



Mountain silversage farming classic

Mountain Silversage Level Item: 56 Where the Farm: Winterspring or Un'Goro Crater Skill Requirement; Herbalism Level 280 Recommended Level: 57 + Farming Mountain is worth as much as 100 gold per stack. Be careful in some realms there is so much Silversage on the auction house already that you won't be able to sell any. It sells best in stacks of 5, 10 and 20, but it might take a while to sell. It is still used by alchemists, scholars and in a few new elixirs and potions. If you're farming it for yourself, or selling it, you'll need level 280 Herbalism and an epic mountain is always a great help. You will also want to be level 56-57 before you head to any of the areas below to farm this plant. Update: You can make a lot of gold with Mountain Silversage, but if you want to step it up and make thousands of gold you should read my favorite personal guide. Where at Farm Mountain Silversage Farming Mountain Silversage in Winterspring The best place to farm Mountain Silversage is in Winterspring. It's got the most knots, by far. Simply circle the outer edge of the area along the mountain, although a mountain on the ground fast is a must. Farming Mountain Silversage in Un'Goro Crater An old favorite for Mountain Silversage farming is Un'Goro. You can circle the edges of the area by lifting MSS here and there. As a warning: this area is huge and you might walk half way around it without finding any MSS. Cheers. Farming Mountain Silversage in the Hellfire Peninsula Many players also prefer to go to the Hellfire Peninsula to gather MSS. The reason is because there are also Felweed, Dreaming Glory and Golden Samsan here. You can get a wide variety of valuable herbs here. Tip: Have you ever wondered players have so many level 85s or how they can level 85 so guickly? I use and strongy recommend Zygor's in-game leveling addon, which will allow you to level in 5 days of time played. You can find a free version of it here. Welcome to Wowhead's Classic Herb Farming guide, focusing on the end of the grasses game would be Black Lotus, Mountain Silversage, Dreamfoil, Praguebloom, and Icecap! In this guide, we cover everything about the best places, mobs, and farm levels of all the herbs that require 150+ skill to choose, would be the herbs needed for balloons, would be Black Lotus, Mountain Silversage, Dreamfoil, Plaquebloom, and Icecap, Part 1 covers basic herbalism and herbs 1-150. Icebloom through Kingsblood, Part 2 covers herbs Liferoot through Black Lotus, Herbs are found in almost every area in Azeroth, as well as inside dungeons. To gather herbs, you must learn the Herbalist skill as one of the two primary professions. No special tools are required. Each herb has a level range that includes when you can start picking herbs, when you will Qualification points, and if you have mastered this level and no longer get skill points. Each plant has a type of land that it prefers, learning to identify where to find herbs -- not just by area, but also by land -- will make agriculture a much more logical and satisfying experience. Some piggyback plants on other plants, and you get it just by choosing the basic herb. For example, you will sometimes get Swiftthistle in addition to Mageroval or Briarthorn, but you will never get Swiftthistle on your own. The other reason is that herbs are primarily needed for consumables -- items like potions and balloons that you'll use with short-term effects. Herbs are constantly needed for consumables -- items like potions and balloons that you'll use with short-term effects. higher levels when raids come into play, they may not have time to farm all the grasses needed to equip their raid. Rogues also use herbs, would be Wildvine for more tailoring and leatherworking items, but the most common use is consumables). It is possible to fail in Herbalism, but when you do, it simply means you would not successfully choose the plant. The plant doesn't disappear. Try again. It may take a few attempts if you're right on the edge of the startup level, but you can try whenever you need it. You can also find some herbs for sale on suppliers. Any sellers with any herbs linked in their title - Alchemy Supplies, Florist, Reagents, Potions, Keepers - should be checked for stray herbs for sale. This is not enough to farm, but every little bit counts. Herbs are used in many consumables, but below we will highlight the most important ones for balloons, powerful