone-equivalent on a 15 minute cooldown, usable only by inscribers; Certificate of Ownership, which allows a hunter to rename a pet.*

In addition, Scribes have several abilities only they can take advantage of:

- **Master’s Incriptions** – self-only shoulder enchants (similar to enchanter-only ring enchants or the new tailor-only spellthreads). These come in four varieties: Axe (AP/Crit), Crag (Spellpower/mp5), Pinnacle (Dodge/Defense) and Storm (Spellpower/Crit), and require level 400 Inscription to learn.
- **Off-hand items** – bind-on-pickup offhands, from low-level blues to level 77 epics.

Note that two publicised features of the profession – temporary enhancements for armor called ‘Runewords’ and the extra Glyph slot for scribes – have been removed.

## How Do Glyphs Work?

Every character has a 'glyphs' tab in their spellbook, which has slots for 6 glyphs - 3 Minor and 3 Greater glyphs. Glyphs created by Scribes are put in these slots, and will modify the character's spells.

Glyphs currently require a Lexicon of Power to apply; it's an in-game item like an alchemy lab or mana loom and there's one near each Inscription trainer (see below for locations). In practice, this will stop people from swapping Inscriptions 'in the field'.

Minor glyphs give a minor or cosmetic effect, eg:

- changes the visual effect of a spell
- gives a small reduction in a spell's mana cost
- gives a buff spell increased duration

Major glyphs give a significant upgrade, eg:

- increases chance to avoid interruption while casting
- increases damage done by a spell

Even low-level characters will be able to use Glyphs:

- Level 15: Unlocks 1 Minor and 1 Major Glyph
- Level 30: Unlocks 1 Minor Glyph
- Level 45: Unlocks 1 Major Glyph

Glyphs also have level requirements for use.

## 2. Learning and Using Inscription

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Inscription is, unsurprisingly, learnt from Inscription trainers. They can be found in various cities in Azeroth, Outland and Northrend:

### Alliance

Trains 1-300:

- Catarina Stanford, near the Stockade, Stormwind
- Elise Brightletter, Great Forge, Ironforge
- Feyden Darkin, Craftsmen's Terrace, Darnassus
- Thoth, Crystal Halls, The Exodar

Trains 1-375:

- Michael Schwan, Honor Hold, Hellfire Peninsula

Trains 1-450:

- Mindri Dinkles, Valgarde, Howling Fjord
- Tink Brightbolt, Valiance Keep, Borean Tundra

### Neutral

Trains 1-450:

- Professor Pallin, Magus Commerce Exchange, Dalaran

### Horde

Trains 1-300:

- Jo'mah, The Drag, Orgrimmar
- Margaux Parchley, The Apothecarium, Undercity
- Poshken Hardbinder, Pools of Vision, Thunder Bluff
- Zantasia, Court of the Sun, Silvermoon City

Trains 1-375:

- Neferatti, Thrallmar, Hellfire Peninsula

Trains 1-450:

- Booker Kells, Vengeance Landing, Howling Fjord
- Adelene Sunlance, Warsong Hold, Borean Tundra

Inscribers will also need a Virtuoso Inking Set and various kinds of blank parchment; these are sold by Inscription Supplies vendors. There's one near each trainer.

## Recipes and Discovery

Inscription Trainers will train Inscription recipes from 1-350 in 3.0.2 and up to 425 in Wrath of the Lich King. (The skill cap is 450.) There are no Inscription recipes known on any vendors yet, nor any recipe drops from mobs. All trainable Glyphs are Major Glyphs.

Minor Glyphs are learnt through discovery, similar to the Alchemy system introduced in The Burning Crusade. This may not be available until Wrath of the Lich King – the Inscription trainer in Dalaran has a trainable recipe called **Minor Inscription Research**, which 'creates random scrolls in an effort to discover new minor glyph recipes' (increasing the Scribe's chance for a discovery). It requires 90 Inscription and Level 75 to train.

This trainer also teaches a 385 Inscription recipe also requiring level 75, **Northrend Inscription Research**. This recipe 'compiles your experiences from the day, creating a random assortment of inscribed works. You are very likely to discover new major glyph recipes this way'.

## Milling: Turning Herbs Into Glyphs

Milling is a subskill of Inscription, and a direct parallel of Jewelcrafting's Prospecting. Inscrivers learn Milling for free when they first train Inscription, and Milling herbs never gives skillups. Herbs require different levels of Inscription skill to mill.

