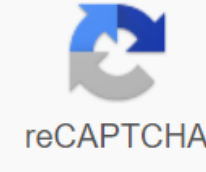




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Classic alchemy guide 1-300

Alchemy is one of the many craft professions you can choose from within WoW Classic! It's about creating potions and elixir, which will provide you with offensive and defensive bonuses to help with your gameplay. Alchemy requires the use of herbs, which can be found and harvested with the profession of herbalist in areas throughout Azeroth. The higher level herbs used, the stronger the resulting potion will be. Potions and elixir created through alchemy offer benefits to players of all kinds. They are good for giving your low-level character a slight advantage during leveling, but they also become quite important at higher levels when players run through dungeons and raids. In addition to offering bonuses to help your character, because the potions and elixir you will make are marketable, it also becomes a fairly profitable profession, especially when coupled with herbalism as your second profession. Professional trainers in WoW Classic are different from Retail WoW, meaning some trainers can only train you up to a certain level of expertise. This is where you can spot an alchemy coach for your skill level: Apprentice (1-75) – The most convenient place to find entry-level coaches will be within any major city, easily identifiable by asking for a guard for directions. For Horde players, this will include Orgimmar, Thunder Bluff, and Undercity. For Alliance players, this would include State Wind, Rmine Forge, and Darnassus. Journeyman (75-150) – Most trainers you'll find in major cities to learn the Alchemy apprentice are also able to train you in Journeyman Alchemy, increasing your skill limit to 150. To make the next step easier, you should train in Darnassus if you are Alliance and Undercity if you are a Horde player. You can learn this already as Alchemy level 50. Expert (150-225) – Once you are at 125 skill level in Alchemy, you can train to become an expert. Alliance players must train in Darnassus, with a coach named Aineithl. Horde players must go to Undercity and train with Dr. Herbert Halsey. Craftsman (225-300) - After reaching at least 200 skill levels in Alchemy, you can now become a Craftsman. Alliance players must travel to the Feather Day Stronghold in Feralas to talk to Kylanna Windwhisper for further training. Horde players must go to Stonard in Swamp of Sorrows to find Rogvar for their skill cap increase. In WoW Classic, moving on to the next skill of a profession requires you to reach a certain level on your character. For professions like Alchemy, you'll need to be level 10 to learn Travel Alchemy, Level 20 to learn the expert, and level 35 to learn Artisan Alchemy techniques. Skill level requirements Minimum requirement. Skill Points Required Max Skill Points Allowed Apprentice Cost 1 None 75 Primary – 10 Secondary – 1 Journeyman 10 50 150 5 Expert 20 125 225 Primary – 50 Secondary – 10 Craftsman 35 35 300 Primary – 5 Secondary – 2 50 In addition to requesting herbs to create potions, you will occasionally need materials from other harvesting professions to create potions. Those are not required to reach 300 in Alchemy, so we will avoid all recipes that require elements other than herbs. All potions require the use of a vial, but those can be found at a supplier directly next to any alchemy coach. We're going to break it every 75 levels in our portion below, but here's the approximate number of what herbs you'll need for your full trip of 1-300 Alchemy: Mats Required: Minor Healing Poton x60 (1x Peacebloom - 1x Silverleaf - 1x Empty Vial) For your first potion, you'll descend to make about 60 minor healing potions, using all your peacebloom and silverleaf to get to level 60. Make sure you don't sell any, because you'll need them to make the next potion! After this, be sure to learn Travel Alchemy to increase your maximum level to 150. Minor healing poton x15 (1x Minor Healing Potion - 1x Briarthorn) You'll make your second potion for quite a few levels as well. Use the small healing potions you've made to get this far in combination with briarthorn to create minor healing potions. You can sell or save these for personal use, as you will no longer need them. Mats Required: Minor Healing Potion x35 (1x Minor