

INSCRIPTION GUIDE 1.2

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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. The current version of this guide will always be available at <http://www.bananashoulders.com>, my WoW blog.

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!

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Changes since last build:

- Herbs cost for inks changed
- Changed skill levels for some recipes
- **Mats to skill up therefore changed**
- Glyphs unlocked at different levels
- Discoveries now more accessible
- Some recipe names changed

1. What is Inscription?

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 Inscriptions** – 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 Major Glyph
- Level 50: Unlocks 1 Minor Glyph
- Level 70: Unlocks 1 Minor Glyph
- Level 80: Unlocks 1 Major Glyph

Glyphs also have level requirements for use.



2. Learning and Using Inscription

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. You can begin this process by learning **Minor Inscription Research** from the trainer at 75 skill; this makes random scrolls and gives you a high chance of discovering a new minor glyph.

Northrend trainers also teach a 385 Inscription recipe 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'*.

Both Research recipes have a 20-hour cooldown.

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

* - 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 turns [colour] at skill...

Recipe	Learnt At	O	Y	G	-	Mats
Ivory Ink	1	1	15	22	30	1 Alabaster Pigment
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
Armor Vellum	35	35	75	87	100	1 Moonglow Ink
Moonglow Ink	35	35	45	60	75	2 Alabaster Pigment
Scroll of Recall	35	35	60	67	75	1 Moonglow Ink
Midnight Ink	75	-	75	77	80	2 Dusky Pigment
Minor Inscription Research	75	75	125	137	150	1 Moonglow Ink
Scroll of Intellect II	75	-	75	80	150	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
Weapon Vellum	75	75	100	112	125	3 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
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	110	120	2 Midnight Ink
Glyph of Healthstone	95	95	105	110	120	2 Midnight Ink
Glyph of Heroic Strike	95	95	105	110	120	2 Midnight Ink
Glyph of Lightning Shield	95	95	105	110	120	2 Midnight Ink
Glyph of Psychic Scream	95	95	105	110	120	2 Midnight Ink
Glyph of Arcane Explosion	100	100	105	110	120	1 Lion's Ink
Glyph of Arcane Shot	100	100	105	110	120	1 Lion's Ink
Glyph of Entangling Roots	100	100	105	110	120	1 Lion's Ink
Lion's Ink	100	-	-	100	105	2 Golden Pigment
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, 1 Midnight Ink
Mystic Tome	110	110	125	137	150	5 Hunter's Ink, 2 Midnight 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	150	162	175	5 Dawnstar Ink, 2 Lion's Ink

Recipe	Learnt At	O	Y	G	-	Mats
Dawnstar Ink	125	-	125	130	135	1 Burnt 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	150	162	175	2 Dawnstar Ink, 1 Lion's Ink
Tome of the Dawn	125	125	150	162	175	5 Dawnstar Ink, 2 Lion's 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
Glyph of Insect Swarm	150	150	155	160	165	1 Jadefire Ink
Glyph of Multi-Shot	150	150	155	160	165	1 Jadefire Ink
Jadefire Ink	150	-	-	150	155	2 Emerald Pigment
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	1 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	1 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	1 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	1 Jadefire Ink
Arcane Tarot	175	175	200	205	210	2 Royal Ink, 1 Jadefire 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, 2 Jadefire Ink
Royal Ink	175	-	-	175	180	1 Indigo Pigment
Scroll of Agility III	175	175	180	185	190	1 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
Armor Vellum II	200	200	210	215	220	1 Celestial Ink
Celestial Ink	200	-	-	200	205	2 Violet Pigment
Certificate of Ownership	200	200	205	210	215	2 Celestial Ink
Glyph of Deterrence	200	200	205	210	215	1 Celestial Ink
Glyph of Rip	200	200	205	210	215	1 Celestial Ink
Scroll of Recall II	200	200	215	220	225	1 Celestial Ink
Glyph of Consecration	205	205	210	215	220	1 Celestial Ink
Glyph of Improved Scorch	205	205	210	215	220	1 Celestial Ink
Scroll of Stamina IV	205	205	210	215	220	1 Celestial Ink
Glyph of Sinister Strike	210	210	215	220	225	1 Celestial Ink
Glyph of Smite	210	210	215	220	225	1 Celestial Ink
Scroll of Spirit IV	210	210	215	220	225	1 Celestial Ink
Glyph of Healing Stream Totem	215	215	220	225	230	1 Celestial Ink
Glyph of Searing Pain	215	215	220	225	230	1 Celestial Ink
Scroll of Intellect IV	215	215	220	225	230	1 Celestial Ink
Glyph of Barbaric Insults	220	220	225	230	235	1 Celestial Ink
Glyph of Starfire	220	220	225	230	235	1 Celestial Ink
Scroll of Strength IV	220	220	225	230	235	1 Celestial Ink
Book of Stars	225	225	240	245	250	5 Fiery Ink, 2 Celestial Ink
Fiery Ink	225	-	-	225	230	1 Ruby Pigment
Fire Eater's Guide	225	225	240	245	250	5 Fiery Ink, 2 Celestial Ink

