WoW Forever Gold Guide



Version 1.0 · Pre-launch Edition

Unofficial community guide · Not affiliated with Blizzard Entertainment

Find Your Pages

Most of this book is reference. Read the rows that match you, in this order; skip the rest unless its "Read when" says so.

1. Everyone, before you log in

What	Page
Your first weeks as a new casual player (professions, first 5 hours, week by week to 20)	p. 9
The core rules: Listing Rule, loot rule, bag rule, the one swap, sell half and bank half	p. 16
The 15 launch-week tips; three prices to check on launch day; the Day-1 checklist	p. 17, p. 33, p. 42

2. Your level: the zone cards for your faction (each section opens with a path table by race)

Level	Alliance	Horde	Then
1-10	p. 46	p. 49	Skyborne: p. 52
10-20	p. 60	p. 64	Sell table p. 68
20-30	p. 75	p. 80	Sell table p. 86
30-40	p. 92	p. 96	Mount plan p. 28
40-50	p. 108	p. 112	Sell table p. 118
50-60	p. 124	same	Sell table p. 133
60	p. 177	same	Raid week p. 187

3. Your class

Class	Read
Every class	Buy and skip before the mount p. 25; class quests 30-60 p. 26
Quest gear	Warrior p. 137, Paladin p. 140, Shaman p. 142, Hunter p. 145, Rogue p. 147, Druid p. 150, Priest p. 152, Mage p. 155, Warlock p. 158
At 60	Class services p. 188; warriors p. 189; rogues: pickpocketing and lockboxes p. 190

4. Your professions

Profession	Read	Read when
Mining, Herbalism, Skinning, Fishing	p. 209, p. 213, p. 216, p. 218	You gather (everyone on the default pair)
Mining + Herbalism routes	p. 204	You took the gatherer-leveller path
Alchemy, Blacksmithing, Tailoring, Leatherworking	p. 223, p. 226, p. 228, p. 230	You craft (casual and fast players: from 60)
Enchanting, Engineering, Cooking, First Aid	p. 231, p. 237, p. 241, p. 243	As above; First Aid: every character
Which pair, and the 1-60 plans	p. 246, p. 246, p. 248, p. 252	Before you choose a crafting pair
Skill-up routes 1-300	p. 321	While you level a craft

5. Your ruleset and your path. PvP ruleset: p. 287 (risk table p. 288). Fast leveller: the route sheet p. 20 replaces the path tables. Mount: p. 28, fill-in box p. 285. Flips and crafted goods: p. 273. Raiding from 9 December: p. 255.

Skip unless: Vendor Items Worth Reselling p. 257 (you have spare silver in a capital); Mob and Drop Tables p. 305 (you want a mob the zone cards leave out); Launch-Week Price Log p. 346 (launch week); Mob Drops to Keep for Quests p. 353 (before you vendor a quest-looking drop); Capital Cities p. 296 (trainer locations); Glossary p. 342.

Start Here: Your First Week

This is the first-week plan for a new character starting on 4 November 2026. Pick your path (casual, fast leveller, gatherer, crafter or flipper), do the moves below in order, and then switch to the chapter for your level.

> How sure: see Three notes every chapter relies on (Introduction); written before launch, and the Day-1 checklist in What Is WoW Forever settles the main unknowns.

The core rules

These six rules are stated here once; every other chapter points back to this page.

1. **The Listing Rule.** List an item on the auction house only if it would pay you at least about 10% more than a shop (a vendor) pays, after the auction house's cut; otherwise vendor it. An item with no shop price: list it. To read the price, look at the lowest listing and the next few and ignore a single very cheap outlier. If it has not sold after two listings (the second at your lowest acceptable price), vendor it. The formula behind it, and the Flip Rule for crafters and flippers: Auction House chapter (p. 267).
2. **The one loot rule.** Loot everything. Keep one or two stacks of each material your professions will use; list or vendor the rest by the Listing Rule. Grey items (poor quality, good only for a shop) and filler such as spider legs go to the vendor, unless your card's Keep line names them for a quest. Meat is not always filler: some sold far above its shop price in the beta, so check it like any other item.
3. **The bag rule.** When your bags are 80% full, vendor the cheapest stacks first (each level chapter lists its order); never your tools or the stacks you keep.
4. **Match the lowest unit price** when you list (the commodity-style house reported in the beta sells the newest listing at a price first), and never list more than one session's loot at once.
5. **The one swap.** If one of your two gathering professions sells for no more than the vendor pays on your first auction-house check, replace it with the gathering profession you do not have. It is the only reason to change your pair. One exception, decided on day 1: if you will take Blacksmithing or Engineering at 60, take Mining + Skinning from the start, whatever your race (Night Elves: Mining starts in Darkshore).
6. **Sell about half, bank half, in launch week.** Sell about half of your gathering in launch week and bank the rest: crafters power-level for Legacy points in weeks 2-4 (reported), and Wool and Mageweave are the likeliest to run short.

