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## Enchanting 1-300 guide classic wow

It's a mesmerizingly wonderful skill, harnessing the power of magic to give a player extra power. The profession has always been the main theme of the game, with added useful and damaged bonuses offered through spells. In the WoW Classic, mesmerizing will also be key for those who want to min-max their character in preparation for raiding. Mesmerizing skill is probably the most useful profession in the whole game. If any player is concerned about maximizing their damage and survival potential, they will require benefits approved of mesmerizing equipment. Wizards can add additional statistics to several armored pieces, but they can also enchant weapons to do additional damage. It also makes the weapon a cosmetic glow, another reason players will look mesmerizing. One important difference from Retail WoW is that you can't enchant the rings or necklaces in the WoW Classic. In addition to adding statistics to speed, enchanting can be disappointed by magical items of green quality or more. This will turn the gear into enchanting materials, which are needed to cast new spells. This makes for an enchanting great skill pairing with another profession based on craftsmanship, preferably tailoring because it is a craft profession that does not require an accompanying profession of assembly. Tailoring uses fabric found from monster drops to craft linen armor for squishies. As with most other occupations, early skill levels of the enchanting can be learned in any major city. Once you reach the professional level, you will need to travel to other regions of Azeroth to learn professional and craft techniques. Here's where you can find enchanting coaches: The Apprentice (1-75) - Any major city! Just ask the guard where the enchanting coach is and you'll get a tag on the map. If you're an Alliance, and head for Stormwind, Ironforge or Darnassus. Hordes of players can go to Thunder Bluff, Undercity, or Stormwind. Journeyman (75-150) - You can learn a passenger enchanting from the same trainer who taught you trainee mesmerizing. It will be the last time you can raise your skill level cap with them. Expert (150-225) - Now, you will have to leave the comfort of the city. Alliance players must visit Kitta Firewind, which is located at the top of the Azores Tower in the eastern Elwynn Forest. Hordes of players have to look for Hgarth in the Stonetalon Mountains. Kitta Firewind Location Hgarth Location Artisan (225-300) - Once you're at least 200 skill levels in mesmerizing, you can train to become a craftsman. All players must head to the Uldaman Dungeon in Badlands to speak to master enchanter, Annor. Uldaman is a five-man dungeon located inside the Badlands. It is known as the ancient titanic vault, and is rightfully filled with troggs and titanic constructs. It is recommended for players in the mid-40s, although it can be entered as early as level 30. There's no good. enter Uldaman at least up to level 35, as this is a condition of the level for learning craft mesmerizing. It's still hard for you at that level, because the instance is certainly geared towards higher-level players. If you have a few higher-level friends, consider asking them to take you through the dungeon. You can also wait until you are at least level 40 to find a group that will clean the dungeon together. Before you begin your journey to find Annora, make sure you are well stocked with as many enchanting materials as possible. You need to fight several monsters and go deep into the dungeon to find the main enchanting. The last thing you want to do is find out that you need a few more mats to achieve the level requirement for a new spell that is so far from a bank or auction house. Annora is located in a rather undisclosed location inside the Uldaman. There are actually two entrances to Uldaman. Many do not know that the back entrance is located southeast of the main entrance. You will know that you are in the right place when you come across a package of elite troggs guarding a small cave. The back entrance is actually very close to Annora's location. Once you've made your way inside Uldaman, you want to find a cave found northwest of map chamber. You'll know you're in the right place when you find a tent and a room full of scorpions. After you kill all the scorpions in the room, Annora will spawn in the corner and allow you to train in the craft enchanting. Uldaman Backdoor Entrance Uldaman Enchanting Coach Location Pick up enchanting as soon as