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Fishing Facts

Manual

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Guide to Fishing- Quick Leveling and More

Fishing is one of the secondary professions in World of Warcraft that not many players like. In fact, often times many players have never even tried to level it at all or gave up after the first few casts. Unfortunately, I think this is because of the lack of knowledge and understanding of fishing. Players are also unaware of the handful of advantages that fishing gives those who choose to max it out. Fishing takes a lot of time, patience, and willingness to do the same repetitive movements over and over again. This is yet another reason why fishing is not very popular among the World of Warcraft population. Well, fortunately for those who are looking to raise their fishing skill, here is all the information you should ever need to know. For all of those questions you have about fishing, you may look no further. This guide will tell you exactly where you should be fishing at your skill level and give you pointers on how to get the most out of each cast (in other words the most out of your time). I will also give you a few tips on how to make some gold while reeling in the fish too! This guide is good for both Horde and Alliance, so make sure you check out the appropriate section for your character's allegiance.

What do I need for Fishing?

The first thing you need to do is to get yourself a fishing pole and the ability to fish. There are many fishing supply vendors and trainers in the world, so it should not be too difficult to locate one. Apprentice fishing only costs 90 Copper to learn and there is a restriction of level 5. At this low skill level a basic **Fishing Pole** will do just fine. These are sold at any Fishing Vendor for 23 Copper. While you are at the vendor this is a good time to buy at least 5 **Shiny Bauble**. **Shiny Bauble** artificially raise your fishing skill by 25 skill points for 10 minutes. This may not seem that great, but you will become quite dependent upon these lures later on. In fact, you will find yourself using these lures to fish in areas you are unable to without the lure. These lures are also used to make each of your casts more effective by dropping the amount of "get aways". More information about this later on in the guide. Right now I just want to get through the basics.

You may wish to level up your cooking as you level your fishing because these two professions seem to go hand and hand with each other. If you do not wish to level

cooking that is fine, but this is the time to pick it up. That way you do not have to go back to the starting areas to gather up fish!

Casting the Line

This may seem simple, but I know of more than a handful of people who did not know how to cast the fishing line! Once you have trained in fishing, you will need to open the General tab of your spell book. In there, you should find an icon that says fishing. You want to place that on one of the bars, so that you can simply click it each time. I know of some people who have tried to put the Fishing Pole on the action bar. This is NOT correct. If you see a green glow around the Icon on the action bar, this means you have placed the Fishing Pole on the action bar, rather than the fishing icon in your spell book.

In addition to knowing how to cast a line, you should know what each message means as well. If you click on your bobber too soon, you will get the message, "No fish are hooked". Just try again and do not click on the bobber until it splashes. The next message you can get is "Your Fish Got Away". This lets you know that you clicked on the bobber at the right time, but you missed the fish. In this recent patch they have finally taken out the chance that no fish will bite during the length of your cast. This will significantly reduce the amount of time it takes to level fishing and to farm for fish too!

Each time you cast your line, it will count down from 20 seconds. This used to be 30 seconds however, Blizzard felt the need to change this to make fishing a little more appealing to the average player. This does cut a significant amount of time off of my nightly fishing runs. In just 3 casts, you are now getting 1 free!

Fishing Trainers

Here is a list of most fishing trainers and suppliers in the starting areas and cities. Notice I have supplied the coordinates of all of these NPC's, so that it is easier to locate them in their respective town or zone.

Alliance NPCs	Trainer or Supplier	Location	Coordinates
Voloren	Supplier	Darnassus	(47,56)
Astaia	Trainer	Darnassus	(47,56)
Tansy Puddlefizz	Supplier	City of Ironforge	(47,6)
Grimnur Stonebrand	Trainer	City of Ironforge	(48,6)
Catherine Leland	Supplier	Stormwind City	(45,58)
Arnold Leland	Trainer	Stormwind City	(45,58)
Dekin	Supplier	The Exodar	(29,19)
Erett	Trainer	The Exodar	(31,14)
Diktyнна	BOTH	Azuremyst Isle	(61,54)
Matthew Hooper	Trainer	Redridge Mountains	(26,50)
Khara Deepwater	Supplier	Loch Modan	(40,39)
Warg Deepwater	Trainer	Loch Modan	(40,39)
Nessa Shadowsong	Supplier	Teldrassil	(56,92)
Androl Oakhand	Trainer	Teldrassil	(55,93)

Paxton Ganter	Trainer	Dun Morogh	(35,40)
Gretta Ganter	Supplier	Dun Morogh	(31,44)
Lee Brown	Trainer	Elwynn Forest	(47,62)
Donald Rabonne	Trainer	Hillsbrad Foothills	(50,61)
Stuart Fleming	Supplier	Wetlands	(8,58)
Harold Riggs	Trainer	Wetlands	(8,58)
Kriggon Talsone	Supplier	Westfall	(36,90)
Heldan Galesong	Supplier	Darkshore	(36,56)
Brannock	Trainer	Feralas	(32,41)
Savanne	Supplier	Feralas	(31,46)

Horde NPCs	Trainers or Suppliers	Location	Coordinates
Lizabeth Cromwell	Supplier	The Undercity	(81,30)
Armand Cromwell	Trainer	The Undercity	(80,31)
Sewa Mistrunner	Supplier	Thunder Bluff	(55,47)
Kah Mistrunner	Trainer	Thunder Bluff	(56,46)
Olirea	Supplier	Silvermoon City	(77,68)
Drathen	Trainer	Silvermoon City	(76,67)
Zansoa	Supplier	Durotar	(56,73)
Lau'Tiki	Trainer	Durotar	(53,81)
Shankys	Supplier	Orgrimmar	(69,29)
Lumak	Trainer	Orgrimmar	(69,29)
Harn Longcast	Supplier	Mulgore	(47,55)
Uthan Stillwater	Trainer	Mulgore	(44,60)
Martine Trambly	Supplier	Tirisfal Glades	(65,59)
Clyde Kellen	Trainer	Tirisfal Glades	(67,50)
Killian Sanatha	Supplier	Silverpine Forest	(32,17)
Kil'Hiwana	Trainer	Ashenvale	(10,33)
Lui'Mala	Trainer	Desolace	(22,72)
Mai'Lahii	Supplier	Desolace	(22,72)
Katoom the Angler	Both	The Hinterlands	(80,81)
Zurjaya	Trainer	Zangarmarsh	(32,49)

This is not a complete list simply because there are so many random fishing trainers in the world. However, I believe this is a near complete list. Hopefully, you will find one of these convenient for you to buy lures and train in fishing.

Now that I have given you a list of trainers, this is how the fishing training works. I will place this in a Table as well for easier reading.

