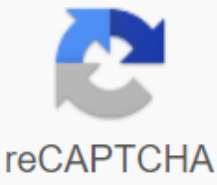




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## 1-300 tailoring guide classic wow

Tailoring is a pretty useful skill in the WoW Classic. Not only can tailoring fabric armor, but they can also create bags for players to store additional items. This makes tailoring an excellent skill for making money too. Check out the rest of the guide to learn how to raise your tailoring level from 1-300! Unlike most other craft professions, there is no tailoring-related gathering skill. Instead, you'll use the fabric found on humanoids all over Azeroth. Better quality cloth drops with higher levels of humanoids. You can use our fabric breeding guide to help collect materials at all levels. Tailoring is quite useful, not only because of the bags, but also because they can create powerful fabric armor. Some of the best armor in the game is through crafting, and without the maximum level of tailoring, you won't be able to learn recipes! And who can forget your beloved runecloth bag, the best bag you'll have until you're really lucky! Many like tailoring because it does not require a collection profession. That's right, but you'll still have to kill some humanoids to collect a cloth! The easiest way to compensate for tailoring is to start working in one of the largest cities of your faction. For the Alliance, Stormwind is recommended for fewer later travelers, while Undercity is more advantageous for Horde players. Here's where you can learn each stage of tailoring: Apprentice (1-75) – You can find these trainers in big cities. For the Horde, which includes Orgrimmar, Undercity and Thunder Bluff. The Alliance can search for Ironforge, Darnassus, or Stormwind. If you're lost, just ask the guard! Journeyman (75-150) - Once again, a big city, if best. Don't be afraid to ask the guards for directions! Expert (150-225) – When you are on at least 125 tailoring, you have the opportunity to learn specialized tailoring. Horde players will have to train with Josef Gregorian in the Undercity, while the Alliance must look for Georgio Bolero in Stormwind. Craftsman (225-300) – During the final stage of tailoring training, the two factions remain divided. The Alliance must go to Dustwallow Marsh to find Timothy Worthington, while Horde players can search for Daryl Stack at Hillsbrad Foothills. There are many dyes and threads that you will need to train tailoring, but they are all easily purchased from a tailoring retailer next to the trainer. They add up, but should not cost a much noticeable amount. Pieces of fabric from humanoids anywhere in the world. More likely than not, you'll need more runecloth than anything else. Probably the best location for breeding runecloth is silithus. Use our guide to fabric farming, get help. When you leave to train in craftsmen level tailoring, bring all the fabric you need to reach 300! The last thing you want to do is realize you need to buy more or visit the bank when you are already in the middle of the zone! Zone! that's about as much as the materials you need to align from 1 to 300 in tailoring. Some numbers may vary slightly depending on how happy (or unlucky) you are at insuching your skills. For simplicity, screws are not included in this total, because you will make them from the fabric listed here, but you can see the sum of the screws in each leveling segment. Do not forget that you can buy threads and dye in tailoring suppliers! Here's what you need: 160x Linen canvas 180x Wool fabric 760x Silk fabric 500x Fabric Mageweave 900x Runecloth 90x Durable leather 45x Thick thread 115x Thin thread 35x Silk thread 6 0x Heavy Silken Thread 40x Rune Thread 5x Gray Dye 30x Blue Dye 10x Bleach 65x Red Dye Mats Required: 160x Linen Cloth 50x Bolt of Linen Cloth\* 45x Thick 5x Red Dye Thread \* = will be made during this guide. Screw from linen canvas x80 (2x Linen canvas) The first recipe you will make for a while. You will want to make a total of 80 screws, but you will stop