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This Leatherworking Alignment Guide will show you the fastest way to align your leatherworking skills from 1 to 300 as inexpensively as possible. Profession skills are divided between extensions now, you will have a separate bar skills for each expansion. This is a guide to Vanilla Leather Craftsmanship in the current retail version of World of Warcraft. I have a separate guide to Classic WoW, so if you're looking for that, visit my Classic WoW Leather Alignment Guide. Often the materials are based on the case that you get one point of skill of each craft. This won't happen, so you'll have to buy a few extra materials while you align your leather products. I recommend using the 1-60 zygor Level Guide if you are still aligning your character or you have just started a new viola. The guide is in a small window on the main screen in the game. All the details you need to complete quests are included. You never have to switch back to the website, or even the game's main map to see where you should go or what's next. And if you are low on gold, then I recommend trying this guide to creating gold, it can help you make a lot of gold. Approximate Materials Required: 57 Destroyed Leather Scratches 15 Medium Hide 260 Light Leather 160 Medium Skin 20 Heavy Hide 220 Heavy Skin 410 Thick Leather 410 Rugged Leather 1 - 100 First, visit any trainer in the major cities of old Azeroth - just ask the guard, and learn Leatherworking. Check out my farming guides if you pale farm skin and not buy them. You should start with light skin farming if you want to farm the skin. NOTE: You can buy threads, dyes and salt from leatherworking supply providers next to your trainer. Important! Profession skills are divided between extensions currently in the retail WoW, you will have a separate bar skills for each expansion. This is a guide to Vanilla Leather Craftsmanship in the current retail version of World of Warcraft. Visit my classic WoW Leather Alignment Guide 1-300 if you're looking for a Classic WoW guide. 1-20 19 x Light Leather - 57 Destroyed leather scraps Make the following recipe if you don't have shattered leather scratches. 20-30 or 1-30 10 x Light armor set - 10 Light leather 50-55 x Leather belt - 30 Light leather, 5 Rough thread 55-85 30 x Embossed leather gloves - 90 Light leather, 60 Rough thread 85-100 15 x Thin Leather Belt - 90 Light leather, 30 Rough thread Hold them, you'll need them. 100 - 155 Check my Average Skin Farming Guide if you want farm skin. Important! I must also mention that later you will need 20 heavy hide level leatherworking, and while you farm hides you heap of medium hide, medium skin, and heavy skin. I recommend to check out my Heavy Hide Farming guide if you have a level 60 symbol, and farm heavy hide before the farm is heavy heavy and medium skin. Farming 20 Heavy Hide can take hours, so be sure to check out the auction house, sometimes you can find a cheap heavy hide. 145-150 5 x Hillman Leather Gloves - 70 Medium Leather, 20 Thin Thread 155 - 200 Check out my heavy leather agricultural guide if you want to farm the skin. 155-165 You will need cured heavy skin later. 20 x Cured Heavy Hide - 20 heavy hide, 60 salt If you have Skinning, then visit my Heavy Hide Farming Guide. Be sure to check out the auction house, sometimes you can find a cheap heavy hide. Below you can find an alternative way if you don't have any heavy skins at all, which is usually the case since the heavy hide has a fairly low drop rate. But if, for example, you can get 5 heavy skins, you should stop doing barbaric Leggings on 195 and start making Guardian gloves. 165-180 20 x Heavy armor kit - 100 heavy skin, 20 Thin floss This recipe will be yellow for the last 10 points, so you may have to do more (or less). 190-200 10 x Guardian gloves - 40 heavy skin, 10 Cured Heavy Hide. 10 Silken Thread 200 - 250 Check out my thick leather agricultural guide if you want to farm your skin. 200-205 5 x Fat set of armor - 25 Thick leather, 5 Silken Thread 205-235 35 x Nightscape Headband - 175 Thick Leather, 70 Silk Thread 235-250 15 x Night Landscape Pants - 210 Thick Leather, 60 Silk Thread 250 - 300 Check Out My Skin Rugged Farming Guide If You Want Skin Farm. 250-265 18 x Rugged Armor Kit - 90 Rugged Leather I hope you enjoyed this Leatherworking alignment guide, congratulations on reaching 300! This Skinning alignment guide will show you the fastest way to align your skinning skill from 1 to 300. You can skin any crowd with skinning skill alone, but the type of skin you get is determined by the level of mobs and your skinning skills. You will still need the high skinning skill if you want to get higher skin levels like Rugged skin. Important! Profession skills are divided between extensions currently in the retail WoW, you will have a separate bar skills for each expansion. This is a guide to Vanilla Skinning's skill in the current retail version of World of Warcraft. Visit my classic WoW Skinning Level Guide of 1-300 if you're looking for a Classic WoW guide. Learn Skinning Walk up to the guard in any of these major cities below and ask where the Skinning Coach is located. Horde: