



WOW FOREVER

LEVELING, PROFESSIONS & GOLD

A class-by-class guide for solo players, groups, and guilds.

Nine classes. Practical builds. A budget that follows your playtime.

NerveHQ.com

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Build your plan

ONE CHARACTER

Use the class pages and pick a pair you can afford. Buy missing crafts or work with other players. You do not need a nine-character account.

ALTS OR A GUILD

Coordinate recipe collectors and tradeable supplies. Duplicate crafts when personal gear, cooldowns, or convenience justify the cost.

Jump to a section

Leveling builds

Gold and banking

Class guides

Profession pairs

Faction routes

Launch checklist

Classic mechanics are the model. Forever talents, recipes, unlocks, and prices may differ. Read linked sources for full talent allocations.



Choose a leveling path

CLASS	LEVELING PATH	WHEN IT FITS
Rogue	Combat swords	Solo quests and dungeon DPS
Warlock	Affliction	Pet-assisted quests and sustain
Hunter	Beast Mastery	Outdoor quests and farming
Warrior	Arms at 30; optional Fury early	Two-hander solo; shield kit for tanking
Druid	Resto in steady groups; Feral solo	Healing groups or mixed solo play
Shaman	Enhancement; consider Elemental at 40	Melee quests; healing with caster gear
Priest	Wand + Spirit Tap; Shadow around 40	Solo Shadow or dedicated healing
Paladin	Ret solo; Holy 11 then Prot for tanking	Choose by your actual group schedule
Mage	Single-target Frost	Control, defense, and steady questing

Leveling and raid builds serve different jobs. Talent respecs may cost gold; a profession commitment does not prevent a talent change.



Choose a profession pair

CLASS	SUGGESTED PAIR	PRIMARY PURPOSE
Rogue	Engineering + Mining	Combat tools + surplus metal
Warlock	Tailoring + Enchanting	Personal cloth crafts + enchant services
Hunter	Mining + Skinning	Outdoor beast-and-ore gathering
Warrior	Engineering + Mining	Tank utility + surplus metal
Druid	Alchemy + Herbalism	Consumables + gathering
Shaman	Tribal Leatherworking + Skinning	Leather recipes + skin income
Priest	Tailoring + Herbalism	Cloth crafts + herbs
Paladin	Alchemy + Herbalism	Consumables + gathering
Mage	Tailoring + Herbalism	Personal cloth crafts + herbs

These are balanced starting plans, not mandatory pairs or a gold ranking. Engineering favors combat utility; two crafts need funding.

Fund the character you play

1. Protect your leveling budget

Pay for useful skills, travel, repairs, and meaningful gear upgrades before expensive profession grinds.

2. Earn with the character you play

Gather on your route or farm suitable loot. You do not need to finish a separate farmer before earning gold.

3. Build one business at a time

Buy recipes for personal use or demonstrated demand. Test small batches before committing your materials.

CRAFTING COVERAGE

One character: buy missing crafts.
Several alts: concentrate rare recipes.

Guild: coordinate suppliers and crafters.

More professions do not guarantee more profit.

Hunter, Warlock, and Mage have different farming strengths. Compare actual net earnings and the time required. [4, 16, 18]



Measure profit before expanding

Net profit = sale proceeds after fees - ingredients - other costs

Value gathered materials at their sale price. Include failed listings, travel, deaths, customer search, and training costs.

CLASSIC COOLDOWN	PER CHARACTER	AVG. PER WEEK	EXAMPLE COVERAGE
Arcanite transmute	2 days	3.5	2 Alchemists: 7
Mooncloth	4 days	1.75	3 Tailors: 5.25
Refined Deeprock Salt	3 days	2.33	1 Leatherworker: 2.33

Example: 300g setup and 10g net per two-day transmute = about 35g weekly. Payback takes about 8.6 weeks.

Capacity is not profit. Skill, recipes, materials, tools, and cooldown use are required. Mooncloth needs a Moonwell. Example prices only. [11, 14, 17]

Keep your bank simple

Set up near the bank, mailbox, and Auction House

Buy enough bag space. Keep immediate combat and quest supplies on your adventuring character.

Keep a short record

Track item, quantity, ingredient value, fees, sale proceeds, and net profit.