Recipe	Learnt At	O	Y	G	-	Mats
Glyph of Disengage	225	225	230	235	240	2 Celestial Ink
Glyph of Iceblock	225	225	230	235	240	2 Celestial Ink
Scroll of Agility IV	225	225	230	235	240	1 Celestial Ink
Shadowy Tarot	225	225	240	245	250	2 Fiery Ink, 1 Celestial Ink
Glyph of Crusader Strike	230	230	235	240	245	2 Celestial Ink
Glyph of Dispel Magic	230	230	235	240	245	1 Celestial Ink
Glyph of Lesser Healing Wave	235	235	240	245	250	2 Celestial Ink
Glyph of Slice and Dice	235	235	240	245	250	2 Celestial Ink
Weapon Vellum II	235	235	250	255	260	1 Fiery Ink, 1 Celestial Ink
Glyph of Cleaving	240	240	245	250	255	1 Celestial Ink
Glyph of Soulstone	240	240	245	250	255	2 Celestial Ink
Scroll of Stamina V	250	250	255	260	265	1 Shimmering Ink
Shimmering Ink	250	-	-	250	255	2 Silvery Pigment
Scroll of Spirit V	255	255	260	265	270	1 Shimmering Ink
Glyph of Freezing Trap	260	260	265	270	275	1 Shimmering Ink
Glyph of Shred	260	260	265	270	275	1 Shimmering Ink
Scroll of Intellect V	260	260	265	270	275	1 Shimmering Ink
Glyph of Bone Shield	265	265	270	275	280	1 Shimmering Ink
Glyph of Exorcism	265	265	270	275	280	1 Shimmering Ink
Scroll of Strength V	265	265	270	275	280	1 Shimmering Ink
Glyph of Fear Ward	270	270	275	280	285	1 Shimmering Ink
Glyph of Frost Strike	270	270	275	280	285	1 Shimmering Ink
Scroll of Agility V	270	270	275	280	285	1 Shimmering Ink
Darkmoon Card	275	275	290	295	300	5 Ink of the Sky, 2 Shimmering Ink
Glyph of Shadowburn	275	275	280	285	290	1 Shimmering Ink
Glyph of Water Mastery	275	275	280	285	290	1 Shimmering Ink
Ink of the Sky	275	275	290	295	300	1 Sapphire Pigment
Manual of Clouds	275	275	290	295	300	8 Ink of the Sky, 4 Shimmering Ink
Stormbound Tome	275	275	290	295	300	8 Ink of the Sky, 4 Shimmering Ink
Glyph of Icy Touch	280	280	285	290	295	1 Shimmering Ink
Glyph of Mana Gem	280	280	285	290	295	1 Shimmering Ink
Glyph of Death Grip	285	285	290	295	300	1 Shimmering Ink
Glyph of Execution	285	285	290	295	300	1 Shimmering Ink
Glyph of Sprint	285	285	290	295	300	1 Shimmering Ink
Scroll of Stamina VI	290	290	300	305	310	1 Ethereal Ink
Scroll of Spirit VI	295	295	305	310	315	1 Ethereal Ink
Ethereal Ink	300	-	-	300	305	2 Nether Pigment
Glyph of Earthliving Weapon	300	300	305	310	315	1 Ethereal Ink
Glyph of Flash of Light	300	300	305	310	315	1 Ethereal Ink
Glyph of Plague Strike	300	300	305	310	315	1 Ethereal Ink
Scroll of Agility VI	300	300	320	325	330	1 Ethereal Ink
Scroll of Strength VI	305	305	315	320	320	1 Ethereal Ink
Glyph of Feint	305	305	310	315	320	1 Ethereal Ink
Glyph of Unbreakable Armor	305	305	310	315	320	1 Ethereal Ink
Glyph of Rake	310	310	315	320	325	1 Ethereal Ink
Glyph of Rune Tap	310	310	315	320	325	1 Ethereal Ink
Scroll of Intellect VI	310	?	?	315	320	1 Ethereal Ink
Glyph of Holy Nova	315	315	320	325	330	1 Ethereal Ink
Glyph of Rapid Fire	315	315	320	325	330	1 Ethereal Ink
Glyph of Blood Strike	320	320	325	330	335	1 Ethereal Ink
Glyph of Sweeping Strikes	320	320	325	330	335	1 Ethereal Ink
Book of Clever Tricks	325	325	340	345	350	6 Darkflame Ink, 3 Ethereal Ink
Darkflame Ink	325	-	-	325	330	1 Ebon Pigment
Glyph of Mage Armor	325	325	330	335	340	2 Ethereal Ink
Glyph of Succubus	325	325	330	335	340	2 Ethereal Ink
Greater Darkmoon Card	325	325	340	345	350	3 Darkflame Ink, 3 Primal Life, 1 Ethereal Ink
Hellfire Tome	325	325	340	345	350	6 Darkflame Ink, 3 Ethereal Ink
Glyph of Scourge Strike	330	330	335	340	345	2 Ethereal Ink
Glyph of Windfury Weapon	330	330	335	340	345	2 Ethereal Ink
Glyph of Arcane Power	335	335	340	345	350	2 Ethereal Ink
Glyph of Seal of Command	335	335	340	345	350	2 Ethereal Ink
Glyph of Ambush	340	340	345	350	355	2 Ethereal Ink
Glyph of Death Strike	340	340	345	350	355	2 Ethereal Ink
Glyph of Vampiric Blood	345	345	350	355	360	2 Ethereal Ink