Milling allows an inscriber to turn 5 herbs into a few pieces of the appropriate type of pigment. These pigments are then used to create inks, which are used directly in Inscription recipes.

Milling each batch of herbs also has a chance to produce a rare pigment as well as the common one. For instance, milling 5 Briarthorn will produce 2 to 4 Dusky Pigment, and may also give one or more Verdant Pigments as well. The rare pigments are used to make rarer inks, which are in turn used to make offhand items, tarot cards and other special Inscription recipes.

Averaged across all herb types (and based on over 1500 trials), milling 100 Herbs (5 at a time) is likely to produce about 54-55 pieces of the common pigment, and 6 or 7 pieces of the uncommon pigment (except Alabaster-level herbs, which don't have an uncommon pigment). This may vary by pigment type and herb type, although I haven't done enough tests to be sure yet.

## Inks, Pigments, and the Herbs That Make Them

Ink	Pigment(s)	Herbs
Ivory Ink	Alabaster Pigment	Earthroot, Peacebloom, Silverleaf
Moonglow Ink	Alabaster Pigment x2	
Midnight Ink	Dusky Pigment	Briarthorn, Bruiseweed, Mageroyal, Stranglekelp, Swiftthistle
Hunter's Ink *	Verdant Pigment (uncommon)	Briarthorn, Bruiseweed, Mageroyal, Stranglekelp, Swiftthistle
Lion's Ink	Golden Pigment	Grave Moss, Kingsblood, Liferoot, Wild Steelbloom
	Burnt Pigment (uncommon)	Grave Moss, Kingsblood, Liferoot, Wild Steelbloom
Dawnstar Ink *	Verdant Pigment + Golden Pigment	<i>see above</i>
Jadefire Ink	Emerald Pigment	Fadeleaf, Goldthorn, Khadgar's Whisker, Wintersbite
	Indigo (uncommon)	Fadeleaf, Goldthorn, Khadgar's Whisker, Wintersbite
Royal Ink *	Indigo Pigment + Emerald Pigment	<i>see above</i>
Celestial Ink	Violet Pigment	Arthas' Tears, Blindweed, Firebloom, Ghost Mushroom, Gromsblood, Purple Lotus, Sungrass
	Ruby Pigment (uncommon)	Arthas' Tears, Blindweed, Firebloom, Ghost Mushroom, Gromsblood, Purple Lotus, Sungrass
Fiery Ink *	Ruby Pigment + Violet Pigment	<i>see above</i>
Shimmering Ink	Silvery Pigment	Dreamfoil, Golden Sansam, Icecap, Mountain Silversage, Plaguebloom
	Sapphire Pigment (uncommon)	Dreamfoil, Golden Sansam, Icecap, Mountain Silversage, Plaguebloom
Ink of the Sky *	Sapphire Pigment + Silvery Pigment	<i>see above</i>
Ethereal Ink	Nether Pigment	All Outland herbs
	Ebon Pigment (uncommon)	All Outland herbs
Darkflame Ink *	Ebon Pigment + Nether Pigment	<i>see above</i>
Ink of the Sea	Azure Pigment x2	All Northrend herbs
	Icy Pigment (uncommon)	All Northrend herbs
Snowfall Ink *	Icy Pigment x2 + Azure Pigment x2	<i>see above</i>

\* - these inks are made from rarer pigments and are only used for specialty items.

### 3. The Recipes

All of the Inscription recipes listed here come directly from Inscription trainers. Please note that this covers **only recipes available up to 350 skill in the 3.0.2 Patch.**