Sell stock in useful quantities

Reserve materials for planned crafts. Avoid spending the entire budget on untested stock.

EACH SESSION

Before: collect sales and check cooldowns.

During: gather and keep useful loot.

After: mail tradeable stock and list small batches.

Weekly: compare crafting returns with your best farm.

A bank character needs no expensive profession setup. Check Forever mail delays before relying on immediate transfers.



Horde route options

LEVEL BAND	QUEST HUB OPTIONS	DUNGEON OPTIONS
1-12	Your starting zone and nearby follow-up hubs	Learn class tools; avoid long detours
12-22	Barrens or Silverpine	Ragefire Chasm, Wailing Caverns; Shadowfang Keep later
22-30	Southern Barrens, Stonetalon, Ashenvale, Thousand Needles	Shadowfang Keep, Blackfathom Deeps; Razorfen Kraul later
30-40	Stranglethorn, Desolace, Arathi; Shimmering Flats	Scarlet Monastery wings; Razorfen Kraul
40-50	Tanaris, Feralas, Hinterlands	Razorfen Downs, Uldaman, Zul'Farrak
50-60	Un'Goro, Felwood, Plaguelands, Winterspring	Maraudon, Sunken Temple, selected Blackrock Depths routes

Overlapping planning bands, not entry requirements. Match the wing and bosses to the group. New starts and class quests need Forever routing. [37, 40]



Alliance route options

LEVEL BAND	QUEST HUB OPTIONS	DUNGEON OPTIONS
1-12	Elwynn, Dun Morogh, or Teldrassil in Classic	Learn class tools; use the actual Forever starting area
12-22	Westfall, Loch Modan, or Darkshore; Redridge later	Deadmines toward the upper end
22-30	Redridge, Duskwood, Wetlands, or Ashenvale	Stockades, Blackfathom Deeps; Gnomeregan later
30-40	Stranglethorn, Desolace, Arathi; Shimmering Flats	Scarlet Monastery wings; Razorfen Kraul
40-50	Tanaris, Feralas, Hinterlands	Razorfen Downs, Uldaman, Zul'Farrak
50-60	Un'Goro, Felwood, Plaguelands, Winterspring	Maraudon, Sunken Temple, selected Blackrock Depths routes

Overlapping planning bands, not entry requirements. Match the wing and bosses to the group. New starts and class quests need Forever routing. [37, 40]

Heal or tank while leveling

HEALING WHILE LEVELING

Carry Intellect/Spirit gear and drinks. Train the healing spells you use.

Early dungeons often allow healing in a damage build. Harder runs may justify deeper healing talents.

Restoration Druid fits steady groups. Feral keeps solo progress stronger between runs.

TANKING WHILE LEVELING

Keep a shield and defensive tools ready. Set pulls to the healer's mana and the group's control.

Arms Warrior can level and tank; deep Protection costs solo damage.

For Paladin dungeon tanking, an early Holy investment gives Consecration.

Count group search, travel, drinking, and failed runs when comparing XP per hour. Healing invitations do not guarantee faster leveling. [25-28, 31, 34]

Combat swords

Combat gives steady solo damage. Use your strongest suitable weapon; do not keep a weak sword just for the label. Subtlety is a PvP preference, not the default raid choice.

LEVELS 1-19

Take Improved Sinister Strike, then useful Combat accuracy and defensive talents. Update your main-hand weapon, First Aid, and food. Pull one enemy at a time. Use Gouge or Evasion before trouble escalates. Prepare for the Classic poison unlock around 20.

LEVELS 20-39

Work toward Blade Flurry at 30 with 21 Combat points. Build combo points with Sinister Strike. Use Slice and Dice when the target will live long enough. Run nearby dungeon quests when the rewards offer a meaningful weapon upgrade.

LEVELS 40-60

Take Adrenaline Rush at 40 on a straight Combat path. Then add Assassination damage talents using the linked build. Use cooldowns on controlled difficult pulls. Train weapon skill after changing weapon types.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [19, 20].

Rogue | Gear, groups & gold

GEAR AND GROUP HABITS

Favor weapon upgrades, Agility, and enough Stamina to survive. Mine along your quest route and sell excess metal; Engineering is a personal utility expense first. At 60, choose raid talents around your actual weapons and Forever tuning, rather than carrying a PvP-oriented Subtlety build into every raid.