Rank	Minimum Character Level	Minimum Skill Required	Maximum Skill Trained	Cost	Means of Training
Apprentice	5	--	75	1 S	Any Trainer Listed Above
Journeyman	10	50	150	5 S	Any Trainer Listed Above
Expert	20	125	225	1 G	Sold by: Old Man Heming in Booty Bay (Stranglethorn Vale) Expert Fishing - The Bass and You
Artisan	35	225	300	----	Quest by: Nat Pagle in Dustwallow Marsh Nat Pagle, Angler Extreme
Master	45*	275	375	5 G	Sold by: Juno Dufrain in

* Your character must be level 58+ to enter the Outland, so in order for a level 45 to train in this book you will have to purchase it off of the Auction House or have a friend get it for you.

Please see the end of this guide for more information on Old Man Hemming, Nat Pagle, and Juno Dufrain.

Character Skill

You will need to learn how to navigate on your character screen to see what your fishing skill is currently at. If you click on your picture on the bottom menu, it should bring up a menu full of all different types of information. Click on the Skills tab and scroll down until you see "**Secondary Skills**". If you have currently trained in Fishing, your skill of 1 should be listed there. Be sure you know how to find this page because you will need to use it quite a lot.

Whenever you use a lure, make sure you understand how it will be listed on this page. If your current skill is 73 it will look like this in this table. **(Fishing 73/150)** That is pretty straight forward. However, it gets a little more tricky whenever you apply a lure. If your skill is 73 but you have added a **Shiny Bauble** with + 25 skill it will appear like this. **(Fishing 73(+25)/150)** The UI will not add the lure in for you, so rather than just having 73 skill you would actually have 98.

Using a Lure

Certain lures will have fishing skill requirements on them in order to be able to use them. Make sure before purchasing any lures that you are at the appropriate fishing skill. The vendor should have the items in all red if you are unable to use them, but if you click on the item you will still purchase it. The **Shiny Bauble** can be used right away, so make sure you grab at least 5 of them to get started. You will use the other lures as your fishing skill goes up and as the base skill levels in certain bodies of water go up too.

All you have to do to use a lure is right click on it. You should see that the mouse pointer icon has a blue glow to it now. Then left click the lure onto your fishing pole. The fishing pole can either be in your inventory or equipped in order to attach a lure. Depending upon the level of your skill in comparison to the level needed to fish there, you may notice that your line now has a blue glow to it when it is cast in the water. This blue glow means that you have reached a skill high enough to fish here.

The Different Lure Types

There are four different types of Lures that can be attached to any fishing pole. Lures cannot be stacked multiple times and do not count towards the minimum skill needed to use them. For example if you are fishing skill 35 and you place a Shiny Bauble on there to raise it to 60, you then cannot use a nightcrawler. Even though technically your fishing skill is over 50, which is the requirement to use a nightcrawler, you cannot use one on top of the Shiny Bauble.

As stated above, lures are used to make fishing easier in some areas of water that have a higher base skill than your current fishing skill. This is not something that you have to use on a regular basis if you do not wish to do so. However it will make your life a lot easier and it will decrease the amount of missed fish you get.

The first lure type we already discussed in some detail. It is called the **Shiny Bauble**. The **Shiny Bauble** can be purchased at all Fishing Suppliers and at some General Goods vendors as well for only 50 copper a piece. These are not limited supply items, so you may purchase as many as you like. **Shiny Bauble** can be used at fishing skill 1 and will raise your skill by 25 points for 10 minutes.

The next type of lure are **Nightcrawlers**. **Nightcrawlers** add another 50 fishing skill points to your current level for 10 minutes! However, you may not use them until your fishing skill is 50 or more. These are also not a limited supply at the vendor, so you can buy them in any quantities. They cost only 1 Silver a piece.

Bright Bauble is the next type of lure that is available for fishing. This lure requires a fishing skill of 100 to use it. It increases your fishing skill by 75 for 10 minutes and only costs 2 Silver 50 Copper a piece. This lure is also not a limited supply item, so stock up on them before heading out to the docks.

The best lure in the game is the **Aquadynamic Fish Attractor**. This lure requires a fishing skill of 100 and it will raise your skill by 100 for 10 minutes. They were recently increased to 10 minutes which really helps fishing in higher skill areas. These lures are harder to come by because they are on limited supply at all Fishing Suppliers. You may be able to purchase 1 or 2 at any one time and these last half as long as the other lure types. Unfortunately, as you begin fishing in the Outland, you will need these lures to fish in any body of water. If you know or have an engineer alt, they can make these for you. The materials are 2 **Bronze Bar**, 1 **Nightcrawlers**, and 1 **Coarse Blasting Powder**. One set of materials will make you 3 **Aquadynamic Fish Attractors**. Once you get past skill 300, you will want to find someone who can supply you with these. Or you will need to hit up all of the Fishing Suppliers to buy as many of them up as you can. I personally have one of my alts create these for me because I go through them extremely fast.

These lures should become a staple part of your fishing, so expect to spend a few silver on these to get up and running. Of course, the higher skill you get the more expensive these lures will become. All though, the fish and items you get from

fishing will outweigh any expenses it will cost you up front.

Base Skill Levels

It is very important for you to know now, that not all waters of the world require the same level of fishing skill. Base skill level is the lowest skill level you can be in order to make a cast in the water. If you are too low level, you will get a message on your screen that says, “Skill not high enough”. This lets you know you either need to add a lure or head back to a lower level area to raise your fishing skill. Unfortunately, base skill levels are not published by Blizzard, so I went out to each area of the world to figure out what they were. I had to use an alt to get these totals since my main is currently at fishing skill 360 and it is impossible to drop fishing to start over. If you are a level 65 and have decided that you wish to start fishing, you will not be able to head to the Outland to start out because Base Skill in the Outland is actually quite high. Same goes for a level 5 with a fishing skill of 10, you cannot head to Menethil Harbor and expect to cast a line.

Since you now understand what Base skill level means, there is a little bit more you need know in order to maximize each and every cast you make into the water. It is regarded by most fishing enthusiasts that the number 95 is quite special. Perhaps, you have started fishing a little or you have tried it in the past. I am sure that you had a lot of fish “get away”. Well the reason why you had so many fish get away is because you did not meet the skill required to reduce the miss rate. In order to completely get rid of all “get aways”, you will need to be 95 Skill points above the Base skill level in that body of water. These get aways are one of the main reasons why people give up on fishing. They get sick of sitting around waiting for a fish to bite to only have it get away from them. This is completely understandable, so you need to figure out what areas you will be able to fish without having so many of your fish get away! Well, there won't be much figuring on your part because I will tell you exactly what skill level is the most Ideal in each zone, lake, or sea.

If you follow this simple rule of always adding 95 to the Base skill level of the water, you will find that raising your fishing will go remarkably quick. Rather than getting frustrated, you will be ready to move on to the next area to level. At the low levels, adding 95 will be quite easy. However, the higher you go the more difficult it will be to reach this point. There are some pools in the Outland that require a Base fishing skill of 405! Yet, you can only reach 375 without any lures, special fishing poles, or items. The higher level you go, the more you will have to accept the fact that you may be missing a percentage of your fish.