Recipe	Learnt At	Recipe turns [colour] at skill...					Mats
		O	Y	G	-		
<b>Ivory Ink</b>	<b>1</b>	<b>1</b>	<b>15</b>	<b>22</b>	<b>30</b>	<b>1 Alabaster Pigment</b>	
Scroll of Intellect	1	1	35	40	45	1 Ivory Ink	
Scroll of Spirit	1	1	35	40	45	1 Ivory Ink	
Scroll of Stamina	1	1	35	40	45	1 Ivory Ink	
Scroll of Agility	15	15	35	40	45	2 Ivory Ink	
Scroll of Strength	15	15	35	40	45	2 Ivory Ink	
<b>Moonglow Ink</b>	<b>35</b>	<b>35</b>	<b>45</b>	<b>60</b>	<b>75</b>	<b>2 Alabaster Pigment</b>	
Bleached Vellum	35	35	75	87	100	1 Moonglow Ink	
Scroll of Recall	35	35	60	67	75	1 Moonglow Ink	
<b>Midnight Ink</b>	<b>75</b>	-	<b>75</b>	<b>77</b>	<b>80</b>	<b>1 Dusky Pigment</b>	
Scroll of Intellect II	75	-	75	80	85	1 Midnight Ink	
Scroll of Spirit II	75	-	75	80	85	1 Midnight Ink	
Scroll of Stamina II	75	-	75	80	85	1 Midnight Ink	
Treated Vellum	75	75	100	112	125	1 Midnight Ink	
Glyph of Backstab	80	80	90	100	110	1 Midnight Ink	
Glyph of Frost Nova	80	80	90	100	110	1 Moonglow Ink (wrong?)	
Glyph of Hunter's Mark	80	80	90	100	110	1 Midnight Ink	
Glyph of Power Word: Shield	80	80	90	100	110	1 Midnight Ink	
Glyph of Rejuvenation	80	80	90	100	110	1 Midnight Ink	
Glyph of Spiritual Attunement	80	80	90	100	110	1 Midnight Ink	
Scroll of Strength II	80	-	80	85	90	1 Midnight Ink	
Glyph of Corruption	85	85	95	105	115	1 Midnight Ink	
Glyph of Flame Shock	85	85	95	105	115	1 Midnight Ink	
Glyph of Rapid Charge	85	85	95	105	115	1 Midnight Ink	
Glyph of Wrath	85	85	95	105	115	1 Midnight Ink	
Hunter's Ink	85	-	85	90	95	1 Verdant Pigment	
Scroll of Agility II	85	-	85	90	95	1 Midnight Ink	
Glyph of Hammer of Justice	90	90	100	110	120	1 Midnight Ink	
Glyph of Maul	90	90	100	110	120	1 Midnight Ink	
Glyph of Ice Armor	90	90	100	110	120	1 Midnight Ink	
Glyph of Serpent Sting	90	90	100	110	120	1 Midnight Ink	
Glyph of Evasion	95	95	105	115	125	2 Midnight Ink	
Glyph of Healthstone	95	95	105	115	125	2 Midnight Ink	
Glyph of Heroic Strike	95	95	105	115	125	2 Midnight Ink	
Glyph of Lightning Shield	95	95	105	115	125	2 Midnight Ink	
Glyph of Psychic Scream	95	95	105	115	125	2 Midnight Ink	
<b>Lion's Ink</b>	<b>100</b>	-	-	<b>100</b>	<b>105</b>	<b>1 Golden Pigment</b>	
Glyph of Arcane Explosion	100	100	105	110	115	1 Lion's Ink	
Glyph of Arcane Shot	100	100	105	110	115	1 Lion's Ink	
Glyph of Entangling Roots	100	100	105	110	115	1 Lion's Ink	
Glyph of Eviscerate	105	105	110	115	120	1 Lion's Ink	
Glyph of Fade	105	105	110	115	120	1 Lion's Ink	
Glyph of Holy Light	105	105	110	115	120	1 Lion's Ink	
Glyph of Fire Nova Totem	110	110	115	120	125	1 Lion's Ink	
Glyph of Health Funnel	110	110	115	120	125	1 Lion's Ink	
Glyph of Rending	110	110	115	120	125	1 Lion's Ink	
Mysterious Tarot	110	110	125	137	150	1 Hunter's Ink	
Mystic Tome	110	110	125	137	150	5 Hunter's Ink	
Glyph of Arcane Missiles	115	115	120	125	130	1 Lion's Ink	
Glyph of Aspect of the Monkey	115	115	120	125	130	1 Lion's Ink	
Glyph of Healing Touch	115	115	120	125	130	1 Lion's Ink	
Glyph of Expose Armor	120	120	125	130	135	2 Lion's Ink	
Glyph of Flash Heal	120	120	125	130	135	2 Lion's Ink	
Glyph of Judgement	120	120	125	130	135	2 Lion's Ink	
Book of Survival	125	125	145	162	175	5 Dawnstar Ink	
Dawnstar Ink	125	-	125	130	135	1 Verdant Pigment, 1 Golden Pigment	
Glyph of Fear	125	125	130	135	140	2 Lion's Ink	
Glyph of Flametongue Weapon	125	125	130	135	140	2 Lion's Ink	
Glyph of Hamstring	125	125	130	135	140	2 Lion's Ink	
Strange Tarot	125	125	145	162	175	2 Dawnstar Ink	