Orgrimmar, Thunder Bluff, Silvermun City, Andersiti Alliance: Stormwind, Ironford, Darnass, Exodar Once you ask the guard, the coach will be marked with a red mark on your card. Level 1 - 300 for higher-level players The location is recommended for characters above level 75. Scroll down to the next part if you're below that level. Go to the road east of Greenwarden Grove in the wetlands and you'll see a bunch of Dragonmaw Whelpstealers fighting Ebon Ebon Look for a place on the road where 3 Dragonmaw Whelpstealers are fighting 2 Ebon Slavehunters. Use AoE to kill all 5 mobs. Loot them and skin Ebon Slavehunters. Speed respawn fast enough that once you finish skins 2nd Ebon Slavehunter, 2 new ones will be there already. Repeat these steps until you get Skinning 300. The reason I recommend this place only to higher-level players is that 3 Dragonmaw Whelpstealers are not Skinnable, so it will take longer to kill uncodonated mobs than kill the slavery hunters of Ebon. You can go to this place at level 25 if you want, but the place I recommend below is much better for lower level players. If you see someone farming in this place, you can go to the place for lower levels, it works for higher level players too. 1 - 300 for players of lower level Black Dragon Whelps on the Charred Valley in Stonetalon Mountains have a very low HP and is very easy to kill. They come in packs of three, so you'll level skinning here very quickly because you don't have to run that much to chase mobs. These mobs scale from level 20 overall to level 60, so you can reach 300 by staying at this one place. If you are looking for alternative sites, the sites in all these leads are good for alignment to 300: Medium leather farming, heavy leather farming, thick leather farming, Rugged Leather farming But keep in mind, you will be limited by your level of character about where you can farm. You can't farm Rugged Leather with a level of 30 characters, for example. Pretty decent guide. The only recommendation I would make, including the scales you can skin, ie scorpion scales, silihid chitin, etc ... Since Leatherworking can make postal armor with them, I'm sure they will be useful to some people. Thanks for a good, well-written, comprehensive guide. My only recommendation for improvement would be to specify specific mobs that farm well, as opposed to just zones, and which skin they might fall off. There are always areas with a particularly high density of animals that are easy to kill. Stranglethorn is awesome as you mentioned because most enemies are beasts. Anyway, thank you again and keep up the good work! That's a good review. As for the section Fast Facts, if I am not mistaken, the requirements for the expert and artisan are not only the level of qualification stated (125 and 200), but also the level of character 10 for the expert and 25 for the artisan (i.e. lower than the manufacturing profession, but still not 0); perhaps you can add that. In the section on Tom, how the skin queue is mistakenly used instead of a cue. Wonderful guide, thank you. A small proposal to improve Could you make a table where the early professions are suppliers for each race to get a skinning knife? That would really help. get started. I would say - you should consider adding the Duskwood card as an alternative to Hilsbrand (for Alliance players), in connection with Worgens abundance. You can skin those in the classic, they come in large amounts, peeled for medium and heavy skin, and because of the popularity of quests here, you will always get something to collect in addition to your own kills. This is also viable due to proximity to STV, so at lower levels (about 30) you can wander between these two places if the spots in one are crowded (or partisan horde crooks get out of control in STV) and you'll still get a decent skinning run. Also, because of Worgens being a humanoid-type opponent, you can expect to bonus a lot of chests in their area that can net you some useful potions and decent greens for sale. Just found this guide when I was checking out where to learn the journeyman :D Great guide to kuisi! Thanks for the info! Also, you can skin critters. I didn't know that until a minute ago. I've killed a bunch of critters and skinned them for super easy skill ups. This is a bit of a specific tip, but if you're a druid you can level 1-75 fast farming critters in Moonglade. Deer and rabbits both give skill ups until then, and there are a huge number of them around the zone along the roads. 