ENGINEERING + MINING

Engineering + Mining provides personal combat tools and metal to sell. It prioritizes utility over crafting income. Choose devices you will use, then check specialization requirements before committing. [1]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Affliction

Start with Improved Corruption, then build sustain through Improved Life Tap and Fel Concentration. Keep a wand early. Demonology offers a pet-focused alternative.

LEVELS 1-19

Complete demon unlocks. Let the pet establish threat, apply damage-over-time spells, then wand when more casting would waste mana. Keep a Healthstone, food, and useful Soul Shards. Sell some cloth and greens instead of consuming everything for profession skill.

LEVELS 20-39

As Drain Life and your gear improve, develop drain-based sustain. Fel Concentration reduces interruption. You do not need the Voidwalker to hold every target. Fear only where fleeing enemies will not pull extra packs.

LEVELS 40-60

Continue Affliction sustain and add complementary Demonology talents. Dark Pact is an optional deep-Affliction route. Quest through productive kill areas. Learn one manageable cloth or material farm before trying complex dungeon solos.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [21, 22].

Warlock | Gear, groups & gold

GEAR AND GROUP HABITS

Value useful spell damage, Stamina, and an adequate mana pool. In dungeons, manage pet pulls and Life Tap with healer mana in mind. Tailoring provides personal crafts and sale goods; Enchanting provides materials and services. Compare disenchant, vendor, and auction values before consuming loot. Raid talents should be chosen at 60 for the content and rules in use.

TAILORING + ENCHANTING

Tailoring + Enchanting supports personal cloth crafts, disenchanting, and services. Two crafts need a budget. Compare disenchanting with selling or vendoring loot. Vanilla enchant services use trade, so a character cannot directly enchant another character's soulbound gear on the same account. [2, 3]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Beast Mastery

Build pet durability and damage. Intimidation arrives at 30 and Bestial Wrath at 40 when you keep the required points in Beast Mastery.

LEVELS 1-19

Prioritize the Classic level-10 pet quest. Keep your pet fed, trained, and near your level. Update your ranged weapon and ammunition. Let the pet establish threat. Practice recalling it before an accidental extra pull.

LEVELS 20-39

Aspect of the Cheetah helps travel from 20. Turn it off when hits are likely because of its daze penalty. Favor beast-rich areas with ore access. Avoid unnecessary Auto Shot clipping. Heal the pet between pulls as needed.

LEVELS 40-60

Bestial Wrath improves difficult outdoor fights. Add complementary Marksmanship talents after the BM core. Practice Feign Death and trap escapes. Test a repeatable route for kills, skins, ore, competition, and travel time.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [23, 24].

Hunter | Gear, groups & gold

GEAR AND GROUP HABITS

Ranged weapon damage is a major upgrade priority, with Agility and Stamina valuable. Turn off pet Growl in tanked dungeon groups. Mining plus Skinning works best on beast routes; humanoid farms do not produce leather. Find Minerals also replaces Hunter tracking under Classic tracking rules. Farming this character is optional whenever another character earns more per hour. [4], [5]

MINING + SKINNING

Mining + Skinning fits outdoor beast-and-ore routes. Sell materials or supply a crafter when the return is worthwhile. Skinning adds little to humanoid or boss farms. Find Minerals competes with Hunter tracking under Classic rules. [4, 5]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Arms at 30; optional Fury early

Quest with a two-hander and keep a shield kit for tanking. An early Fury build can respect Arms at 30; starting Arms also works.

LEVELS 1-19

Fight enemies at or below your level when practical. Prioritize weapon damage, First Aid, food, and controlled pulls. Carry a shield before volunteering to tank. A healer partner can make difficult quests more efficient.

LEVELS 20-39

Keep weapons and weapon skill current. At 30, a full Arms allocation can take Sweeping Strikes. Work toward Mortal Strike at 40. Use dungeon quests for useful rewards without spending hours chasing a single drop.

LEVELS 40-60

Continue Arms for solo speed. Use your shield and defenses when incoming damage demands them. Deep Protection suits dedicated group tanking but slows solo kills. An eventual tank role does not require deep Protection from level 10.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [25, 26].