elixirs and useful potions. Black Lotus is an extremely important plant, used in all five Alchemy Flages. Icecap is needed for and Flask of distilled sflams wisdoms, as well as utility elements, such as Gyrobe Ice Reflector and Living Action Potion. Sorrowmoss is used for three powerful elixir, as well as three powerful elixir, as well as three powerful elixir de Brute Force, Elixir de Brute Force, Elixir de Sages, Mageblood Elixir, Mighty Troll's Blood Elixir, Purification PotionMountain Silversage is used in three vials (, Potion of Petrification, Flask of Supreme Power), two DPS elixirs (Elixir of the Mongoose, Greater Arcane Elixir). and utility potions Life Action Potion Addition Potion Addition Potion Potion Potion Potion Addition Potion Potion Potion Potion Potion Potion Addition Potion Potio Power), a number of potions would be Larger Shadow Protection Potion, and Utility Potions like Greater Dreamless Sleep Potions to restore health and hand: Greater Dreamless Sleep Potion, Major Healing Potion, Major Rejuvenation PotionGroblosod is used in two vials (Flask of the Titans, Mighty Rage Potion) and several elixirs, would be by Demonslaying Arthas Tears and Blindweed used for Gift of Arthas, a basket of tanks element can use to apply a debuff increasing the physical damage of the raid. Fadeleaf is necessary to make Blinding Powder, a reagent for the ability of Rogue Blind. Each plant will list the best areas and other areas. The best areas have the highest possible number of nodes for this plant, so you will have more chances to find. Other areas still have been added to the most well-populated areas, but feel free to create your own routes. Individual agricultural objectives do not always coincide with pre-planned routes, so it is better to find out which areas have the best density, locate the target grasses in the given terrain and create your own best routes. In addition, if everyone is running the same routes, no one will get the best herbing experience! Ren recommends there are handy tips and favorite personal spots for herb farming. Each plant has four level ranges to consider. Start Level: The lowest level of herbalism where you are to this startup level. Yellow: End failures, still a good chance at skilling, but not 100%. Green: Becoming trivial; lower chances of skilling. The closer you get to the final level, the less likely you are to get skill or experience from picking this plant. The header will also shout: Land: This is the type of land this plant prefers. The best areas: The most plant-rich areas for agriculture. Listed in order of node density. Other areas: Level two areas with an average number of zones. Still decent herbing, and can work better with other goals. Listed in order of node density. Grasses may occasionally occur in unlisted areas, but it is not worth the agriculture concerned. Each plant lists recipes that have that plant as a component, and source these recipes. All recipes purchased by the supplier are limited quantity, unless otherwise specified. This means that the vendor only has one for sale at a time, so you may need to wait for respawn if it is not available when you check. Understanding what recipes a herb is used to make will help you judge the value of that plant. Hard to find herbs as components of high demand items will bring you the best prices. A plant it is rare, but does not produce something that is in demand will not be a good money-maker. Rarity itself is not a guarantee of value. You can also make money on herbs used for high turnover items, such as healing potions or popular raid potions and balloons, even if the herbs themselves are not so unusual. A good herb farmer understands the full scope of the market. Starting level: 150Yellow: 175Green: 200Grade: 250Land: Along rivers and ponds; very occasionally along ribsBest Zone: Stranglethorn Vale, WetlandsOther Zones: Arathi Highlands, Alterac Mountains, Hillsbrad FoothillsLiferoot tends to grow in long strings in local abundance. Find a river or a stream with a liferoot, and all you have to do is follow it around to find more. They are easy to spot because they are right along the shore, although there may be boring crocodiles to clear while you're hunting them. Stranglethorn Vale has Liferoot growing all along the river leading north and south of Lake Nazferiti, then extends along the south coast from Gubarashi Arena just north of Booty Bay. Wetlands can undoubtedly be a better camp, especially