Recipe	Learnt At	O	Y	G	-	Mats
Glyph of Whirlwind	345	345	350	355	360	1 Ethereal Ink
Glyph of Banish	350	350	355	360	365	2 Ethereal Ink
Glyph of Frenzied Regeneration	350	350	355	360	365	2 Ethereal Ink
Glyph of Frost Trap	350	350	355	360	365	2 Ethereal Ink
Glyph of Mind Flay	350	350	355	360	365	2 Ethereal Ink
Glyph of the Ghoul	350	350	355	360	365	2 Ethereal Ink

Note that there are some inconsistencies in these recipes; in particular, the only recipes which are orange up to 300 skill require Ethereal Ink, which you can't make until 300 skill. This is likely to be fixed in an upcoming PTR build.

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)	
1-18	Ivory Ink x17	17 Alabaster Pigment	
19-35	Scroll of Int, Spirit or Stam x17	17 Ivory Ink*	Note: keep all inks you make, as you'll need almost all of them (except the Darkflame Ink) for later skillups. Anything marked with a * is a component you should have made in a previous step.
36-55	Moonglow Ink x25	50 Alabaster Pigment	
56-75	Armor Vellum x20	20 Moonglow Ink*	
76	Minor Inscription Research x1	1 Moonglow Ink*	
77-80	Midnight Ink x25	50 Dusky Pigment	
81-95	Any orange Glyphs x15	15 Midnight Ink*	
96-100	Any orange Glyphs x5	10 Midnight Ink*	
101-105	Lion's Ink x79	158 Golden Pigment	
106-120	Any orange Glyphs x15	15 Lion's Ink*	
121-145	Any orange Glyphs x25	50 Lion's Ink*	
146-150	Any yellow Glyphs x5+	10-14 Lion's Ink*	
151-155	Jadefire Ink x74	148 Emerald Pigment	
156-175	Any orange Glyphs x20	20 Jadefire Ink*	
176-195	Any orange Glyphs x20	40 Jadefire Ink*	
195-200	Any yellow Glyphs x5+	10- 14 Jadefire Ink*	
201-205	Celestial Ink x74	148 Violet Pigment	
206-215	Scroll of Recall II x10	10 Celestial Ink*	
216-225	Any orange Glyphs x10	10 Celestial Ink*	
226-245	Any orange Glyphs x20	40 Celestial Ink*	
246-250	Any yellow Glyphs x5+	5-14 Celestial Ink*	
251-255	Shimmering Ink x62	124 Silvery Pigment	
256-260	Scroll of Spirit V x5	5 Shimmering Ink*	
261-290	Any orange Glyphs x30	30 Shimmering Ink*	Note that 295-300 is a problem area; the only recipes which are orange up to 300 skill require Ethereal Ink, which you can't make until 300 skill. The guide assumes you won't use these recipes. If you have access to a more advanced Scribe you can ask them to make the Ink for you, which can save you a lot of Shimmering Ink.
291-295	Any yellow Glyphs x5+	7 Shimmering Ink*	
296-300	Any green Glyphs x20	20 Shimmering Ink*	
301-305	Ethereal Ink x134	268 Nether Pigment	
306-325	Any orange Glyphs x20	20 Ethereal Ink*	
326-355	Any orange Glyphs x30	60 Ethereal Ink*	
356-360	Any yellow Glyphs x5+	10- 14 Ethereal Ink*	
361-365	Any green Glyphs x20	40 Ethereal Ink*	

There may be some occasions where you can capitalize on a cheaper recipe due to incorrect costs – for instance, among the glyphs that cost 2 inks each there's the occasional glyph costing 1. I haven't included these in the recommended path as I expect these errors to be fixed before Inscription goes live – but if they're not, do make use of them!

Number of Pigments Required	Number of Herbs to Get Pigments	
77 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.
50 Dusky Pigment	100	
158 Golden Pigment	285	
148 Emerald Pigment	270	
148 Violet Pigment	270	
138 Silvery Pigment	260	
268 Nether Pigment	490	

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 ~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 365 skill.
- There are no recipes beyond 350 until you reach Northrend; levelling beyond 365 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.

Note that there's no benefit to going past 350 skill until WotLK is released; if you're not interested in maxing out your skill level just for the sake of it, you can cut down on Outland herbs by about 40%.

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 vending. 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

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.

Note that compared with previous builds, **this is a cost increase** for every tier of herbs except the Earthroot tier (which remained the same) and the Dreamfoil tier (which now requires less herbs).

If you're only going to 350 to get all the recipes, not maxing out your skill level, you can halve the number of Outland herbs you need.

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

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