1-75 took me a little less than 20 minutes, every critter dies in one lunar fire and you never have to wait for a respawn. You can ignore squirrels. I think protein skin is just not fashionable in Azeroth. A little frustrating run all the way to the foothills of Hillsbrad to find out that you can't actually skin anything with 100 skins out there. The minimum for bear lvl 21 is 105 skins. Map for section 250-300 from the interior, not Ungoro. I appreciate the amount of effort that has gone into this guide, but it is lacking. I reached 100 in skins in Loch Modan as shown and traveled in the Hillsbrad Foothills. I can't skin anything there! I don't have the skills. Then I went to Welands as shown, and again I can't skin anything there! The smallest of the tigers in Stranglethorn requires 155 and the guides say 150! Another useful side of the note - you would like to consider farming Wyrmkinn-type Dragonkin mobs, since those, as far as I noticed, just don't dungeon mobs that can give you more than one skin on your skin. Not sure if this applies for all, or only those in the 40s range, but as far as my experience goes, Wyrmkinn in both Dustwallow (black ones) and in the Swamp of Sorrow (Green Wyrmkins and Scalebanes) has approximately. A 50% chance of giving two skins (or heavy or thickness) instead of one if the skin is skinned. As it is, at least for now (Phase 1) are indelcets, and green Scalebanes gives The Green Dragonscale too (and thus the Black Wyrmkins in Dustwallow should give Black Dragonscale it makes them a very desirable agriculture goal in 40-45lvl bracket.@EDITOK. I went to Dustwallow Dustwallow again, also checked the drop rate on WoWhead, and apparently (and unfortunately) you can't skin Black Dragonscale from Firemanes out there, which is sad, and the skin stakes for the worn-out Dragonscale are lower than on the swamp of sadness, which is even sadder. However, at the same time firemanes seem to give double the amount of skin more often than green in SoS, and easier farms for physical damage-oriented classes because of their lower armor (like the 45lvl Hunter, with 100 DPS and 215-245 base damage with 2.30 speed I dealt 30-40 more damage each firestroke than green). This makes the Firemanes in Dustwallow a great place for a heavy/fat leather farm, both for crafting and for sale - also because the other skinnable mobs in Dustwallow are around level 40, in opposition to the 36 pounds in SoS, and thus give only heavy and thick skin, so you don't have to worry about too much waste with the average. Since all these dragonkins are not elite right now, and farming them is much longer than other mobs at this range level, I would say that you really should reflect that in the guide :) Another useful side of the note - you would like to consider farming Wyrmkinn-type Dragonkin mobs, since those, as far as I noticed, just don't dungeon mobs that can give you more than one skin on your skin. Not sure if this applies for all, or only those in the 40s range, but as far as my experience goes, Wyrmkinn in both Dustwallow (black ones) and in the Swamp of Sorrow (Green Wyrmkins and Scalebanes) has approximately. A 50% chance of giving two skins (or heavy or thickness) instead of one if the skin is skinned. As it is, at least for now (Phase 1) is not elita, and green Scalebanes gives Green Dragonscale too (and thus Black Wyrmkins in Dustwallow should give Black Dragonscale too), this makes them a very desirable agriculture target in a 40-45lvl bracket. Great guide! However, I believe that the leadership lacks the horde of skins of the coach in the Taurahgio camp. It's a damn good guide, Cuisi. Thank you! :) If the shattered leather scratches stop falling at level 15, then I want to be in East Loch Modan, not the West. Hi, can the druid go 305 skins in the classic? So how can't we use daggers and swords? Aerie Peake is also wrong, it starts in 205. Ok is a beginner's guide, but the best way would be: Skinning level/mob level. For example, upon reaching 210 skins, you can start skins level 42 mobs. Etc. Then just list the seats with these level crowds. It's also a useful thing to know if you multiply the level At 5, you get skinning lvl required to be able to skin that crowd. So if it is level 45, multiply by 5, the minimum skin level required will be 225. I'm sorry, but this guide is either outdated or confusing for new new I just started playing WoW for the first time ever (coming from FFXIV) and I found that although the character alignments are quite similar and straight forward, almost every guide I've found on the web to level the professions isn't helpful at all! First, this guide says that you can train journeyman skins at level 50, however I reached the level of 80 skins and tried the level by talking to trainers in both Orgrimmar and Undercity, but there is no way to get anything above the apprentice! In addition, the limit from June 2020 is from 1 to 300. There's no time between them. Nothing in the game tells you which monsters or beasts you can skin on certain levels and in what areas. It feels as though new players are just left in the dust to understand things on their own without a clear path on how to progress. I tried cobra skins in the Burning Crusade area and although I was able to skin it, I got zero XP from it. Only mobs in level 1-60 areas give me any xp when I skin them. It was a headache trying to understand things because there are a million guides out there that are expanding specific. Nothing is there to help new players as I start with the classics in 2020. These videos are on YT from 10 years ago and are not useful because the game has changed so much! I think this is where Blizzard dropped the ball with this game. There are so many bugs and so many poorly explained mechanics for new players. Players.

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