Launch week: the 15 tips that pay most

Each is explained where the last column points. FOREVER = shown on Wowhead Forever; "reported" = beta players, not confirmed.

#	Tip	Where
1	**Open every clam** before you sell: the pearl inside can be worth more than the whole stack (Small Lustrous Pearl ~36s-43s, Iridescent Pearl ~2g 75s-3g 46s BETA). Horde: the Southsea pirates near Ratchet (19-20) drop pearls directly FOREVER	Level 10-20 and 20-30, Sell / keep / vendor
2	**Weighted fish** (**17 Pound Catfish**, 103 Pound Mightfish) sell to any vendor for 1 silver per pound FOREVER: vendor them, never list them	Gathering, Fishing
3	**Level First Aid on every character:** it now makes the plain healing potions FOREVER, so do not pay the auction house for them	What Is WoW Forever, Professions
4	**Dyes are an Alchemy product** (Cerulean Dye, Magenta Dye, **Viridian Dye**: "Crafted by alchemists" FOREVER); tailors, leatherworkers and enchanters must buy them	Crafting, Alchemy
5	Brown Linen Pants **and** Heavy Copper Maul **are green in Forever** FOREVER: craft them for skill, then disenchant them instead of vendoring	Crafting, Enchanting
6	**Read Wowhead Forever's craft counts as the yield plus one:** "(2)" after a bar means one bar, Gold Power Core's "(4)" means 3. This guide counts the real yield	Crafting
7	**Bountiful Harvest raises only Scarce materials** FOREVER, not normal herbs, ore or leather: no points until Scarce materials sell	What Is WoW Forever, Legacy
8	**Do not stock class reagents to resell:** Reagent Economy removes some of them (reported)	What Is WoW Forever, Legacy
9	**The 50g vendor, if it exists** UNVERIFIED**, sets a ceiling** on everything it sells (Black Lotus, Arcane Crystal and, reported, Death Lotus, Stranglevine, Pristine leathers and scarce ores): write its list down on day 1	What Is WoW Forever, check G5
10	**Sell about half of your gathering in launch week and bank the rest** (core rule 6)	Auction House; What Is WoW Forever, Legacy
11	**Explosives need Engineering to use** FOREVER: only Engineers buy them, so never stock them for the general market	Level 60, Raid week
12	**No world buffs in raids** FOREVER and 30-minute Mongoose and Brilliant oils FOREVER: raiders burn consumables, so stock elixirs, oils and food before 9 December	Level 60, Raid week
13	**Bank** Elemental Fire **and** Small Flame Sac you loot while levelling (Wetlands whelps, Arathi Exiles): fire protection for Onyxia's Lair	Level 20-30 and 30-40 zone cards
14	Thistle Tea **is usable by Druids too** FOREVER: twice the buyers for a cook	Crafting, Cooking
15	**Trade-chat buyer offering far above the auction house price** for an item listed right now: usually the seller's alt; never buy to resell to someone you have not traded with	Auction House, Scams and traps