possible! You will pick up countless green objects from monsters and search prizes, which you can instantly discern into materials (as long as you have the appropriate mesmerizing level). This will also save you space for bags in case you decide to amass your green items for later. If you're starting to enchant from scratch without another profession, consider picking up tailoring so you can make free magical equipment to be disappointed. You can also offer to enchant the armor of other players as you skill up, who will often either pay or tip for your services. This can help recover the cost of purchasing materials. You can also enchant your own armor and reapply the same magic multiple times. Be careful you're disappointed! You can absolutely disappointed a strong item accidentally. If you took off some armor or weapon for cosmetic purposes, you may accidentally have a disappointed piece. Make sure you are always aware of what you are dissatisfied with and do not lose something you need! This is an approximate estimate of what it will take you to reach 300. Your needs may vary depending on your happiness, but if you get the amount of material listed below, you'll have an excellent chance of maximizing it. Here's what you'll need: Rugs needed: 1x copper bar 75x Strange dust (80x recommended) Smaller Smaller Essence Runed Copper Rod x1 (1x Copper Rod + 1x Strange Dust + 1x Lesser Magic Essence) Wizards require the use of a special tool to cast their spells. Every now and then, you will be required to create a new and more powerful one to cast new spells. This is the first one you'll need and it's very basic! You can find all these materials from the enchanting stock supplier located next to the trainer. Enchant Bracer – Minor Health x74 (1x Strange Dust) The next step in your enchanting journey is extremely simple. Simply throw away the enchanting bracer – less health until you reach 75 enchanting. It will turn yellow at 70, but it shouldn't require much more to reach 75. Do not forget to learn the journey enchanting afterwards. Mats Required: Enchant Bracer – Minor Deflection x10 (1x Lesser Magic Essence + 1x Strange Dust) You will continue with bracer enchanting in this next step. You will want to reach 85 enchanting, which will take 10 casts of spell bracer – a minor deflection. Enchant Bracer – Minor Stamina x15 (3x Strange Dust) Another bracer spell! This one will give your wrist incredible extra stamina! Can you tell the jackpot? Cast enchanting bracer – less endurance 15 times until you reach the mark of the century for your enchanting level. Runed Silver Rod x1 (1x Silver Rod + 6x Strange Dust + 3x Greater Magic Essence + 1x Shadowgem) For your hard work that reaches 100 enchanting, you are rewarded with the requirement to make another launched bar. This one's silver, and it's going to require you to find a silver bar made by a blacksmith and a shadowgem robbed of monster drops or bought at an auction house. Enchanting Bracer – Minor Stamina x4 (3x Strange Dust) Does this recipe look familiar? At this point, it will turn yellow, so you may have to throw extra time or two. Enchant your braces at least 4 times to 105 enchanting for the next recipe. Enchant Bracer – Minor Agility x15 (2x Strange Dust + 1x Greater Magic Essence) Once again you have a new bracer spell, but this one offers an offensive bonus. This will give you an amazing one extra agility point, but serves as your first-time strengthening melee offense, not defensive statistics. Throw it 15 times to 120 enchanting. Enchant Shield – Minor Stamina x10 (1x Lesser Astral Essence + 2x Strange Dust) You're probably glad to see magic that doesn't go on your braces. This is for the shield, which could be problematic if you don't wear it. Cast enchant shield – less durability 10 times on the shield of another player, or buy cheap from suppliers. Enchant Bracer – Lesser Stamina x20 (2x Soul Dust) If you missed the wonderful experience of enchanting your braces, fear no more as this makes a comeback for this recipe. This time, you'll get an endurance boost of +3, which is actually starting to become meaningful. You'll use your soul dust to first time with this recipe as well. Throw it 20 times to get to the halfwayway for your enchanting journey. Mats Required: Runed Golden Rod x1 (1x Golden Rod + 1x Iridescent Pearl + 2x Greater Astral Essence + 2x Soul Dust) Once you reach 150 enchanting, you'll want to learn the expertly enchanting skill level cap raising to 225. Horde players can find Hgarth in the Stonetalon Mountains, while