At the end of this guide, there is a table that lists every single zone in the game. It will let you know what the Base skill level and Ideal skill level is for that area or specific lake. The Ideal skill level is the level at which you will never miss a fish, so it is ideal. However, some of you may not be able to hit that number. As long as you get as close as possible is all that matters. The further away you are from the Ideal number the more “get aways” you will have.

Your Fish Got Away!

I already touched upon this subject in terms of why you get that message whenever you are first starting out or trying to fish in an area that is too high skill level for you. You should be relieved that if you get that message, you have not lost any fish or catches from a pool or body of water. It does get counted as a miss, but it also gets “recycled” back into the fishing pool. The only thing that missing fish does is make your fishing trip a bit longer. It also frustrates the new fishermen, so if you are getting those and you are getting irritated try to level up your fishing or use one of the best lures in the game.

Fishing the Pools

Free fishing in inland or coastal water is not difficult whatsoever because you do not need to aim it into a specific location in the water. However, as you begin to skill up in fishing, you will start to notice different pools of fish. These pools of fish were a somewhat recent addition to the fishing profession and it has really made fishing a lot more enjoyable in my opinion. These pools allow you to “choose” which kind of fish you want to catch. Pools usually net you about 3-6 casts from them, but it depends upon the type of fishing pool and chance. Here is the list of pools you can expect to see in your fishing adventures.

<i>Pre-Burning Crusade</i>	<i>Fish Obtained</i>
Firefin Snapper School Blackmouth School School of Deviate Fish Greater Sagefish School Sagefish School Floating Wreckage Swarm of Stonescale Eel Patches of Elemental Water	Firefin Snapper Oily Blackmouth Deviate Fish Greater Sagefish Sagefish Miscellaneous Stonescale Eel Essence of Water

<i>Burning Crusade: Outland</i>	<i>Fish Obtained</i>
Bluefish School Feltail School Highland Mixed School Mudfish School School of Darter Sporefish School Pure Water Steam Pump Flotsam	Icefin Bluefish Spotted Feltail Furious Crawdad/Mr. Pinchy Figluster's Mudfish Golden Darter Zangarian Sporefish Mote of Water Supply Crate/ Steam Pump Debris

Whenever you come across one of your first fishing pools, you will find out rather quickly that it takes practice getting the fishing bobber to land in the pool. It will take you some time to get used to how far away your character should be from the water's edge in order for the fishing line to cast close enough or far enough depending upon where the node is from the shoreline. Just practice to get better at it. Even whenever you are good at it, sometimes it seems the bobber just refuses to go in the right direction!

It should be noted that there are at least 3 pools in Nagrand, that Gnomes are unable to reach. Unfortunately, Gnomes have very short legs, so they cannot go into the water very far to reach a fishing pool. Other races should not have any problems getting the pools. I have reported this to a GM, so hopefully those will be fixed sometime soon. There are preliminary reports that these pools were fixed in the most recent patch. However these reports were false!

I wanted to add that in the 2.3 Patch, Blizzard has added Strange Engine Part to the Steam Pump Flotsam. For the Alliance, these items begin a quest. The great thing about these is you can hold as many as you like, but you can only accept one quest at a time. The quest gets turned into K. Lee Smallfry in Telredor and she rewards you with 9G 75S! For the Horde, these items are vendored for their value. It is not quite known how rare these Engine Parts are at the moment. However I suspect they are probably anywhere from a 5-10% drop rate.

Fishing Equipment

Here is a table of fishing equipment that will raise your skill more permanently than a lure. These are items that you equip in your Main hand (fishing pole) or in an armor slot. Ultimately, you want to gather as many of the items with the highest plus fishing skill as possible. Since Burning Crusade's release, it is now possible for one to have a maximum fishing skill of 527 with an Arcanite Fishing Pole, Aquadynamic Fish Attractor, Lucky Fishing Hat, Nat Pagle's Anglin' Boots, High Eternium Test Line, a fishing skill of 375 and the +2 fishing enchant to gloves. Only some of the best fishermen on each server will have all of these items, since they are relatively "hard" to obtain.

Item Name	Skill Bonus	Minimum Fishing Skill	Minimum Character Level	Means of Obtaining
Blump Family Fishing Pole	+3	1	10 Quest cannot be obtained until that level.	Alliance only quest in Darkshore on the beach of Auberdine. Gubber Blump gives you an easy quest to complete.
Strong Fishing Pole	+5	10	5	Purchased from Fishing Supplier. It is limited supply for 9 Silver 1 Copper.
Darkwood Fishing Pole	+15	50	15	Rumored to drop in Duskwood. However, I

				have never personally seen one. The official WoW site mentions it in their fishing FAQ here .
Nat Pagle's Extreme Angler FC-5000	+25	100	44 Quest cannot be obtained until that level.	<u>Horde only quest</u> in The Hinterlands in Revantusk Village. Katoom the Angler gives you a quest to kill Saltwater Snapjaws. You must be level 44 to do this quest.
Big Iron Fishing Pole	+20	100	25	Found in the Shellfish traps just off the coast of Shadowprey Village in Desolace. Bring a water breathing potion and Azure Silk Belt to make this easier.
Arcanite Fishing Pole	+35	300	None	Best pole in the game. One of the rewards for winning the Stranglethorn Fishing Contest on Sunday afternoons. The Official information on this contest can be found here .
Lucky Fishing Hat	+5	1	None	Rare Fish Keefer's Angelfish from Stranglethorn Fishing Extravaganza!
Nat Pagle's Extreme Anglin' Boots	+5	1	None	Rare Fish Brownell's Blue Striped Racer from Stranglethorn Fishing Extravaganza!
High Test Eternium Fishing Line	+5	150	None	Rare Fish Dezian's Queenfish from Stranglethorn Fishing Extravaganza!
Seth's Graphite Fishing Pole	+20	200	62 Quest cannot be obtained until that level	Quest by Seth in the Lower City of Shattrath City.

This will now begin the leveling portion of the guide. Since you have now gotten a quick overview of what fishing is all about, you are ready to jump right into the profession.

Alliance 1-75

First thing you need to do is to learn fishing. Depending upon what race you decided to play, will determine where you will train. Remember to refer back to the table of Alliance starting area and city trainers. Before heading for the trainer make sure you have at least a few Silver on you, so you can purchase the Apprentice training, a fishing pole, and a few cheap lures. Now some of you may think that fishing in the City is the best place at this point and that is NOT true.

You need to head to a body of water in one of the starting areas such as Elwynn Forest, Rut'theran Village, Dun Morogh, or Azuremyst Isle. My personal favorite is Elwynn Forest, but any of the starting areas will do!