Warrior | Gear, groups & gold

GEAR AND GROUP HABITS

Keep separate damage and tanking pieces as bags allow. In dungeons, mark dangerous enemies, control extra pulls, and use threat abilities rather than assuming a shield alone holds aggro. Mining funds repairs and Engineering. At 60, tune the tank build to gear, healer support, and encounter demands; Engineering remains useful for planned pulls. [1]

ENGINEERING + MINING

Engineering + Mining supports planned pulls and personal tanking tools. Mining can offset costs. Blacksmithing is not required to wear ordinary tradable crafted plate. Force Reactive Disk is an Engineering option, not the best shield for every fight. [1, 6, 7]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Resto in steady groups; Feral solo

Restoration fits regular dungeon groups. Feral with a caster gear set gives stronger solo progress between runs and can heal early dungeons. [8]

LEVELS 1-19

Unlock Bear Form around 10 and train healing spells. Quest in forms between groups. Keep Intellect/Spirit pieces, including cloth, for healing and physical gear for solo play. Find a dependable tank before relying on repeated dungeon runs.

LEVELS 20-39

For dungeon healing, prioritize Improved Healing Touch, Nature's Focus, Reflection, and healing improvements. Insect Swarm helps solo. Straight Restoration reaches Nature's Swiftmend at 30. Cat Form at 20 helps between runs, though Feral talents improve its damage.

LEVELS 40-60

Straight Restoration reaches Swiftmend at 40. Match Healing Touch rank to damage and limit overhealing. Avoid blanket Regrowth that drains mana. Carry drinks. Classic Druid lacks an ordinary resurrection spell; check Forever's actual toolkit. [38, 39]

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [27, 28].

Druid | Gear, groups & gold

GEAR AND GROUP HABITS

Alchemy + Herbalism remains a useful option. Gather during quest travel and breaks; make useful consumables when their margin is positive. Healing can improve group access, but tank shortages, travel, drinking, and failed runs still count. Compare total XP per session, including group formation, before calling dungeon leveling faster.

ALCHEMY + HERBALISM

Alchemy + Herbalism fits healing, tanking, and travel between groups. You can buy tradable leather healing crafts such as Hide of the Wild and Corehound Belt without learning Leatherworking. Craft consumables when the ingredient-to-sale margin supports it. [9, 10, 14]

Feral option: For Feral, prioritize Feline Swiftness, Ferocity, and damage talents; keep caster gear for healing and a tank set for Bear. Swap gear for the job before the pull. As dungeons become harder, reassess whether your gear and group need deeper healing talents. At 60, select a proper healing or tank build for your assigned role.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Enhancement; consider Elemental at 40

Enhancement is a practical early route. At 40, consider Elemental for solo speed if you have caster gear and a drinking budget. Staying Enhancement remains viable.

LEVELS 1-19

Complete relevant totem quests. Pull with a spell, then melee efficiently rather than spending all mana on shocks. Keep a healing reserve. Carry Intellect/Spirit gear for dungeon healing separately from your melee set.

LEVELS 20-39

Improved Ghost Wolf helps travel. Develop Flurry and the melee damage core. Prioritize useful weapon upgrades. Choose totems for the fight and group; do not spend mana on a full set for a short single-enemy pull.

LEVELS 40-60

Continue Enhancement or switch to Elemental after collecting caster gear. Do not respec into a caster build while wearing melee-only equipment. Deeper Restoration helps a regular healing schedule. The vanilla model has no Enhancement dual-wield talent.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [29, 30].

Shaman | Gear, groups & gold

GEAR AND GROUP HABITS

Heal early dungeons with appropriate gear and attentive mana management; use your totems to support the group. Skin quest kills and keep Leatherworking progressing without turning every valuable skin into unsellable stock. Pursue Tribal specialization when eligible and confirmed in Forever. Buy expensive patterns only when useful crafts or actual buyers justify them. [11]

TRIBAL LEATHERWORKING + SKINNING

Tribal Leatherworking + Skinning provides a leather-crafting business with recipes such as Devilsaur gear and Hide of the Wild. Collect patterns selectively. Leatherworking can remain worthwhile at 60 when demand and margins justify it. It is one option, not a required Shaman profession. [11]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Wand + Spirit Tap; Shadow around 40

Take Wand Specialization at 10-14 and Spirit Tap at 15-19. For solo play, respec around 40 to reach Shadowform without the early Discipline points delaying it.