earning levels after 50 tailoring. Make sure all of them as you need them for future patterns! Heavy linen gloves x10 (2x Linen canvas screw + 1x thick thread) For the first piece of armor, make 10 heavy linen gloves to provide you with 60 tailoring. Don't forget to buy a thick-haired carton from a tailoring retailer! Red linen shirt x5 (2x Bolt of Linen Cloth + 1x Thick Thread + 1x Red Dye) For the next few levels you need to make some colorful shirts! Don't worry because red dye is red-dye-ly available at tailoring vendors nearby! Reinforced Linen Cape x10 (2x Linen Fabric Screw + 3x Thick Thread) With all the thick thread used by these capes, you really start to wonder where it all goes! To make 10 reinforced linen pellets, you need a total of 30 thick-headed threads. Don't forget to learn the tailoring journeyman from the trainer! Mats required: 180x Wool fabric 55x Wool fabric screw \* 40x Thin thread 5x Grey dye 760x Silk fabric 10x Silk fabric screw \* 10x Blue dye \* = will be made during this guide. Screw made of woolen fabric x60 (3x Woolen fabric) It's time to switch to a new cloth - wool! You will want to make a total of 60 screws, but after adjusting the level of 105 you will stop rising. Gray Woolen Shirt x5 (2x Bolt of Woolen Cloth + 1x Fine Thread + 1x Gray Dye) For several more levels, you're going to turn these wool screws into some fancy shirts! Make a total of 5 gray woolen shirts so that you are tall enough to make the next pattern. Grey dye is also sold by tailoring suppliers. Double-Stitched Woolen Shoulders x15 (3x Bolt with Woolen Cloth + 2x Fine Thread) Next on the agenda are shoulder pads! You will want to do in 15 of them. Consider selling them at the auction house as they are often sought after as one of the lowest barges available. Screw of silk fabric x190 (4x Silk fabric) You finally managed to pass through all the itch wool wool Now you can switch to something softer like silk! You will make silk screws for a while. Sit back and make a total of 190 for upcoming designs. Azure Silk Hood x5 (2x Bolt of Silk Cloth + 2x Blue Dye + 1x Fine Thread) These colorful blue bad boys are another popular piece of armor. They are one of the earlier hoods available for wearing (except engineering goggles). To reach 150, you only need 5, but to reach 160, you will make another 10. So feel free to do 15, but don't forget to learn tailoring experts to raise your skill limit to 225! For Alliance players, this means training in Stormwind, while Horde players must go to the Undercity! Mats required: 185x Silk Fabric Screw \* 20x Blue Dye 75x Fine Thread 10x Bleach 500x Mageweave Cloth 60x Red Dye 35x Silken Thread 20x Bolt of Mageweave Cloth\* 10x Heavy Silken Thread \* = will be made during this guide. Azure Silk Hood x10 (2x Bolt of Silk Cloth + 2x Blue Dye + 1x Fine Thread) Continuing where you left off, make 10 more azure silk hoods up to 160 tailoring so you can make some wristbands! Silk headband x10 (3x Bolt of Silk Cloth + 2x Fine Thread) Now you will change your hat style to a headband! Make up to 10 of them to reach 170 tailoring. Formal white shirt x5 (3x Bolt of Silk Cloth + 2x Bleach + 1x Fine Thread) Watch out for this next recipe as it requires bleach! Don't worry, it won't hurt you, but you will need to buy it from a tailoring supplier. Make 5 of these formal shirts hit 175 to unlock mageweave fabric recipes. Mageweave screw x100 (5x Mageweave Cloth) Great work so far, you have now made for the penultimate type of fabric! This is the last type you will work with before using runecloth. You need to make a total of 100 screws so you're ready for the armor recipes approaching. You won't use them for a while, but make sure they stick! Crimson Silk Vest x20 (4x Bolt of Silk Cloth + 2x Red Dye + 2x Silken Thread) These vibrant red vests are furious among Azeroth fashionistas! This is great news for you because you have to make 20 of them. You will know that you are the right place when only 95 skill levels