Recipe	Learnt At	O	Y	G	-	Mats
Tome of the Dawn	125	125	145	162	175	5 Dawnstar Ink
Glyph of Blink	130	130	135	140	145	2 Lion's Ink
Glyph of Immolation Trap	130	130	135	140	145	2 Lion's Ink
Glyph of Moonfire	130	130	135	140	145	2 Lion's Ink
Glyph of Garotte	135	135	140	145	150	2 Lion's Ink
Glyph of Inner Fire	135	135	140	145	150	2 Lion's Ink
Glyph of Lay On Hands/Glyph of Divinity	135	135	140	145	150	2 Lion's Ink
Glyph of Imp	140	140	145	150	155	2 Lion's Ink
Glyph of Lightning Bolt	140	140	145	150	155	2 Lion's Ink
Glyph of Sunder Armor	140	140	145	150	155	2 Lion's Ink
<b>Jadefire Ink</b>	<b>150</b>	-	-	<b>150</b>	<b>155</b>	<b>1 Emerald Pigment</b>
Glyph of Insect Swarm	150	150	155	160	165	1 Jadefire Ink
Glyph of Multi-Shot	150	150	155	160	165	1 Jadefire Ink
Glyph of Evocation	155	155	160	165	170	1 Jadefire Ink
Glyph of Righteous Defense	155	155	160	165	170	1 Jadefire Ink
Scroll of Stamina III	155	155	160	165	170	5 Jadefire Ink
Glyph of Gouge	160	160	165	170	175	1 Jadefire Ink
Glyph of Renew	160	160	165	170	175	1 Jadefire Ink
Scroll of Spirit III	160	160	165	170	175	5 Jadefire Ink
Glyph of Shadow Bolt	165	165	170	175	180	1 Jadefire Ink
Glyph of Strength of Earth Totem	165	165	170	175	180	1 Jadefire Ink
Scroll of Intellect III	165	165	170	175	180	5 Jadefire Ink
Glyph of Overpower	170	170	175	180	185	1 Jadefire Ink
Glyph of Rebirth	170	170	175	180	185	2 Jadefire Ink
Scroll of Strength III	170	170	175	180	185	5 Jadefire Ink
Arcane Tarot	175	175	200	205	210	2 Royal Ink
Glyph of Aimed Shot	175	175	180	185	190	2 Jadefire Ink
Glyph of Icy Veins	175	175	180	185	190	2 Jadefire Ink
Royal Guide of Escape Routes	175	175	200	205	210	5 Royal Ink
Royal Ink	175	-	-	175	180	1 Indigo Pigment, 1 Emerald Pigment
Scroll of Agility III	175	175	180	185	190	5 Jadefire Ink
Tome of Kings	175	175	200	205	210	5 Royal Ink
Glyph of Cleansing	180	180	185	190	195	2 Jadefire Ink
Glyph of Shadow Word: Pain	180	180	185	190	195	2 Jadefire Ink
Glyph of Frost Shock	185	185	190	195	200	2 Jadefire Ink
Glyph of Sap	185	185	190	195	200	2 Jadefire Ink
Glyph of Revenge	190	190	195	200	205	2 Jadefire Ink
Glyph of Voidwalker	190	190	195	200	205	2 Jadefire Ink
<b>Celestial Ink</b>	<b>200</b>	-	-	<b>200</b>	<b>205</b>	<b>1 Violet Pigment</b>
Certificate of Ownership	200	200	205	210	215	2 Celestial Ink
Glyph of Deterrence	200	-	-	200	205	1 Celestial Ink
Glyph of Rip	200	-	-	200	205	1 Celestial Ink
Inscribed Vellum	200	200	210	215	220	1 Celestial Ink
Scroll of Recall II	200	200	215	220	225	1 Celestial Ink
Glyph of Consecration	205	-	-	205	210	1 Celestial Ink
Glyph of Improved Scorch	205	-	-	205	210	1 Celestial Ink
Scroll of Stamina IV	205	205	210	215	220	5 Celestial Ink
Glyph of Sinister Strike	210	-	-	210	215	1 Celestial Ink
Glyph of Smite	210	-	-	210	215	1 Celestial Ink
Scroll of Spirit IV	210	210	215	220	225	5 Celestial Ink
Glyph of Healing Stream Totem	215	-	-	215	220	1 Celestial Ink
Glyph of Searing Pain	215	-	-	215	220	1 Celestial Ink
Scroll of Intellect IV	215	215	220	225	230	5 Celestial Ink
Glyph of Barbaric Insults	220	-	-	220	225	1 Celestial Ink
Glyph of Starfire	220	-	-	220	225	1 Celestial Ink
Scroll of Strength IV	220	220	225	230	235	5 Celestial Ink
Book of Stars	225	225	240	245	250	5 Fiery Ink, 1 Celestial Ink
Fiery Ink	225	-	-	225	230	1 Ruby Pigment, 1 Violet Pigment
Fire Eater's Guide	225	225	240	245	250	5 Fiery Ink
Glyph of Disengage	225	-	-	225	230	2 Celestial Ink
Glyph of Iceblock	225	-	-	225	230	2 Celestial Ink
Scroll of Agility IV	225	225	230	235	240	5 Celestial Ink
Shadowy Tarot	225	225	240	245	250	2 Fiery Ink
Glyph of Crusader Strike	230	-	-	230	235	2 Celestial Ink
Glyph of Lesser Healing Wave	235	-	-	235	240	2 Celestial Ink
Glyph of Slice and Dice	235	-	-	235	240	2 Celestial Ink
Glyph of Cleaving	240	-	-	240	245	1 Celestial Ink
Glyph of Dispel Magic	230	-	-	230	235	1 Celestial Ink