I recommend using a Shiny Bauble for each cast and re-attach one whenever it runs out. As soon as you hit skill level 25, you will no longer need a lure in the starting

areas. Continue fishing until you level up to skill 75 in the starting area.

Alliance 75-150

Once you hit 75, go back to the fishing trainer and train in Journeyman fishing. Now you may choose to head into any of the major cities with fishable water. The only cities that have water in them are Stormwind, Darnassus and Ironforge(2.3 patch). If these are not easily accessible to you, then do not worry. You may choose to continue fishing in any of the lower level areas for the Alliance, such as Darkshore, Westfall, Bloodmyst Isle or Loch Modan. It only depends upon what race you decided to play. On the Table located at the end of this guide, you may now fish in any area where the Ideal fishing skill is 65 or lower.

Level up your fishing without any lures until you reach level 150. This will take some time, so you may not wish to do this in one sitting.

At this time, if you are of an appropriate level, you may wish to try your luck at getting a **Big Iron Fishing Pole**. See the details about equipment above.

Alliance 150-225

At skill level 150, you will need to get the Expert book from Old Man Heming in Booty Bay. This book will cost you 1 G. If you are very low level, you may swim from Westfall south to Booty Bay. However, if you do not want to do that, then have someone higher level than you get the book or purchase it from the Auction House.

You must be level 20 and fishing skill 125 in order to train in Expert Fishing, so make sure you meet both of those requirements.

After you train in Expert fishing, you will want to fly to Redridge Mountains (Lakeshire), Wetlands, Ashenvale, Duskwood or Hillsbrad Foothills. Once again, choose either one that is the most accessible to you. At fishing skill 150 you will not need to use any lures at these locations. Fish until you hit level 225. This will take a good chunk of time. As you gain skill in fishing, the more successful casts it will take in order to gain 1 point.

At this fishing skill you are now able to learn the ability Find Fish. This allows you to track fishing nodes on your minimap which can be extremely helpful as you begin to skill up. This ability however, is not learned from a trainer. You must fish up a Weather-Beaten Journal from a Trunk in the Floating Wreckage Pools. This is not a requirement to level, but it will be very helpful in your travels. You can find these Wreckage pools off the coasts in Hillsbrad Foothills, Ashenvale and Wetlands. As you gain skill, keep an eye out for these pools!

Alliance 225-300

Once you hit level 225, you will need to complete the quest "Nat Pagle, Angler Extreme". Please refer to the last section where it lays out exactly what needs to be done for this quest.

After completing this quest and obtaining fishing 225+, you may now begin fishing in any of these zones without the use of Lures. They include Stranglethorn Vale, Arathi Highlands, Desolace, Dustwallow Marsh, and Swamp of Sorrows.

My personal favorite is Stranglethorn Vale inside of Booty Bay. I like fishing just outside of the little building that Old Man Heming resides. This area is not traveled much by players, so if you are on a PVP server you can avoid being attacked in town. It does not matter which of these zones you pick, just make sure it is easy to get to for you and the mobs in the area do not interfere with your fishing.

You should skill up till 300 in these zones. The last few points will take about 10 successful casts to gain one point, so this may take some time.

Alliance 300-375

Once you hit level 300, you will need to get the Master book from Juno Dufrain in Zangarmarsh. You must be at least level 45 to learn this book and have a fishing skill of 275. This book also costs 5 Gold. Remember that only players who are level 58+ may enter the Outland.

After picking up the Master Fishing book, you will be able to fish in these areas without the use of Lures. Feralas, Tanaris, The Hinterlands, Blasted Lands, Azshara (Mainland), Felwood, Moonglade, Un'goro Crater, and Western Plaguelands.

My personal favorites out of this whole bunch is Tanaris and Feralas. You may fish for Stonescale Eel off the coast of the Steamwheedle Port as well as just outside of Feathermoon Stronghold. The best time to fish for these are from 12am-6am server time. Since the expansion is out, there is not much use for these eels anymore, so do not get too focused on them. Any fish will do!

Level to at least 350 in this area. I know you are probably eager to fish in the Outland, but this will save you a lot of gold on Lures. It will also help save you time on missing a bunch of fish. If you decide to skip this area to fish in the Outland, be prepared to use many stacks of Aquadynamic Fish Attractors. I really don't recommend anyone rushing into the Outland without a fishing skill of at least 325.

Once you hit fishing skill 350, you may head to Zangarmarsh. Now make sure you fish in the right lake. The lakes in this area are different Base Fishing skills. You can fish in Umbrafen Lake and The Lagoon. The other lakes are much higher Base Skill level. You will want to raise your skill to 400 by whichever means necessary. Some of you may need to use a Nightcrawler Lure if you do not have any + fishing gear. Here, you should fish until you are maxxed out at 375. Each point will take about 12-13 successful casts, so this will take several hours to do.

Congratulations! You have reached 375 skill in Fishing.

Once you obtain level 70 and a flying mount, you will be able to access fishing areas that are only accessible to those with a flying mount!

Horde 1-75

First thing you need to do is to learn fishing. Depending upon what race you decided to play, will determine where you will train. Remember to refer back to the table of Horde area and city trainers. Before heading for the trainer make sure you have at least a few Silver on you, so you can purchase the Apprentice training, a fishing pole, and a few cheap lures. Now some of you may think that fishing in the City is the best place at this point and that is NOT true.

You need to head to a body of water in one of the starting areas such as Durotar, Mulgore, Tirisfal Glades, or Eversong Woods. My personal favorite is Mulgore, but any of the starting areas will do!

I recommend using a Shiny Bauble for each cast and re-attach one whenever it runs out. As soon as you hit skill level 25, you will no longer need a lure in the starting areas. Continue fishing until you level up to skill 75 in the starting area.

Horde 75-150

Once you hit 75, go back to the fishing trainer and train in Journeymen fishing. Now you may choose to head into any of the major cities with fishable water. The only cities that have water in them are Orgrimmar and Undercity and Thunder Bluff. If these are not easily accessible to you, then do not worry. You may choose to continue fishing in any of the lower level areas for the Horde, such as Ghostlands, Silverpine Forest, and The Barrens. It only depends upon what race you decided to play. On the Table located at the end of this guide, you may now fish in any area where the Ideal fishing skill is 65 or lower.

Horde can fish in the Oasis in The Barrens to catch Deviate Fish. This is a great way to make some gold as you are leveling up your fishing!

Level up your fishing without any lures until you reach level 150. This will take some time, so you may not wish to do this in one sitting.

At this time, if you are of an appropriate level, you may wish to try your luck at getting a **Big Iron Fishing Pole**. See the details about equipment above.