Healing Potion 1x Briarthorn) This is the same potion you did to get from 60-75. Continue stirring until you level 110. Healing potion x30 (1x Bruiseweed - 1x Briarthorn - 1x Vial with lead) You'd like to make 30 healing potions to get to level 140. At this point, you should go to Darnassus if you are Alliance, or Undercity if you are Horde, to learn expert alchemy, increasing your maximum level to 225. Lesser Mana Potion x10 (1x Mageroyal - 1x Stranglekelp - 1x Empty Vial) This is the first non-healing potion you'll make! Craft 10 (or 15 if you're reading ahead) minor mana potions to reach half the mark at 300. Mats Required: Lesser Mana Potions x5 (1x Mageroyal - 1x Stranglekelp - 1x Empty Vial) Set you 5 smaller mana potions to take your level to 155 so you can create the next potion on this list. Major Healing Potion x30 (1x Liferoot - 1x Kingsblood - 1x Lead Delivery) At this point, your healing potions will actually be quite strong, restoring about 500 health each. To reach 185 Alchemy, create 30 major healing potons. Agility x25 Elixir (1x Stranglekelp - 1x Goldthorn - 1x Vial with lead) Now you'll finally create your first long-lasting elixir! You will turn 25 agility elixir to reach 210 in if you play a thief or hunter, you should keep them to help you do extra damage or consider selling them on the auction house if you play in another class. Elixir of Greater Defense x5 (1x Steelbloom - 1x Goldthorn - 1x Leaded Fil) After finishing your agility agility now you will see to create some elixir focused on providing a certain physical defense. You'll turn 5 elixir of increased defense to extend your Alchemy level to 215. If you haven't done so after doing agility elixir, head to Feathermoon Fortress in Feralas if you're Alliance, or Stonard in Swamp of Sorrows if you're Horde, to learn Artisan Alchemy and allow you to reach the final limit of 300. Top Healing Potion x10 (1x Sungrass - 1x Khadgar's Mustache - 1x Crystal Vial) To finish the last 10 levels before reaching Artisan Alchemy, make 10 superior healing potions. You'll make 5 more in the next step, so you can save a step and only craft 15 if you're so tilted. Mats Required: Superior Healing Potion x5 (1x Sungrass - 1x Khadgar's Mustache - 1x Crystal Vials) Craft 5 higher healing potions, the same recipe you made to get from 215-225. You'll fly 230 Alchemy so you can do the next elixir on this list. Elixir by Detect Undead x20 (1x Arthas' Tears - 1x Crystal Fil) While this potion isn't terribly useful, it's good to earn 20 good skill levels during the last stretch to reach 300. Create 20 elixir to detect the undead so you can reach 250 Alchemy. Elixir of Greater Agility x15 (1x Sungrass - 1x Goldthorn - 1x Crystal Vial) Your combat elixir is becoming quite powerful now, with the elixir of greater agility no different. You can increase agility by 25 for an hour, requiring level 38 to use. This makes them excellent for lower level characters and guys. Create 15 elixir of greater agility so you can reach the next milestone of 265 Alchemy. Superior Mana Potion x20 (2x Sungrass - 2x Blindweed - 1x Crystal Vial) Once you reach 265 Alchemy, potions become more expensive to create. You'll tire of doing 40 higher mana potions to reach 285 Alchemy, but each potion requires two Sungrass and Blindweed each! Once you're done, though, you're just a lot of potions away from 300. Major Healing Poton x20 (2x Golden Sansam #1x Mountain Silversage - 1x Crystal Vials) Now you're in the final stretch, which only needs 15 more skills to reach 300 Alchemy! Now you'll try to create important healing potions, but they will turn yellow around 295 Alchemy. You still need to make them even though they're a yellow recipe, which means you might not get a skill at every level. It may only take 15 potons to reach 300 if you're lucky, but in the bank on the need to make at least 20. Congratulations, now you're an alchemist master! Enjoy your new profession as a corked craftsman and use it to create elixir useful for you and your friends! Or use it a nice profit when paired with herbalists, eliminating any need to buy herbs for your recipes. Once you've exhausted your alchemy skills, you'll probably want to take advantage of one of the biggest perks: the flask flask Unfortunately, there is an added requirement for creating