Recipe	Learnt At	O	Y	G	-	Mats
Fine Vellum	235	235	250	255	260	1 Fiery Ink
Glyph of Soulstone	240	-	-	240	245	2 Celestial Ink
<b>Shimmering Ink</b>	<b>250</b>	-	-	<b>250</b>	<b>255</b>	<b>1 Silvery Pigment</b>
Scroll of Stamina V	250	250	255	260	265	5 Shimmering Ink
Scroll of Spirit V	255	255	260	265	270	5 Shimmering Ink
Glyph of Freezing Trap	260	-	-	260	265	1 Shimmering Ink
Glyph of Shred	260	-	-	260	265	1 Shimmering Ink
Scroll of Intellect V	260	260	265	270	275	5 Shimmering Ink
Glyph of Bone Shield	265	-	-	265	270	1 Shimmering Ink
Glyph of Exorcism	265	-	-	265	270	1 Shimmering Ink
Scroll of Strength V	265	265	270	275	280	5 Shimmering Ink
Glyph of Fear Ward	270	-	-	270	275	1 Shimmering Ink
Glyph of Frost Strike	270	-	-	270	275	1 Shimmering Ink
Scroll of Agility V	270	270	275	280	285	5 Shimmering Ink
Darkmoon Card	275	275	290	295	300	5 Ink of the Sky
Glyph of Shadowburn	275	-	-	275	280	1 Shimmering Ink
Glyph of Water Shield	275	-	-	275	280	1 Shimmering Ink
Ink of the Sky	275	275	290	295	300	1 Sapphire Pigment, 1 Silvery Pigment
Manual of Clouds	275	275	290	295	300	8 Ink of the Sky
Stormbound Tome	275	275	290	295	300	8 Ink of the Sky
Glyph of Icy Touch	280	-	-	280	285	1 Shimmering Ink
Glyph of Mana Gem	280	-	-	280	285	1 Shimmering Ink
Glyph of Death Grip	285	-	-	285	290	1 Shimmering Ink
Glyph of Execution	285	-	-	285	290	1 Shimmering Ink
Glyph of Sprint	285	-	-	285	290	1 Shimmering Ink
<b>Ethereal Ink</b>	<b>300</b>	-	-	<b>300</b>	<b>305</b>	<b>1 Nether Pigment</b>
Glyph of Earthliving Weapon	300	-	-	300	305	1 Ethereal Ink
Glyph of Flash of Light	300	-	-	300	305	1 Ethereal Ink
Glyph of Plague Strike	300	-	-	300	305	1 Ethereal Ink
Scroll of Agility VI	300	300	310	315	320	5 Ethereal Ink
Scroll of Intellect VI	300	300	310	315	320	5 Ethereal Ink
Scroll of Spirit VI	300	300	310	315	320	5 Ethereal Ink
Scroll of Stamina VI	300	300	310	315	320	5 Ethereal Ink
Scroll of Strength VI	300	300	310	315	320	5 Ethereal Ink
Glyph of Feint	305	-	-	305	310	1 Ethereal Ink
Glyph of Unbreakable Armor	305	-	-	305	310	1 Ethereal Ink
Glyph of Rake	310	-	-	310	315	1 Ethereal Ink
Glyph of Rune Tap	310	-	-	310	315	1 Ethereal Ink
Glyph of Holy Nova	315	-	-	315	320	1 Ethereal Ink
Glyph of Rapid Fire	315	-	-	315	320	1 Ethereal Ink
Glyph of Blood Strike	320	-	-	320	325	1 Ethereal Ink
Glyph of Sweeping Strikes	320	-	-	320	325	1 Ethereal Ink
Book of Clever Tricks	325	325	340	345	350	6 Darkflame Ink
Darkflame Ink	325	-	-	325	330	1 Ebon Pigment, 1 Nether Pigment
Glyph of Mage Armor	325	-	-	325	330	2 Ethereal Ink
Glyph of Succubus	325	-	-	325	330	2 Ethereal Ink
Greater Darkmoon Card	325	325	340	345	350	3 Darkflame Ink, 3 Primal Life
Hellfire Tome	325	325	340	345	350	6 Darkflame Ink
Glyph of Scourge Strike	330	-	-	330	335	2 Ethereal Ink
Glyph of Windfury Weapon	330	-	-	330	335	2 Ethereal Ink
Glyph of Arcane Power	335	-	-	335	340	2 Ethereal Ink
Glyph of Seal of Command	335	-	-	335	340	2 Ethereal Ink
Glyph of Ambush	340	-	-	340	345	2 Ethereal Ink
Glyph of Death Strike	340	-	-	340	345	2 Ethereal Ink
Glyph of Vampiric Blood	345	-	-	345	350	2 Ethereal Ink
Glyph of Whirlwind	345	-	-	345	350	2 Ethereal Ink
Glyph of Banish	350	-	-	350	355	2 Ethereal Ink
Glyph of Frenzied Regeneration	350	-	-	350	355	2 Ethereal Ink
Glyph of Frost Trap	350	-	-	350	355	2 Ethereal Ink
Glyph of Mind Flay	350	-	-	350	355	2 Ethereal Ink
Glyph of the Ghoul	350	-	-	350	355	2 Ethereal Ink