separate from limited! Crimson Silk Pantalons x10 (4x Bolt of Silk Cloth + 2x Red Dye + 2x Silken Thread) Woohoo, take a look at these pantaloons! It's not just pants, it's pantaloons! Now that you're excitement there, make 10 of these pantaloons so you're ready for the next formula for this guide. Black Mageweave Vest/Leggings x5 (2x Bolt of Mageweave Cloth + 3x Silken Thread) For the next 5 skill levels, you finally have a choice! You will use these mageweave screws that were saved some time ago, but both the vest and the have the same material cost. For this reason, you can really do one of them to reach 220 tailoring. In this step, you can also Mageweave orange shirt that requires 1x Mageweave screw, 1x orange dye and 1x heavy silken.thread. Black Mageweave Gloves x5 (2x Bolt of Mageweave Cloth + 2x Heavy Silken Thread) Now that you have 220 tailoring, you will want to look for a tailoring craftsman suitable for your faction. For Alliance players, it's Timothy Worthington in Dustwallow Marsh. For Horde players, head to Hillsbrad Foothills to find Daryl Stack. Make 5 black mageweave gloves to reach 225, or make a total of 10, because you will make them up to 230. Mats required: 70x Bolt with Mageweave Cloth \* 50x Heavy Silken Thread 900x Runecloth 150x Bolt with Runecloth \* 40x Rune Thread 90x Rugged Leather \* = will be made during this guide. Black Mageweave Gloves x5 (2x Bolt with Mageweave Cloth + 2x Heavy Silken Thread) Do you look familiar? Just make another 5 of them to be ready for the ultimate mageweave pattern. Black Mageweave Shoulders x20 (3x Bolt of Mageweave Cloth + 2x Heavy Silken Thread) This is the last time you'll have to deal with this dirty mageweave! Just kidding, mageweave is somehow always clean, it must be magic! You need to make at least 20 pieces of shoulder to hit 250 tailoring, a milestone required to start creating runecloth recipes. Screw Runecloth x180 (5x Runecloth) Great job what's here so far! Take a deep breath because you still have some ways to go. The good news is that you're almost runecloth bags, the biggest bags that can be made! Make a total of 180 runecloth screws so you're ready to finish this trip off. Runecloth Belt x15 (3x Bolt runecloth + 1x Rune Thread) Now that you just made all these beautiful runecloth screws, turn them into belts! 15 will do the deal as long as you have 275 tailoring. Runecloth Bag x5 (5x Bolt with Runecloth + 2x Rugged Leather + 1x Rune Thread) Ach yes, a real reason for the level of tailoring! The 14 slot bags are the largest bags that can be crafted. 16 slotted bags are only found through rare drops, so the market for 14 slot bags is huge! Unfortunately, they require durable skin. Whether you're collecting it yourself or buying it, use it to create 5 runecloth bags. This recipe can be purchased from a Qia seller in Winterspring or at the Auction House (for a bonus) if the seller is sold out. Runecloth Gloves x20 (4x Runecloth Screw + 4x Rugged Leather + 1x Rune Thread) You are now on the ultimate tailoring pattern you need to reach 300! These durable gloves also require durable leather. Once you have enough, make a total of 20 runecloth gloves to reach the coveted skill level 300 mark. Congratulations on your new level of 300 tailoring skills! Have fun making bags and robes! Here are all suppliers offering endgame tailoring patterns. Most of them are required to which means you have to grow before you can even learn how to make any recipe. Meilosh, Timbermaw Timbermaw – Felwood Mishta, Cenarion Circle – Silithus Lokhtos Darkbargainer, Thorium Brotherhood – Blackrock Depths Zandalar Tribe – Zul'Gurub Argent Dawn – Eastern Plaguelands Rękawice lodowcowe, Frost Resist - Czczony Płaszcz Lodowcowy, Frost Resist - Czczony Kamizelka Lodowcowa, Frost Resist &spell / Healing Bonus - Czczony Hydraxian Waterlords - Azshara Glacial Wrists, Frost Resist &spell / Healing Bonus - Czczony Qia - Winterspring Mooncloth, Felcloth do Mooncloth Runecloth Bag, 14 slotów Inne Inne