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## Farming Ghost Mushrooms With Herbalist

By Ruibo

To start gathering **Ghost Mushrooms** in World of Warcraft you will need to have the herbalist skills. Your Herbalism level should be around level 245. Ghost Mushrooms are located in a little cave called Hinterlands. This guide can be used by both Alliance and Horde characters. You can easily gather about 10-25 gold per hour. Your character should be at least level 44, the higher the better however. The mobs in the cave are level 46-48.

### Hunting Grounds:

Simply put, **SKULL ROCK**, in the Hinterlands. Consult the provided map below in order to get to Skull Rock. Note that the entrance to the cave is on the north side, and faces the river... even though the map makes it seem like the cave opens to the south.



Inside the cave of Skull Rock, there are 3 Ghost Mushroom spawn points. They respawn every 12 to 15 minutes approximately. The first spawn area is usually on the upper ledge of the cave on the east side, occasionally it is on the pathway down to the lower level of the cave. The second spawn area is on the lower level in the western room that has the small pond inside. The third spawn area is on the lower level in the eastern-most room (see below).

#### Spawn Area #1



Spawn Area #2



Spawn Area #3





Each of the 3 spawn areas have 3 slightly different spots where the mushrooms can actually pop up, so keep a close eye out for them.

#### The Shrooms:

Ghost Mushrooms are one of the most highly sought-after herbs in WoW due to their rarity. They are used to make **GHOST DYE**, which in turn is used in many high level recipes. These mushrooms are also used in many high level quests. They are rarely for sale in large quantities on the auction block, selling these herbs in large quantities may allow you to charge a higher price! On my server, they often sell for up to 1.5 to 2 gold per mushroom! If you are diligent and don't have much competition in Skull Rock, you should be able to get approximately 12 to 15 mushrooms per hour real time.

#### More Info:

If you are level 60, you will be able to stroll right past all the monsters and just get right to the shrooms. Almost all mobs will be "gray" (excluding the level 48s) and will not attack if you don't get too close. If you are level 44 to 53, this tactic will be more difficult as you will need to fight your way through lots of monsters in order to get close enough to the shrooms to pick them up. If you are level 53-59, this will be really easy but you may have to fight some monsters to get to your goal.

#### Even More Good News:

The monsters in Skull Rock can rarely drop EPIC level items. In fact, a **Precisely Calibrated Boomstick** dropped while I happened to be hunting for mushrooms. What good luck! Additionally, there are Mithril deposits in the cave that you can mine, if you happen to also be a miner. Not to mention that these monsters are high enough to give experience gain well into the late level 50s. Finally there are **Horde Supply Crates** scattered throughout the cave. These crates contain mostly food/drink which can be helpful ... but if you are a HORDE side character and are on the quest **A Sticky Situation**, then you are going to need these crates for quest item drops.

#### Play Nice:

Keep in mind that other people may be here farming mushrooms too. Please be courteous and communicate to other players of your intentions. Or, if they are of the opposite faction, /RUDE them and pick all the shrooms just before they are able to get to them. Additionally, if you are level 60, keep in mind that lower level characters have to fight all the monsters in the cave to get these

items. You can just stroll in and take whatever you want without gaining the attention of a single monster. Please play nice!