## 4. Levelling to 355

This is my recommended levelling path. Please see below for more details about the decisions involved!

### Recommended Path

Skill	Recipe	Materials (not including parchment from vendor)
1-22	Ivory Ink x26	26 Alabaster Pigment
22-35	Scroll of Agility or Strength x13	26 Ivory Ink (from previous)
35-55	Moonglow Ink x25	50 Alabaster Pigment
55-75	Bleached Vellum x20	20 Moonglow Ink (from previous)
75-80	Midnight Ink x25	25 Dusky Pigment
80-95	Any orange Glyphs x15	15 Midnight Ink (from previous)
95-100	Any orange Glyphs x5	10 Midnight Ink (from previous)
100-105	Lion's Ink x79	79 Golden Pigment
105-120	Any orange Glyphs x15	15 Lion's Ink (from previous)
120-145	Any orange Glyphs x25	50 Lion's Ink (from previous)
145-150	Any yellow Glyphs x5+	up to 14 Lion's Ink (from previous)
150-155	Jadefire Ink x74	74 Emerald Pigment
155-175	Any orange Glyphs x20	20 Jadefire Ink (from previous)
175-195	Any orange Glyphs x20	40 Jadefire Ink (from previous)
195-200	Any yellow Glyphs x5+	up to 14 Jadefire Ink (from previous)
200-205	Celestial Ink x95	95 Violet Pigment
205-215	Scroll of Recall II x10	10 Celestial Ink
215-225	Any orange attribute Scrolls x10	50 Celestial Ink
225-230	Fiery Ink x15	15 Ruby Pigment, 15 Violet Pigment
230-235	Any yellow attribute Scrolls x5+	30 Celestial Ink (from previous)
235-250	Fine Vellum x15	15 Fiery Ink (from previous)
250-255	Shimmering Ink x160	160 Silvery Pigment
255-275	Any orange attribute Scrolls x20	100 Shimmering Ink (from previous)
275-290	Any green Glyphs x60	60 Shimmering Ink (from previous)
290-300	Ink of the Sky x25	25 Sapphire Pigment, 25 Silvery Pigment
300-305	Ethereal Ink x175	175 Nether Pigment
305-310	Any orange attribute Scrolls x5	25 Ethereal Ink (from previous)
310-325	Any green Glyphs x60	60 Ethereal Ink (from previous)
325-330	Darkflame Ink x20	20 Ebon Pigment, 20 Nether Pigment
330-355	Any green Glyphs x90	90 Ethereal Ink (from previous)

