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## Classic tailoring guide wow

Sewing is a fairly useful skill within classic WoW. Not only can craft fabric armor fit, but they can also create bags for players to hold extra items. This makes sewing an excellent skill in making money, too. Check out the rest of the guide to learn how to increase your sewing level from 1-300! Unlike most other creative professions, there is no collecting skill associated with sewing. Instead, you'll use fabric found on humanoids all over a memorial. Better quality fabric comes off human fabrics at a higher level. You can use our fabric farming guide to help collect materials for all levels. Sewing 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 done through creation, and without the maximum level of sewing, you will not be able to learn the recipes! And who can forget your favorite running cloth bag, the best bag you'll ever have until you're really lucky! Many enjoy sewing because it doesn't require a convergence profession. That's true, but you'll still have to kill some humanoids to collect the cloth! The easiest way to balance your sewing is by starting in one of the largest cities of your faction. For Alliance, Stormwind is less recommended for later travel, while Undercity is more advantageous for Horde players. Here you can learn every stage of sewing: Apprentice (1-75) – these trainers can be found in major cities. For The Reed, that includes Orgimer, Lower City, and Thunder Bluff. The Alliance can search for Ironforge, Drensus or Stormwind. If you're lost, just ask a guard! Journeyman (75-150) – Again, big city if your best bet. Don't be afraid to ask the guards for directions! Expert (150-225) – Once you are at a minimum of 125 sewing, you have the ability to learn a specialist match. Herd players will have to train with Josef Gregorian at Andresity, while Alliance must look for Giorgio Bolero in stormwind. Artisan (225-300) – For the latter part of sewing training, both factions remain split. United must go to Dadsvallo Marsh to find Timothy Worthington, while the Hard players can look for Daryl Stack in the Hills of Hillsbrad. There are many colours and wires you'll need to train your sewing, but they're all easily purchased at