Alliance players can head to the Tower of Azores in Elwynn Forest to train with Kitta Firewind. The first recipe you will make after that will be your third run stick, this time made of gold. A blacksmith can make you one, but you will also need to find an ielting pearl located inside the shell. Enchant Bracer – Lesser Stamina x9 (2x Soul Dust) You've already cast this spell up to 150 20 times, but you'll need to do it at least 9 times to get to 160 enchanting ones. It's going to turn yellow at 155, so you might need a little more soulful dust to get to the end. Enchant Shield – Lesser Stamina x5 (1x Lesser Mystic Essence + 1x Soul Dust) Here's another enchanting shield for you! This one will add 3 staminas, but you will only have to throw it away about 5 times. Do this until you reach 165 enchanting for your next recipe. Enchant Bracer – Spirit x15 (1x Lesser Mystic Essence) Your bracer spells begin to pick up strength, with this recipe giving you +5 to your spirit. You can throw this 15 times to 180 enchanting, at which point you'll throw another bracer spell. Enchant Bracer – Strength x20 (1x Vision Dust) If you are a warrior or reprisal paladin, you will benefit from beef +5 strength that this next spell will give you. +5 is no joke for statistics to increase damage, so you will easily find other players who would be interested in receiving it. Throw it 20 times to 200 mesmerizing levels. Runed Truesilver Rod x1 (1x Truesilver Rod + 1x Black Pearl + 2x Greater Mystic Essence + 2x Vision Dust) This will be the day before yesterday to run the stick that you will have to make. The price takes another step forward, because you will require a truesilver stick and a black pearl to make this wicked stick. Put it together and get ready for more bracer magic! Enchant Bracer – Strength x4 (1x Vision Dust) You've cast this spell up to 200 enchanting, but you'll want to keep it until you reach 205. Turn yellow to 200, so you may need a few more dust for your eyesight to get on top. Enchanting Cloak – Greater Defense x20 (3x Vision Dust) Now you will throw your first cloak enchanting! Woohoo, it's finally not bracer or shield magic! This one will certainly bolster your melee defenses, giving an additional 50 points of armor. Just throw it 20 times until you get to 225, at which point you should head to Annora in Uldaman for the last leg of your training session. Be sure to review the notes for the mesmerizing coach at Uldaman because you want as many mats as you can. Mats Required: Enchant Gloves – Agility x10 (1x Lesser Nether Essence + 1x Vision Dust) You will take another break from braces as this time you will be enchanting gloves. This spell gives +5 agility while turning yellow at 230, so you may need a few extra essences and dust to throw the next spell at 235. Enchant your chest - Superior Health x10 (6x Vision Dust) Your next spell will add 50 health to your chest. It will also turn yellow halfway through, so excess dust vision is not a bad idea. You're going to throw this away until you finally reach 245 enchanting. It's an important note! From this point on, all enchanting formulas can only be obtained from a particular supplier, or trainer, or from a mob and auction house. Below each entry will be a brief description of where and how to obtain the formula. Enchant Bracer – Greater Power x20 (2x Dream Dust + 1x Greater Nether Essence) If you felt lost without your bracer spells, fear not as they finally return to this step of the process. You will want to throw an enchanting bracer – greater power 5 times to 250. +7 boon for strength is no joke, and you are sure to find eager customers. Location: This formula can only be obtained from Master Enchanter Annor. The other two coaches can't train you in this formula. Note Once AQ launches in Phase 5 a new mesmerizing coach will become available. At that time you will be able to use Lesser Mana oil for levels 250-270. For now, however, continue to the stock by 265-290. Lesser Mana Oil x20 (3x Dream Dust + 2x Purple Lotus + 1x Crystal Vial) This is your first odd recipe and will allow you to create a smaller oil flaw. This tincture will restore 8 flaws every 5 seconds, making it useful for healers. You can buy this recipe at Silithus from Kania in Cenarion Hold. It will turn yellow to 260, so you will probably need extra dust and lotus. Crystal bottles can be found at any alchemical stock supplier. Enchant Shield – Greater Stamina OR Enchant Boots – Greater Stamina x25 (10x Dream Dust) This is the first time you really get the option you're