bottles unlike other alchemy recipes. If you want to make a flask, you will have to do it directly in an alchemy laboratory! There are only two alchemy labs in the game. There's one in Scholomance, but there's another one in Blackwing Lair, too. Both of these alchemy labs will require you to form a group so you can kill enemies at the guard of one, but this is often a weekly event that raid guilds program so you can create flasks for the entire raid group. If you're taking a trip to Scholomance or Blackwing Lair, be sure to bring with you all the materials you need to make your own bottles! If you don't have them in your inventory, you've just wasted a trip as you can't create them! Correction: Ulthir and Algernon did not sell the recipe. Learnable from Kylanna Windwhisper and Rogvar when going for skill training. Correction: Ulthir and Algernon did not sell the Top Poton recipe. Learnable from Kylanna Windwhisper and Rogvar when going for skill training. Isn't the minimum alchemy skill necessary to train the craftsman 200 instead of 225? It is usually 25 below the maximum possible ability for the lower rank. Fantastic guide! Short and to the point. Personally, I would have liked to see skill level requirements next to each training potion so I could estimate how much more time I would have to spend leveling the herbalmedicine along with alchemy during the process of leveling a new account. I will collect this information myself and put it alongside the guide anyway, just it would be nice to add it for all those who will not take the extra effort. Has Classic had an alchemy specialization or was it added to TBC? This guide is incorrect. Dr. Marsh is undercity's experienced trainer. What you've listed as the expert is an Artisan coach. He also mentions the enchanting skill. A trivial suggestion: I overlooked the initial discussion that mentioned You can train artisan alchemy from level 35 with 200 Alchemy Skill. - My suggestion would be to add a required Player Level 35 to the center of the guide next to the part that says... Once it hit 225, don't forget to learn Alchemy - Artisan from Kylanna Windwhisper - Feathermoon StrongholdRogvar - Stonard, Pain SwampSotherwise, thank you for the most excellent guide and all your hard work! Very useful! If you're finding expensive prohibitive Briarthorn on your Classic server like I did (or just want to sell it while it's hot if you choose for yourself) a great alternative might be to make Blackmouth Oil in Water Breathing Elixir instead. I was able to piles of Oily Blackmouth for little more than what a single Briarthorn costs. Also, breathing water elixir actually sold -- and on my server make about a 10silver profit when its normally unheard of that a leveling recipe makes Correction - Minor healing potion does not require a vial. Just a minor healing potion and a Briarthorn. There's really no way to... see a list of potions that are taught, and at what skill level... and make my decision? It's a great guide, I just literally can't find the old pages that JUST had recipes, for any trading skills. Isn't he there anymore? Fantastic guide. Thank you very much! Small hiccup in the last part, potions sec. Great recipe potion anger is from Hagsulthir NOT potion of mighty rage I think this is a good overview, but don't follow the steps on how to level the alchemy, find a different guide this is wrong in so many ways. Elixir of Water Walking is not available to players. Looks like it was removed during the beta. Recipe from Ulthir - Darnassus / Algernon - UndercityYou sell recipe for The Superior Mana potion, not the healing one. These are simply taught by the corresponding Artisan alchemist Please add to the final stage (Great Health pot 285-300) that the recipe is purchased by Evie Whirlbrew in Winterspring. Please add to the final stage (Great Health pot 285-300) that the recipe is purchased by Evie Whirlbrew in Winterspring. Why does this guide say you can learn alchemy at the first level? This was never true in vanilla/classic WoW. you need to be level five. Kylanna Windwhsper: Feathermoon Stronghold, Feralas (32.6, 43.8) Doesn't train expert alchemy, and your briarthorn count is off. Kylanna Windwhisper won't train expert alchemy, refuses to talk to you unless you've already trained Expert Alchemy. Alchemy.