Id	Check	How	If the answer differs from the guide	Done
G4	Neutral AH (reported in the beta at Booty Bay and the Redridge trade hub): can you use one, what is its fee, and can you see other-faction prices?	Visit Booty Bay or the Redridge trade hub (also try Gadgetzan and Everlook)	Sell there only for cross-faction demand; if none works, or you play PvP with one faction per account, drop every cross-faction idea	[ ]
G5	50g vendor and Black Market	Visit Powderfuse Port; write down every item the vendor sells and its price	If the 50g  Black Lotus exists: no price spike for Black or Death Lotus, Stranglevine or Arcane Crystal, do not hoard; never hold any item on its list above the vendor price	[ ]
G6	Riding trainer: level, gold cost, mount included, Honored discount?	Visit a trainer at the lowest level offered	Replace the beta-reported 100g / 1,000g in your savings plan	[ ]
G7	Binding and tradability of Advanced Blueprints, camp objects and new potions	Read the tooltip, try a trade	If soulbound, treat as a self-use perk, not stock	[ ]
G8	Dungeon list and levels (nine or ten; Excavation Site range); is Dire Maul open?	In-game dungeon list or group board	Replace the preview ranges in the dungeon table above; if Dire Maul is closed, skip the Hellcaller Loop (Level 60) until it opens	[ ]
G9	Guild bank cost, respec cost, whether TSM loads	Ask in guild, visit the vendor, install TSM	Add costs to your essentials budget; if TSM fails, stay on Auctionator	[ ]
G10	Patched beta tricks (wand vendor price; Tauren Cultivation: level gate, no Herbalism needed)	Read a crafted wand's vendor price; cultivate one herb above your level	Wand at 1 copper: never craft wands for the vendor. Cultivation working on high herbs: a Tauren at 60 gets a free herb every 15 minutes	[ ]
G11	Disenchant skill: at what Enchanting skill does Disenchant appear?	Learn Enchanting and open the trainer and spellbook at skill 1, then at 20	Guide default is skill 1, as in the original game CLASSIC and as beta players used it UNVERIFIED (the Wowhead Forever tooltip shows no skill line). If it is there, start disenchanting spare greens at once; if not, buy the 5 Strange Dust for skill 15-20 and check again at 20	[ ]

Sources

- Wowhead Forever: https://www.wowhead.com/forever/

Alliance

Elwynn Forest (human), levels 1-10



1. Levels 1-6: quests. Kobold Vermin (1-2, about 48, 36) drop a little Linen (5.9%); Garrick Padfoot (5, about 57, 47) is a quest kill only (his one listed drop is the quest item Garrick's Head).
2. Levels 7-8: Gray Forest Wolf (7-8, about 70, 64); skin them.
3. Levels 8-10: Riverpaw Runt (8-9, about 28, 88): 40.8% Linen.
4. Gather on the way: Copper Vein (170 map points), Silverleaf (131), Peacebloom (82); all spread across the zone.

Also: Stonetusk Boars (5-6) on the southern farms drop **Chunk of Boar Meat** 53.9%; keep 4 for Pie for Billy, then list the rest for Cooking levellers and vendor it (3c) only if it does not sell (reported in the beta).

Avoid: Nimsy (6, elite, about 39, 81) and Geosculptor Yip (7, elite, about 61, 48) unless you have a group; both drop ore, stone and Linen FOREVER.

Rogue: pickpocket Kobold Vermin for **Minor Healing Potion** 13%, Malachite 8.1% and Plans: Copper Chain Vest 2.6%; Riverpaw Runts give Minor Healing Potion 13.3% and Malachite 6%.

(Gray Forest Wolf, Nightsaber, Prairie Wolf Alpha) and skin each corpse while the pet holds the next. **Caster (mage, warlock, priest)** - pull the cloth mobs from range (Riverpaw Runt, Gnarlpine, Wailing Ancestor, Palemane Skinner) and drink between pulls.

4. Mobs worth killing and what they drop

Value per kill BETA = sum of drop % x beta price range over the reliable drops (low x low, high x high), before the cut; **Light Leather** and Gold Dust are left out, so skinning figures are partial. Ranges overlap, so rank by drop rate and vendor floor (section 9) too.

Top 3 loops BETA:

1. **Prairie Wolf Alpha (Mulgore) / Gray Forest Wolf (Elwynn), skinned:** meat + Scraps ~69c-1s 24c / ~60c-1s 9c per kill, plus the unvalued Light Leather. Meat drives the figure (beta price far above its 4c floor): confirm on launch day.
2. **Geosculptor Yip, then Nimsy (Elwynn elites, need a group):** ~53c-83c / ~39c-60c; ore, stone and Linen.
3. **Linen mobs (Wailing Ancestor, Gnarlpine, Riverpaw Runt):** ~10c-41c, ~10c-43c and ~8c-36c.