enchanting about, as both recipes come with the same price. The key difference is that the boots enchant yellow at 280, while the shield charm turns yellow at 285. Either way, get yourself up to 290 enchanting so you can make your final running stick! Location: Formula: Enchant Shield – Greater durability can be purchased from Daniel Bartlett at undercity or Mythin'dir in Teldrassil. Formula: Enchanting boots – Greater durability is the world's most easily, if expensive, can be gained at the auction house. If you want to grow a formula, there is an abundance of creatures in the Western plagues from which it falls. Runed Arcanite Rod x1 (1x Arcanite Rod + 1x Golden Pearl + 10x Illusion Dust + Greater Eternal Essence + 4x Small Brilliant Shard + 2x Large Brilliant Shard) This is your master enchanting stick, and rightly has an expensive material price. You will need a few shards, an arcane stick and a golden pearl for this bar. Put it together and prepare to maximize your enchanting level! Location: Formula: Runed Arcanite Rod can only be purchased from Lorelae Wintersong in Nighthaven Village in Moonglade. Enchanted Cloak – Superior Defense x9 (8x Illusion Dust) This is your final magic and it's light! Just cast this powerful spell by providing 70 armours in your cloak nine times capping its mesmerizing level. Congratulations on reaching level 300 enchanting! Read on to find out where you can find materials and rare spells! Location: As with the previous formula, Formula: Enchant Cloak – Superior Defense can only be obtained from Lorelae Wintersong in Nighthaven Village in Moonglade. Armor: usually dust (occasionally essence) Weapons: usually essence (occasionally dust) These spells can be purchased directly from a particular supplier as long as you meet the requirements. Formula: Enchant Weapon – Mighty Intellect – Blackrock Depths @ Lokhtos Darkbargainer, Appreciated with Thorium Brotherhood & 9G Formula: Enchant Weapon – Mighty Spirit – Blackrock Depths @ Lokhtos Darkbargainer, Honored Thorium Brotherhood & 7G, 20S Formula: Enchant Weapon – Strength – Blackrock Depths @ Lokhtos Darkbargainer, Friendly with Thorium Brotherhood & 3G Formula: Enchant Cloak – Greater Nature Resistance – Cenarion Hold, Silithus @ Kania, Honored by Cenarion Circle & 10G Formula: Enchant Bracer – Greater Fire Resistance – Cenarion Hold, Silithus @ Kania, Friendly with Cenarion Circle & 10G Formula: Enchant Bracer – Healing – Light's Hope Chapel, Eastern Plaguelands @ Argent Dawn Quartermaster, Appreciated with Argent Dawn & 6G Many recipes require you to rob them as a drop. Many of them are very rare and are only rejected by powerful bosses. Check out the list below to see where you can find some of the best spells in the game! Rates of decline Very high: &gt;14% High: 9-13% Medium: 4-8% Low: 1-3% Very low: 0.5-1% Funny: &lt;0.5% Drops (name, mob, zone, drop rate) Formula: Enchanting weapon – Superior Striking, Spirestone Warlord, BRS, Low Formula: Vicious Weapon – Rescue, Spectral Explorer, Scholo, Very Low Formula: Enchanting Weapon – Crusader, Scarlet Spellbinder, WPL, Funny Formula: Enchanting Weapon – Healing Power, Bosses, MC, Very Low Formula: Magic Weapon – Magic Power, Bosses, MC, Very Low Formula: Magic Weapon – Unwieldy, Thuzadin Shadowcaster, Strat, Very Low Formula: Magic Weapon – Firearms, Arsonist Loregrain, BRD, Very High Formula: Enchanted Gloves – Threat, Emperor Veknilash, AQ, Very High Formula: Enchanted Gloves – Shadow Power, Bosses, AQ, Low Formula: Gloves – Healing power, Bosses, AQ, Very Low Formula: Enchanted Gloves – Frost Power, Bosses, AQ, Low Formula: Enchant Gloves – Fire Power, Bosses, AQ, Low Formula: Enchant Chest – Bigger Stats, Taerar/Onyxia/Azuregos, World Zones, Low Formula: Enchant Bracer – Greater Intellect, Vilebranch Shadowcaster, Hinterlands, Very Low Formula: Enchanting Bracer – Superior Stamina, Many, BRS/Strat/Scholo, Very Low Formula: Enchanted Cloak – Dodge, Bosses, AQ, Low Formula: Enchanted Cloak – Greater Resilience, Atal'ai Witch Doctor, ST, Very Low Formula: Enchanting 2H Weapon – Superior Impact, Blackhand Elite, BRS, Low Formula: Enchanted Gloves – Greater Power, withpiestone mystic, BRS, Low Beastslaying – Red Elemental Slaying – Red Damage – Blue Agility – Green Power – Green Intellect – Yellow Spirit – Yellow Crusader – White Ice Cold – Bright White Rescue – Purple Fiery - Orange/Red Demonslaying – Orange/Yellow Unheen – Green -, with 2 skulls rotating around the weapon Spell of Damage – Purple Purple

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