Note: keep all inks you make, as you'll need almost all of them (except the Darkflame Ink) for later skillups.

Number of Pigments Required	Number of Herbs to Get Pigments	Note!
76 Alabaster Pigment	150	The numbers required can be made up of any of those herbs. For instance, if you need 150 Earthroot, Peacebloom, or Silverleaf, you could have 45 Earthroot, 10 Peacebloom and 95 Silverleaf. Just make sure they're in multiples of 5, as you can't mill less than 5 of a herb.
25 Dusky Pigment	60	
79 Golden Pigment	150	
74 Emerald Pigment	140	
110 Violet Pigment	210	
15 Ruby Pigment	<i>byproduct of Violet-level herbs</i>	
185 Silvery Pigment	350	
25 Sapphire Pigment	<i>byproduct of Silvery-level herbs</i>	
195 Nether Pigment	360	
20 Ebon Pigment	<i>byproduct of Nether-level herbs</i>	

Above is a recommended levelling path. There are some points where you can't guarantee the best choice of what to make:

- Do you make an orange item, or try and skill up on greens with a far smaller mats cost?
- If you get lucky with rare pigments from your milling, you can get 'free' skill points from making items with the rare pigments and inks.

However, I've tried to take these factors into account wherever possible.

Finally, where the recommended path relies on yellow or green recipes to skill up, I've tried to allow enough materials to make sure you get the necessary skill points; however, I can't guarantee the outcome of something random. I have generally assumed that 5 skillpoints requires ~7 combines for a yellow recipe, and 17-20 combines for a green recipe.

### **Stopping at 355**

Please note that this guide covers powerlevelling to 355, and not 375 or 450. This is due to the following factors:

- The recipes learnt up to 350 skill will go grey at 355 skill.
- There are no recipes beyond 350 until you reach Northrend; levelling beyond 355 skill is not possible until WotLK is released.
- Most people who use guides of this nature want to know what to stockpile before the profession is implemented, not what to gather in Northrend as they level.

### **Picking Which Glyphs to Make**

Note that there are no "higher level" versions of a Glyph available; each spell has one Major Glyph available. This means that almost every Glyph you make while you level may be useful even to high level characters; it's not like grinding other professions where you make bagfuls of lowbie items that you'll just wind up vendoring. Thus, when you have choices available about what to make, you may wish to consider:

- which Glyphs you'll want to use yourself
- which Glyphs your guildmates or friends might need
- which Glyphs are considered powerful/useful by high-level players of each class; these will sell well

### **A Final Caveat**

Inscription is still in a state of flux! Until it goes live, there's no guarantee that Blizzard won't change all the recipes around tomorrow. This is a recommended levelling guide based on the PTR/beta build when it was written, with updates written in where possible, but as always there can be no guarantees that this will be entirely accurate when 3.0.2 goes live.

## 5. Shopping List

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The bottom line: based on all of the above, here's what you'll need to level Inscription as high as possible when 3.0.2 goes live.

- 150 Earthroot, Peacebloom, Silverleaf
- 60 Briarthorn, Bruiseweed, Mageroyal, Stranglekelp, Swifthistle
- 150 Grave Moss, Kingsblood, Liferoot, Wild Steelbloom
- 140 Fadeleaf, Goldthorn, Khadgar's Whisker, Wintersbite
- 210 Arthas' Tears, Blindweed, Firebloom, Ghost Mushroom, Gromsblood, Purple Lotus, Sungrass
- 350 Dreamfoil, Golden Sansam, Icecap, Mountain Silversage, Plaguebloom
- 360 Any Outland herbs

***Remember, the numbers required can be made up of any of those herbs, in multiples of 5.***