Horde 150-225

At skill level 150, you will need to get the Expert book from Old Man Heming in Booty Bay. This book will cost you 1 G. Horde can just use the boat at Ratchet in The Barrens in order to get to Booty Bay.

You must be level 20 and fishing skill 125 in order to train in Expert Fishing, so make sure you meet both of those requirements.

After you train in Expert fishing, you will want to fly to Ashenvale, Hillsbrad Foothills,

or Stonetalon Mountains. Once again, choose either one that is the most accessible to you. At fishing skill 150 you will not need to use any lures at these locations. Fish until you hit level 225. This will take a good chunk of time. As you gain skill in fishing, the more successful casts it will take in order to gain 1 point.

At this fishing skill you are now able to learn the ability Find Fish. This allows you to track fishing nodes on your minimap which can be extremely helpful as you begin to skill up. This ability however, is not learned from a trainer. You must fish up a Weather-Beaten Journal from a Trunk in the Floating Wreckage Pools. This is not a requirement to level, but it will be very helpful in your travels. You can find these Wreckage pools off the coasts in Hillsbrad Foothills, Ashenvale and Wetlands. As you gain skill, keep an eye out for these pools!

Horde 225-300

Once you hit level 225, you will need to complete the quest "[Nat Pagle, Angler Extreme](#)". Please refer to the last section where it lays out exactly what needs to be done for this quest.

After completing this quest and obtaining fishing 225+, you may now begin fishing in any of these zones without the use of Lures. They include Stranglethorn Vale, Arathi Highlands, Desolace, Dustwallow Marsh, and Swamp of Sorrows.

My personal favorite is Stranglethorn Vale inside of Booty Bay. I like fishing just outside of the little building that Old Man Heming resides. This area is not traveled much by players, so if you are on a PVP server you can avoid being attacked in town. It does not matter which of these zones you pick, just make sure it is easy to get to for you and the mobs in the area do not interfere with your fishing.

You should skill up till 300 in these zones. The last few points will take about 10 successful casts to gain one point, so this may take some time.

For Horde that are level 44 or higher, I suggest heading to The Hinterlands to complete the quest [Snapjaws, Mon!](#) from Katoom the Angler in Revantusk Village. He will only want you to kill 15 Saltwater Snapjaws to get [Nat Pagle's Extreme Angler FC-5000](#), which is the second best fishing pole in the game.

Horde 300-375

Once you hit level 300, you will need to get the Master book from Juno Dufrain in Zangarmarsh. You must be at least level 45 to learn this book and have a fishing skill of 275. This book also costs 5 Gold. Remember that only players who are level 58+ may enter the Outland.

After picking up the Master Fishing book, you will be able to fish in these areas

without the use of Lures. Feralas, Tanaris, The Hinterlands, Blasted Lands, Azshara (Mainland), Felwood, Moonglade, Un'goro Crater, and Western Plaguelands.

My personal favorites out of this whole bunch is Tanaris and Feralas. You may fish for Stonescale Eel off the coast of the Steamwheedle Port as well as just outside of Feathermoon Stronghold. The best time to fish for these are from 12am-6am server time. Since the expansion is out, there is not much use for these eels anymore, so do not get too focused on them. Any fish will do!

Level to at least 350 in this area. I know you are probably eager to fish in the Outland, but this will save you a lot of gold on Lures. It will also help save you time on missing a bunch of fish. If you decide to skip this area to fish in the Outland, be prepared to use many stacks of Aquadynamic Fish Attractors. I really don't recommend anyone rushing into the Outland without a fishing skill of at least 325.

Once you hit fishing skill 350, you may head to Zangarmarsh. Now make sure you fish in the right lake. The lakes in this area are different Base Fishing skills. You can fish in Umbrafen Lake and The Lagoon. The other lakes are much higher Base Skill level, so avoid them to keep your Lure usage to a minimum. You will want to raise your skill to 400 by whichever means necessary. Some of you may need to use a Nightcrawler Lure if you do not have any + fishing gear. Here, you should fish until you are maxxed out at 375. Each point will take about 12-13 successful casts, so this will take several hours to do.

Congratulations! You have reached 375 skill in Fishing.

Once you obtain level 70 and a flying mount, you will be able to access fishing areas that are only accessible to those with a flying mount!

Useful Tables and Additional Information:

Weather-Beaten Journal

In Patch 2.3, Blizzard has added the ability to track fishing nodes on the minimap. Serious fishermen and fisherwomen ;-) rejoice to this remarkable news. So what does it take to get this journal? Well it's not all that difficult, but you will have to fish in the appropriate areas to get it. The Weather-Beaten Journal drops from several types of Trunks and Crates. Low levels will be pleased to hear that you can learn this ability at a fishing skill of only 100! This is not exclusively for high level players.

The Journal can be found in the following types of trunks and crates:

- Curious Crate
- Heavy Supply Crate
- Iron Bound Trunk
- Mithril Bound Trunk
- Watertight Trunk

The first two on the list are found exclusively in the Outland. The Curious Crate can be found anywhere in the Outland, where as the Heavy Supply Crate is only found in the Steam Pump Flotsam in Zangarmarsh. I personally fished the Steam Pump Flotsam to get this on the PTRs.

The last three types of trunks can be found in Azeroth for those lower level. The best place to find these types of trunks are on the shores of Hillsbrad Foothills, Ashenvale, Desolace, Wetlands and Stranglethorn Vale in Floating Wreckage Pools. Everyone has passed those things up, but make sure to fish them out now to get your Journal.

Once you get the journal all you have to do is right click on it to learn it. Enjoy!

Old Man Heming

The book to train for Expert Fishing is found on Old Man Heming as stated in the table above. He is located on the bottom level of Booty Bay in a small little building. In case you are having a hard time finding him, his coordinates are 27:77. Low level Alliance may need to swim the waters from the coast of Westfall in order to get this book at a low level. Low level Horde have it rather easy because the boat from Ratchet in The Barrens connects to Booty Bay.

Nat Pagle, Angler Extreme

You may wish to skip reading this until you have the quest.

The quest from Nat Pagle is more of an annoyance than anything. Nat Pagle is located west of Theramore Isle at the coordinates of 58:59. There is some conflicting information about what level you need to be to get the quest, but you should be able to get this at level 35 and 225 fishing. He will ask you to bring him 4 special fish from specific regions of the world. It will take you to four areas of the world, which includes Stranglethorn Vale, Swamp of Sorrows, Desolace, and Feralas. Within these zones, there are sub-zones that you need to pay attention to whenever fishing. Here are the list of fish you need to collect for the quest. This is directly from the quest text.

- Misty Reed Mahi Mahi from Misty Reed Strand in the Swamp of Sorrows.
- A Sar'theris Striker from the Sar'theris Strand in Desolace.
- Feralas Ahi from the Verdantis River of Feralas.
- Savage Coast Blue Sailfin from the Savage Coast of Stranglethorn Vale.