LEVELS 1-19

Acquire and update a wand. Cast a short damage sequence, then wand to finish and recover mana. Spirit Tap requires your killing blow, so it helps solo more than dedicated party healing. Keep useful healing spells trained.

LEVELS 20-39

Develop Shadow damage while keeping the wand opener. Heal dungeons with Intellect/Spirit gear and suitable spell ranks. A dungeon-heavy schedule can justify Discipline/Holy instead. Early dungeons do not automatically require a full healing build.

LEVELS 40-60

For solo quests, respec to Shadowform around 40. Leave Shadowform before casting Holy heals. For mostly dungeon healing, choose healing talents and accept slower solo damage. Carry drinks even when solo sustain feels strong.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [31, 32].

Priest | Gear, groups & gold

GEAR AND GROUP HABITS

Keep separate healing pieces when pursuing Shadow damage gear. Gather herbs during travel and budget cloth for bags, useful crafts, and later Mooncloth. Tailoring preserves the personal Truefaith Vestments option if healing becomes important; it is not a mandatory Shadow damage profession. Select the level-60 role and talents according to actual raid needs. [12], [13]

TAILORING + HERBALISM

Tailoring + Herbalism supports gathering, Mooncloth, and the personal Truefaith Vestments healing option. Tailoring is less essential for pure Shadow. Classic Mind Flay and Shadow Word: Pain do not gain critical hits from Bloodvine's bonus. [12, 13, 17]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Ret solo; Holy 11 then Prot for tanking

Use Retribution for solo quests. For regular dungeon tanking, take Holy 11 for Consecration, then Protection. Holy healing also works with a dependable group.

LEVELS 1-19

For solo Ret, develop seal efficiency and melee damage with a strong two-hander. For dungeon tanking, invest ten Holy points toward Consecration. The linked route uses Divine Intellect and Improved Seal of Righteousness. Keep a shield and healing gear.

LEVELS 20-39

The tank route takes Consecration at 20, then Protection talents such as Redoubt and Improved Righteous Fury. Keep Righteous Fury active when tanking. Establish threat before damage dealers open. Solo Ret continues toward its damage core.

LEVELS 40-60

Holy 11 followed by Protection 31 reaches Holy Shield at 51. This keeps Consecration available. If mostly solo, stay Ret and prepare a later role change. Large AoE pulls need appropriate enemies, equipment, and mana.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [33, 34].

Paladin | Gear, groups & gold

GEAR AND GROUP HABITS

Keep tank, solo damage, and healing pieces for the roles you actually use. Vanilla Paladin lacks a conventional taunt, which affects recovery from lost aggro and some raid tank jobs. Verify Forever changes before projecting that limit onto launch. Alchemy + Herbalism supports all three roles. Use the class unlocks for your actual race and faction in Forever. [14]

ALCHEMY + HERBALISM

Alchemy + Herbalism supports consumable crafting and gathering in any role. Tradable potions, elixirs, and flasks can serve other players. Raid leadership adds no profession bonus. This pairing does not require a second Alchemist elsewhere in your account. [14]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Single-target Frost

Single-target Frost offers slows, control, and defense. Follow a separate Improved Blizzard build for AoE farming; route safety and competition decide whether it saves time.

LEVELS 1-19

Pull at range and slow with Frostbolt. Keep your wand and conjured water current. Practice Frost Nova followed by distance. Polymorph an extra enemy. Controlled pulls reduce deaths and long return trips.

LEVELS 20-39

Continue the Frost core and practice kiting. Groups value control and refreshments. Improved Blizzard enables an AoE route with suitable melee packs and open space. Use the separate AoE build rather than assuming any Frost allocation works.

LEVELS 40-60

Ice Barrier is available at 40 with 31 Frost points. Maintain defenses and mana recovery. Compare AoE grinding with normal quests after counting deaths and competition. On PvP rules, interruptions can erase an expected speed advantage.

Milestones assume the stated talent investment. Off-tree points delay them. Full build references: [35, 36].