Drops not already on the zone cards (chance per kill; "skin" = per skin):

Mob (level), zone	Drop (chance)
Gray Forest Wolf (7-8), Elwynn	**Stringy Wolf Meat** 63.8%; skin: **Light Leather** 31.8%, **Ruined Leather Scraps** 47.3%
Prairie Wolf Alpha (9-10), Mulgore	Stringy Wolf Meat 75.6%; skin: Light Leather 29.9%, Scraps 44.6%
Durotar Tiger (7-8) / Wendigo (6-7) / Nightsaber and Elder Nightsaber	skin: Light Leather 31.2% / 28% / 28.8%; Scraps 46.1% / 42.4% / 44.3%
Thunder Lizard (9-10) / Hippogryph Youth (6): skip	skin: Light Leather 2.7% / none; Scraps 3.9% / 100%
Riverpaw Runt (8-9), Elwynn	**Minor Healing Potion** 3.3%
Nimsy (6, elite) / Geosculptor Yip (7, elite), Elwynn	**Copper Ore** 27.6% / 37.7%; **Rough Stone** 26.5% / 32.2%; **Linen Cloth** 25.8% / 37%; Gold Dust (Nimsy 34%)
Makrura Snapclaw (8-9), Durotar	**Raw Slitherskin Mackerel** 10-11%
Mine Spider (7-9) / Mother Fang (7-10, elite), Elwynn	**Small Spider Leg** 53% / 77%; **Spider Ichor** 23%; Mother Fang: Plans: Copper Chain Vest 3.2%, Journeyman's Pants 1.3% (green, vendor 94c)

Side notes:

- Rogues: Minor Healing Potion and Malachite pocket at or near their vendor floors BETA, so the Copper Chain Vest plans are the only pocket item worth listing; Lurkmane (6-7, elite) in Mulgore drops them at 16.7% from a small sample.

- Elite rune items (Rune of Flanking, Rune of Furious Thunder) have unconfirmed effects UNVERIFIED; keep one until you can read the tooltip.
- **Skin what others kill** (unconfirmed for Forever, see the Introduction): in crowded starter fields most players skip Skinning, so skin every corpse once its owner has looted and moved on. Leather floods by the end of week one, so sell early.
- **Check vendor values on humanoid drops** (one beta player): Frostmane trolls on the Dun Morogh plateau with the cave (around level 8) dropped a cooking recipe that vendored for about 18-20s, and a 10lb fish vendored for 10s. Take the silver if it is still there; never plan around it.

5. If you have Skinning

Book or junior trainer: section 1 and section 10; the junior trainer sells the **Skinning Knife** FOREVER. Journeyman costs 5 silver at a regular Skinning trainer FOREVER. Rates per beast are in section 4 FOREVER (small sample); Tirisfal has no skinning target (see its card). Leatherworking turns 3 Scraps into 1 Light Leather CLASSIC.

6. If you have Mining

Buy a **Mining Pick** from the junior Mining trainer FOREVER. On Zephras Isle, Halavuul Cragwind (65, 80) also teaches Journeyman FOREVER. Vein counts are on the zone cards; veins also yield **Rough Stone** (own bag slot).

- No-node ore: Nimsy and Yip (section 4) beat Bael'dun Digger in Mulgore (3.2%) by far.
- Smelting CLASSIC takes one ore per **Copper Bar** (bar vendors for 10c, ore for 5c). Do not smelt to sell unless a bar's price passes the Listing Rule and beats the ore's price.
- Bronze recipes may lift the copper price in launch week UNVERIFIED.

7. If you have Herbalism

Earthroot needs skill 15 FOREVER; no tool needed. Turn on Find Herbs; node counts and other skill levels: Gathering chapter. Earthroot has the highest vendor floor (20c), so protect it first. In Forever **Minor Healing Potion** is a First Aid recipe (Crafting chapter); one **Peacebloom** plus one **Silverleaf** make an **Incense Candle** at skill 20 FOREVER.

8. If you have no gathering profession

Kill the Linen mobs on your zone card (best: Palemane Skinner 52%, Gnarlpine about 51%); skip Durotar for cloth.

Bag rule: at 80% full, vendor in this order: legs, feathers, ichor, stingers, then any surplus scraps, meat or mackerel the Listing Rule does not favour. Never vendor your first one or two stacks of Linen, Light Leather, ore or herbs.