The most annoying part about this quest is the travel. If you did not get the flight paths in all of these areas, you will be doing a lot more running than you like. Also, I have read some horror stories of where it took someone an hour to realize they were fishing in the wrong place. Make sure you pay close attention to the mini map because it will let you know exactly which sub-zone you are in. These fish should not take more than 12-15 successful casts to catch. If it is taking you longer than 25

minutes, then you are probably in the wrong place. I got these fish on my first and second casts in each zone.

You may choose to catch these fish in any order you wish. Two of the four locations are located on the complete opposite continent. You should do both the Savage Coast Blue Sailfin and Misty Reed Mahi Mahi together and then travel to the other continent to do Sar'theris Striker and Feralas Ahi. That will save you a little bit of traveling time. If you know a mage that would follow you around to give you portals, that would be most ideal.

Here is the order I recommend.

1. Misty Reed Mahi Mahi
2. Savage Coast Blue Sailfin
3. Feralas Ahi
4. Sar'theris Striker

Misty Reed Mahi Mahi

The Misty Reed Mahi Mahi can be found anywhere on the East Coast in Swamp of Sorrows. Depending upon your level when you go to do this quest, it may be rather difficult getting out here. Horde have it easy on this one because of Stonard. Stonard has a flight path and it puts you in the middle of the zone. The dragons around the area no longer have an elite tag on them, so that does make it a little easier. You will still need to dodge mobs. Whenever you get to the coast, double check that your mini map says "Misty Reed Strand" and begin fishing. You should not need any lures in this area, so save them for later. Once you catch the fish, you will have to make your way out of here. See why a mage would be quite helpful? :/

Savage Coast Blue Sailfin

The next fish is the Savage Coast Blue Sailfin, which can be found just north or south of Grom'gol Base. Once again (ahem) easier for the Horde on this one, since there is a flight path in that town. Alliance will need to either fly to Duskwood and walk to Stranglethorn or fly to Booty Bay and walk north. Either way will probably be about the same distance. Once you get to the right area, make sure the mini map says Savage Coast and begin fishing. You should not have to use a lure here with 225 fishing skill, so save them. A lure won't make you catch the fish any faster. If it is taking you longer than 12-15 successful casts, double check to make sure you are fishing in the Savage Coast. Whenever you are all done, head back down to Booty Bay to use the boat to Ratchet.

Feralas Ahi

Once in Ratchet, fly to the nearest flight path in Feralas. This is where you will catch the Feralas Ahi. Horde have this one easy again since they can use the flight path in Camp Mojache. Alliance may either use the flight path in Thalanaar or in Feathermoon Stronghold. I recommend Alliance use the one in Thalanaar. Start on the road heading west (Alliance do not run into the Horde town) and you will eventually come to a bridge. On that bridge you should notice Verdantis River on your screen and mini map. Head down to the water and begin fishing. Make sure

that your mini map still says Verdantis River. This is where you will need to use those lures. I suggest using an Aquadynamic Fish Attractor, so that you reduce the miss rate on the fish. If you do not have any of those, then a Bright Bauble will do, however you will miss some fish. Once again, this should not take you that long. I got mine in the 1st or 2nd cast, so if you are fishing for more than 25 minutes, something is just not right. Unless of course you are not using any lures. If you are not using Lures this will be your hardest fish to catch. However, if you are using a lure and it is taking you that long, re-check your mini map and positioning. After you get the Feralas Ahi, head back to the flight path and fly to Desolace.

Sar'theris Striker

In Desolace, you will need to catch a Sar'theris Striker. This fish can be found on the southwestern coast near Shadowprey Village. Horde have it easy on this one too, since their town is very close by. You will want to travel down the coast until you see Sar'theris Strand on your minimap. Remember to walk a few paces and then begin fishing. Alliance will need to run down from Nijel's Point to this area. You do not need to use any lures in this area either, so save them. After you get the fish, you may wish to search the Shellfish Traps for the [Big Iron Fishing Pole](#). These traps are located just off the coast of Shadowprey Village.

After you are all done with that. Head back to Nat Pagle in Dustwallow Marsh and now you are set with fishing skill until 300! **Congratulations!**

Juno Dufrain

The book to train for Master fishing is found on Juno Dufrain as stated in the Table above. He is located just north of Cenarion Refuge in Zangarmarsh at the coordinates 78:66. Zangarmarsh is located in the Outland, so those of you who are under level 58 will not be able to travel here. He sells the book for 5 gold and there is a level restriction of 45 and fishing skill of 275 in order to be able to learn it. Anyone is able to buy the book, however if they wish to do so.

Stranglethorn Fishing Extravaganza!

The only way to raise your fishing skill to the highest possible of 525 is to take part in the Stranglethorn Fishing contest that occurs on every Sunday. The Fishing contest runs from 2pm-4pm local server time.

There are two main objectives to this fishing contest. Each objective gives you a different reward to add to your fishing gear! The first one is to be the first to catch 40 Speckled Tastyfish from the Tastyfish Schools that spawn off of the shores of Stranglethorn Vale. Once you get all 40 fish, you must turn your fish back into Booty Bay in order to win. You are then able to choose between two prizes. The one prize is an Arcanite Fishing Pole that increases your fishing skill by 35! This is THE best fishing pole in the game. The other prize is a trinket that turns you into a fish and it increases your swim speed.

Now winning the fishing contest can be rather difficult especially on PVP servers where you must watch out for hostile players. In fact, it took me many months to finally win the contest. It is best to try and win on holidays, during the football season and any other events that would take people away from the game. Always make sure you have your Hearthstone set in Booty Bay, so you can instantly teleport back to town to turn in your fish.

My personal favorite place to fish is way up north on the western coast of Stranglethorn Vale on and around Yojamba Isle. Since it doesn't matter how far away you are from town with your hearth set at Booty Bay, I find that not many people fish here giving me pools all to myself. Alliance may come across a few Horde fishermen that fish near Grom'gol Base Camp, so be on the look out for Horde. However, the ganking teams usually only concentrate on the Southeastern coast of Stranglethorn, so I found that the southern pools are worthless. If you are on a pve server, then you can fish anywhere in Stranglethorn safely. However, remember that the southern coast is often quite busy with other fishermen. This contest is a great way to raise your fishing skill too! In fact, this is where I got the last 20 points of fishing to max it out at 375.

