



Welcome to World of Warcraft Monthly. In this issue we will go over some general comments and suggestions about leveling up and also focus on the sell price on items found in the world of azeroth.



Vendor Sell Price List



Anti-Venom	28c
Bolt of Woolen Cloth	1s
Citrine	8s
Heavy Armor Kit	6s 50c
Heavy Linen Bandage	20c
Heavy Wool Bandage	57c
Iron Buckle	1s
Jade	7s
Large Venom Sac	1s 85c
Lesser Moonstone	6s
Light Leather	15c
Light Hide	50c
Linen Bandage	10c
Linen Cloth	13c
Malachite	15c
Medium Armor Kit	2s
Medium Leather	50c
Moss Agate	4s
Pattern: Fine Leather Pants	3s 75c
Pattern: Heavy Woolen Cloak	1s
Plans: Iron Counterweight	6s 50c
Ruined Leather Scraps	7c
Shadowgem	2s 50c
Shiny Fish Scales	7c
Silk Cloth	1s 50c
Slimy Murloc Scales	75c
Small Lustrous Pearl	2s
Small Venom Sac	82c
Spider's Silk	3s 87c
Tigerseye	2s0c
Wool Cloth	33c
Wool Bandage	28c



Leveling up in Azeroth



Questing - Actually doing quests and talking to NPC's is a fantastic way to gain experience, items and cash.

Questing becomes so beneficial because it usually allows for the player to team up (making things easier), grind (kill enemies for experience), and gain bonus experience and items/cash after completing the objective.

To begin a quest, talk to a NPC with a yellow exclamation mark above them. Silver Exclamation marks means that your character will be able to tackle this quest after you have gained more experience and levels. Once a quest is accepted, it is recorded into your quest journal for you to remember and reference. Completing a quest will require you to bring the objective to a NPC with a yellow question mark over him to gain the reward.

Grinding - Grinding is the term players use to describe the simply process of going out and continually killing characters to gain experience.

Grinding is perhaps the slower of the two ways to commonly gain experience. This method also allows you to team up but the experience gained is divided by those in your party assisting with the kills.

Some important rules to remember if you decide to grind:

- Find an area with creatures a couple levels lower then yourself (Eg - your level 25, try to find creatures that are around level 21-23) This also allows you to be able to tackle enemies quickly with a short recovery time.
- Make sure there is alot of room for rest and attack between enemies This prevents multiple enemies from attacking you so that you focus on one at a time.
- Be near a respawn point. Dont walk for 15 min to respawn if you die, find creeps close to one.
- Be close to a drop-off point. You will gain items (lucky you). Be close to a drop off point that allows you to deposit or cash in on the items you find.

Additional information on questing:

Gray quests - Trivial. Dont bother

Green quests - Easy

Yellow quests - Normal

Orange quests - Hard

Red quests - Very Hard

Note that quests from the Yellow - Red range offer full experience, Green less then normal and Gray miniscule amounts of EXP.