Mage | Gear, groups & gold

GEAR AND GROUP HABITS

Value useful spell damage, Intellect, and enough Stamina for mistakes or PvP. Use control before a pull gets out of hand. Charge for optional services only when buyers exist. Choose raid Frost or Fire from encounter resistances and Forever tuning. Your leveling build does not need to be permanent.

TAILORING + HERBALISM

Tailoring + Herbalism supports bags, personal cloth crafts, Mooncloth, and suitable gathering routes. Robe of the Archmage binds when picked up. Bloodvine's Classic set bonus requires 300 Tailoring. These are content-dependent gear examples, not launch promises. [2, 15, 16, 17]

At 60

Choose your raid role and talents from the content, your gear, and Forever tuning. Keep a leveling build only while it still serves the activity you are doing.

Use the profession pair as a starting plan. Buy tradeable crafts or coordinate with other players when you do not make them yourself.

Your launch checklist

Choose the class and route you want to play

Use solo builds when questing dominates. Choose healing or tanking investment when you have dependable groups.

Commit to an affordable profession plan

Check personal item requirements, specialization rules, and the recipes you want before spending heavily.

Set up the money routine

Protect skill and travel funds. Start with small sales. Record net profit and time.

Check what Forever changed

Confirm talent trees, class unlocks, resurrection tools, tank abilities, cooldowns, and content availability.

This is a Classic-based planning guide, not a claim that all mechanics or profession returns are confirmed for launch. Visit NerveHQ.com.



Sources and further reading

[1] Icy Veins: Classic Engineering guide	[8] Icy Veins: Classic Druid leveling: professions for Restoration
[2] Wowhead: Bloodvine Garb: Tailoring requirement and set bonus	[9] Wowhead: Hide of the Wild: binds when equipped
[3] Blizzard: Original World of Warcraft manual: Enchanting	[10] Wowhead: Corehound Belt: binds when equipped
[4] Icy Veins: Classic Hunter goldmaking guide	[11] Icy Veins: Classic Leatherworking: Tribal crafts and salt refining
[5] Wowhead: Classic Herbalism routes: tracking limitations	[12] Wowhead: Truefaith Vestments: Priest-only, binds when picked up
[6] Wowhead: Force Reactive Disk: Engineering requirement	[13] Icy Veins: Classic Shadow Priest: limits of spell critical chance
[7] Wowhead: Lionheart Helm: binds when equipped	[14] Icy Veins: Classic Alchemy: consumables and transmute cooldowns

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Sources and further reading

[15] [Wowhead: Robe of the Archmage: binds when picked up](#)

[16] [Icy Veins: Classic Mage goldmaking: Herbalism routes](#)

[17] [Icy Veins: Classic Tailoring: Mooncloth requirements](#)

[18] [Icy Veins: Warlock goldmaking](#)

[19] [Icy Veins: Rogue leveling: general / first route](#)

[20] [Icy Veins: Rogue leveling: talents / alternative route](#)

[21] [Icy Veins: Warlock leveling: general / first route](#)

[22] [Icy Veins: Warlock leveling: talents / alternative route](#)

[23] [Icy Veins: Hunter leveling: general / first route](#)

[24] [Icy Veins: Hunter leveling: talents / alternative route](#)

[25] [Icy Veins: Warrior leveling: general / first route](#)

[26] [Icy Veins: Warrior leveling: talents / alternative route](#)

[27] [Icy Veins: Druid leveling: general / first route](#)

[28] [Icy Veins: Druid leveling: talents / alternative route](#)

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Sources and further reading

[29] Icy Veins: Shaman leveling: general / first route	[36] Icy Veins: Mage leveling: talents / alternative route
[30] Icy Veins: Shaman leveling: talents / alternative route	[37] Icy Veins: Classic leveling: zones and dungeon progression
[31] Icy Veins: Priest leveling: general / first route	[38] Icy Veins: Restoration Druid: Classic healing toolkit and limitations
[32] Icy Veins: Priest leveling: talents / alternative route	[39] Icy Veins: Restoration Druid: Classic talent trees
[33] Icy Veins: Paladin leveling: general / first route	[40] Wowhead: Alliance leveling: recommended zones
[34] Icy Veins: Paladin leveling: talents / alternative route	
[35] Icy Veins: Mage leveling: general / first route	

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