The next objective is to catch the 3 rare fish that come from the Speckled Tastyfish pools. Now these fish really are rare, so you may not see one each week. However, I have been lucky enough to see 2 of the 3. The 3 fish are named Dezian's Queenfish, Keefer's Angelfish, and Brownell's Blue Striped Racer. Each of the fish have their own unique reward, so in order to get all three fishing items you have to obtain 1 of each fish. The Dezian's Queenfish gives you High Test Eternium Fishing Line that can be added to any fishing pole for an additional 5 fishing skill points. It may be best to hold on to this item *[I do not mean the fish. You must turn in the fish that day]* until you can obtain the Arcanite Fishing Pole. The Keefer's Angelfish gives you a Lucky Fishing Hat that adds 5 fishing skill. Lastly, the Brownell's Blue Striped Racer gives you Nat Pagle's Extreme Anglin' Boots that add another 5 fishing skill. If you add all of the Stranglethorn Fishing rewards together you can get an additional 50 fishing skill points. This will help you to fish in the most rare fishing pools in the game!

Burning Crusade Fishing Possibilities!

Now that the expansion is here, there are a lot more fish that fishermen can fish up! There are few areas that should be mentioned here because of the rarity or extreme difficulty it is to fish in the area.

Nagrand

There are some Pure Water pools in Nagrand that allow you to catch Mote of Water. Mote of Water are extremely important for tradeskills, so they are in quite high demand. These Pure Water pools spawn in the lakes of Nagrand, but unfortunately they are on the same spawn timer as the other types of pools, such as Mudfish School and Bluefin School. What that means is you can't just pick out the Pure Water pools and expect for anymore to spawn. You have to fish all of the pools here to get the most Pure Water spawns. The lakes in this area have different Base Skill levels, so make sure you have the appropriate skill level for the lake. In patch 2.3, the lakes

in Nagrand were changed significantly. Lake Sunspring and Skysong Lake are now both approximately skill 400. They lowered the requirement for Lake Sunspring, but raised it for Skysong Lake from 380 to 400. You will now need skill 500 to reliably fish in the lakes at Nagrand.

There is also a flying mount only area in this zone that is located north of The Throne of Elements. You can fish up to 6 Pure Water pools here that are on their own special spawn timer, so you do not have to worry about fishing other pools to get them. This area is a very good place to make some cash while fishing. The good news about this area is they did not change the skill requirement. You still only need a Base of 380 fishing skill to cast a line. Ideally you should be at about 475, so you do not waste time missing fish.

Terokkar Forest

In Terokkar Forest, most of the fishing is done in the small streams. However, there is a Lake in the northern area of the zone as well. Here you will find schools of Golden Darter and Spotted Feltail. These fish aren't extraordinary, but they can be used for cooking recipes. Golden Darter make a very nice food for healing classes, so these have become quite popular.

There is a school of fish that is extremely difficult to fish from that is only located in the flying mount only area of this zone. In patch 2.3 they have nerfed these lakes, which will hurt fishermen drastically. The Base skill to fish here was dropped from 430 to 405! In order to fish reliably you only need a skill of 500. The reason this is a huge nerf is because any fisherman who is maxxed out can fish here without the rewards from the Stranglethorn Fishing contest! In fact, the fishing contest has become obsolete. This school is called Highland Mixed School. There are three lakes that spawn these schools and they include Blackwind Lake, Lake Ere'noru, and Lake Jorune. If you wish to fish here it helps to have an epic flying mount to get around quickly. Highland Mixed Schools have a chance to drop Furious Crawdad, Golden Darter, Curious Crate, Inscribed scroll, Goldenscale Vendorfish, and [Mr. Pinchy](#). Mr. Pinchy is a rare (blue item) fish that gives you 3 wishes. There is a 2 day cooldown on each wish, so you cannot use them up right away. It is known that he has a chance to give you a non-combat pet of a crab! I am trying to get one of these items, so hopefully I will be lucky one of these days.

Furious Crawdad is the ingredient in the best food that is available in game. If you have cooking you will be able to make these into Spicy Crawdad that buff you for 30 stamina and 20 spirit for 30 minutes.

Zangarmarsh

In this area, you are able to fish for many different types of fish and items. The schools you will find here include Feltail School, Sporefish School and Steam Pump Flotsam. Spotted feltail and Zangarian Sporefish will come from the two types of schools listed above. Once again these two types of fish can be used to make some cooked food. If you know a hunter friend, they may just want these to feed their pets too. The last school type listed was a Steam Pump Flotsam. These look identical to the Floating Wreckage you have seen in Azeroth. Well this debris in the

water can give you a Heavy crate that can obtain Elemental Blasting Powder, Fel Iron Ore, Fel Iron bolts, or even smoke flares. Now these aren't going to make you a ton of gold, but the Fel Iron ore will definitely sell on the Auction House. Another thing you get from these pools is steam pump debris that sells for 50 silver a piece to a vendor. There is also a chance to get Goldenscale Vendorfish from any of the pools listed above which vendor for 6 gold a piece.

If you choose to fish in open water here, you do have a small chance of obtaining a Mote of Water. The areas of Nagrand listed above are far superior for Mote of Water though.

Making Some Gold with Fishing

It is quite possible to make some gold with fishing. In fact, I don't think most people even know the possibilities it has!

Here are a few places that you will be able to fish to make some cash right now.

The Barrens-Deviate Fish

In The Barrens there are 3 oasis that have Deviate Fish. These oasis are called Lushwater Oasis, The Stagnant Oasis, and The Forgotten Pools. If you have ever leveled up a Horde you should know the places I mean. Well in these 3 small lakes, Schools of Deviate Fish spawn in there that give you an excellent drop rate on these fish. Maybe you are thinking well what is the big fuss with these fish anyway? Well these fish can be cooked into something called a Savory Deviate Delight. These give you a chance to be turned into a pirate or ninja, so people love to have these! If you can do so, it is probably a very good investment to buy the Recipe to make these fish from the AH. Always check the Neutral AH first because they are usually cheaper on there.

Just so you know, you cannot stay in one oasis to fish these from the schools. You will need to move around to each lake in order to get all of the spawned schools. Remember that these types of schools are on a spawn timer, so once you have fished out so many they will not spawn for quite some time. However, you should be able to gather up a few stacks before that happens. These fish sell on their own for about 30 silver a piece, but if you can cook them into Savory Deviate Delights, I have been able to sell them for over 1 gold a piece!

Nagrand-Mote of Water

Now this one is only for those who are level 70 with a flying mount. Sorry! There is an area in Nagrand that allows you to fish Pure Water pools. These

pools can give you anywhere from 3-6 Mote of Water each and there are 6 pools in this small area. This area is located just north of The Throne of Elements that can only be reached by those with a flying mount. The pools are on a spawn timer, so once you fish them all out you should just come back in about an hour to fish for some more.

It should be noted that the fishing requirement for this area is 380. That means if you do not want to miss any fish, you will need a fishing skill of 475! Mote of water and Primal Water sell for a very good amount on the Auction House.

Terokkar Forest-Golden Darter/Furious Crawdad

Golden Darter and Furious Crawdad have become very popular fish. Golden Darter can be found in pools of fish throughout the whole zone. However, Furious Crawdad can only be found in the flying mount only areas of Terokkar Forest.

There are many little streams of water in Terokkar that have the chance to spawn a School of Darter. You will have to do some searching and you will also have to fish out the Feltail schools as well in order for School of Darter to spawn. Golden Darter have been selling successfully for more than a gold a piece! They are being used to make a very good food for healers, so that is the reason why they have become so popular now.

Furious crawdad can only be fished from the Highland Mixed Schools in the flying mount only areas of Terokkar Forest. Unfortunately the skill requirement to fish in this lake has been drastically dropped. I see these fish not selling for as much gold as before. Your fishing skill has to just be 500 to not miss too many fish, which is incredibly easy to do at skill 375. This fish makes the best food in the game, so classes are using them to give a boost in stamina for instances and grinding. I have been able to sell these for more than a gold a piece. At one point they were selling for 3 gold a piece, but your server's pricing will be different.

Unfortunately, only level 70's can gather these and you must have a flying mount.

Deadwind Pass/Zul'Aman-Bloodfin Catfish and Crescent-Tail Skullfish

There are two new fish in the 2.3 patch. Bloodfin Catfish and Crescent-Tail Skullfish have been added to the waters of Deadwind Pass and the new 10-man instance Zul'Aman. At this time, the exact impact these will have on the market is unknown. However, they create never before seen foods that players

can use to give themselves an extra boost. They are used in two new types of food including, Broiled Bloodfin and Skullfish Soup. I do not see the Broiled Bloodfin becoming popular because there is already a food in game that gives the same buff. However, the Skullfish Soup increase spell crit rating which has never before been an option.

The Bloodfin Catfish and Crescent-Tail Skullfish are caught freely from the water. At this time there are no pools of Bloodfin Catfish or Crescent-Tail Skullfish available for easier farming. The drop rates on these fish are about 20%.

Lightning Eels Have A Purpose

Finally after more than 2 years of World of Warcraft, the Lightning Eel is used as an ingredient for a new cooking recipe. The new recipe creates Stormchops, which causes lightning to zap nearby enemies every so often. I can see these being used for tanking, which can help to get a little more needed threat. This is something all main tanks could use! Lightning Eels may be fished from several places if you are interested in tapping this upcoming market. These could be fished before 2.3 comes out because they are already currently in the game.

Some of the best places include Winterspring, Deadwind Pass, Moonglade and the waters around Scholomance in Western Plaguelands.

After 100 successful casts of fishing in Deadwind Pass I was only able to catch 8 Lightning Eels! Now this might sound horrible to some, but this could be a new goldmaker! However, this is all speculation at this point.

As fish become more popular or are added to alchemy recipes, I will be sure to update this.

Below is the table that shows you the Base fishing skill and Ideal fishing skill for each area of the world. Remember that Base fishing skill the minimum skill you need to cast in the water. Ideal fishing skill is the skill at which you will never miss a fish.

Zone	Level	Base Skill Level	Ideal Skill Level	Water Type
Dun Morogh	1-10	<1	25	Inland
Ironforge	1-10	-	-	-
Durotar	1-10	<1	25	Coastal
Ogrimmar	1-10	<1	65	Inland
Elwynn Forest	1-10	<1	25	Inland
Stormwind	1-10	<1	65	Inland
Azuremyst Isle	1-10	<1	25	Coastal/Inland
The Exodar	1-10	-	-	-
Mulgore	1-10	<1	25	Inland
Thunder Bluff	1-10	<1	65	Inland
Eversong Woods	1-10	<1	25	Coastal
Silvermoon City	1-10	<1	65	Inland
Teldrassil	1-10	<1	25	Coastal/Inland
Damassus	1-10	<1	65	Inland
Tirisfal Glade	1-10	<1	25	Inland
The Undercity	1-10	<1	65	Inland
Ghostlands	10-20	<1	65	Coastal/Inland
Bloodmyst Isle	10-20	<1	65	Coastal/Inland
Darkshore	10-20	<1	65	Coastal/Inland
Loch Modan	10-20	<1	65	Inland
Silverpine Forest	10-20	<1	65	Coastal/Inland
Westfall	10-20	<1	65	Coastal/Inland
The Barrens	10-25	<1	65	Coastal/Inland
Redridge Mountains	15-25	55	150	Inland
Stonetalon Mountains	15-27	55	150	Inland
Wailing Caverns	15-21	<1	65	Inland
Ashenvale	18-30	55	150	Inland
Duskwood	18-30	55	150	Inland
Hillsbrad Foothills	20-30	55	150	Coastal
Wetlands	20-30	55	150	Coastal/Inland
Thousand Needles	25-35	130	225	Inland
Alterac Mountains	30-40	130	225	Inland
Arathi Highlands	35-45	130	225	Inland
Desolace	30-40	130	225	Coastal/Inland
Stranglethorn Vale (Jaguero Isle)	50-55	205	300	Coastal
Stranglethorn Vale	30-45	130	225	Coastal
Badlands	35-45	-	-	-
Dustwallow Marsh	35-45	130	225	Coastal
Swamp of Sorrows	35-45	130	225	Coastal
Feralas	40-50	205	300	Coastal/Inland
Tanaris	40-50	205	300	Coastal
The Hinterlands	45-50	205	300	Coastal/Inland
Blasted Lands	45-55	-	-	-
Azshara (Bay of Storms, Hetaera's Clutch and Scalebeard's Cave)	53-55	330	425	Coastal
Azshara (Mainland)	45-55	205	300	Inland
Felwood	48-55	205	300	Inland
Moonglade	50-60	205	300	Inland
Un'goro Crater	48-55	205	300	Inland
Burning Steppes	50-58	330	425	Inland
Western Plaguelands	51-58	205	300	Inland
Eastern Plaguelands	53-60	330	425	Inland
Winterspring	55-60	330	425	Inland
Deadwind Pass	55-70	330	425	Inland
Hellfire Peninsula	58-63	~280	375	Inland
Zangammarsh (Umbrafen Lake, The Lagoon)	61-64	305	400	Inland
Zangammarsh (Marshlight Lake, Serpent Lake, Sporewind Lake)	61-64	355	450	Inland
Terokkar Forest (Silmyr Lake, Rivers)	62-66	355	450	Inland
Terokkar Forest (Blackwind Lake, Lake Ere'Noru and Lake Jorune)	70	405*	500	Inland
Nagrand (Lake Sunspring and Skysong Lake)	64-68	395*	490	Inland
Nagrand (Elemental Plateau)	64-68	380	475	Inland
Blade's Edge Mountains	65-70	380	475	Inland
Netherstorm	67-70	380	475	Inland
Shadowmoon Valley	68-70	~280	375	Inland

*These were recently changed in the 2.3 patch.

Well I hope this guide will help you to raise your fishing skill as fast and as cheap as possible! Thanks for reading.