if you are a little high-level for the area. Starting from the mouth of the river east of Dun Algaz, run north and follow the river across the road and into the swamp for a large number of Liferoot. The Arathi Highlands has almost as many eggs, but they are split between three pounds spread-out in the west, central, and eastern part of the area, south of the road. One is in Witherbark Village, and local trolls will have to be treated for you to get much Liferoot. Alchemy Component: Objective: Stranglethorn Vale: Click here for the route mapThis up-and-back route is simple: start either at the northernmost part of the river near Nesingwary camp in the north or on the coast just north of Booty Bay. Follow the river and the coast, turn around and turn around in the same way. Be careful in the stretch of river south of Lake Nazferiti, as there are a few elite Elder Snapjaw Crocolisk wandering here. Wetlands: Click here for the route mapThis is mostly an up and back route with a loop in the marshes before going back along the river. You can go further into the swamp for more Liferoot, but it becomes more scattered at the moment. Be sure to visit Kixxle near the T-intersection of the road; it often has interesting herbs and potions for sale. Starting level: 260Land: In piles of shrubs and shrubs The best areas: Arathi Highlands, Swamp of sorrowsOther areas: Alterac Mountains, Stranglethorn Vale, Badlands, HinterlandsFadeleaf lives up to its name. It hides in shrubs and shrubs with similar appearance, which makes it almost impossible to observe under certain conditions. You may need to increase the minimato to focus on where exactly where an evisitable Fadeleaf is hiding. I had to click around until I got the gear icon before I found it. Fadeleaf grows all over the Arathi Highlands. In the Swamp of Pain, it is found in the same areas as Blindweed, west of the same areas as three small loop routes here that can be strung together if one is not producing enough for you. Be sure to keep an eve out for Goldthorn and Khadgar's Whisker in these also. Swamp of sorrows: Click here for the route mapThe Eastern Stay of the Swamp of Sorrows is very good Fadeleaf territory, although the less light geography and color palette of the Swamp of Sorrows can make it hard to see. It's a good farm to combine with Blindweed, where your herbalism ability is high enough for both. Start level: 170Yellow: 195Green: 220Basic level: 270Land: On rocky outcrops, usually lowBest Zone: Stranglethorn Vale, Arathi Highlands, Swamp of SorrowsOther Zones: Alterac Mountains, Hinterlands, BadlandsGoldthorn can be found on rocks and near the sides of the hills, in the same range as you would find Earthroot in lower-level areas. If it appears in the middle of a field, chances are you'll find it hanging on to a small rock. The pale color of Goldthorn can make it surprisingly difficult to find on rocks of similar color. It's easier to tell where Goldthorn isn't in Stranglethorn than where it is. It's not as abundant in Guburashi Arena, and it's not as abundant north of Grom'gol base camp. Otherwise, the whole area is a giant Goldthorn farm. The best areas are south of Grom'gol and the hamcamps. The Highlands Arathi has always been my personal favorite place for Goldthorn; just follow the north wall back and forth, from The Wall of Thoradin east of Hammerfall and back. As in Stranglethorn, it grows on the same route. The swamp of sorrows is also an easy wall path, but the walls are also heavily populated with Draenei to the north and spiders in the south, so it's a less convenient camp unless you're combining with Blindweed agriculture. Goldthorn is used in a huge number of popular potions, so it is a valuable plant on the farm. Ren recommends: Goldthorn and Khadgar's Whisker grow up in the same areas as each other, so it's a mild combination farm. Alchemy Component: Cooking Component: Stranglethorn Vale: Click here for the route mapThis lower area loop route will also lead into the range for Kingsblood, Liferoot, Khadgar's Whisker Agriculture). Arathi Highlands: Click here for the trail mapWhile part of this route is traditional-mountain-trail, much of the bottom seems to pass through open hills. However, Arathi is filled with large stones and jutting stones through the fields, which is why part of the agricultural route seems to take an overland turn. It's also a good opportunity to find other herbs in the open, such as Kingsblood, Fadeleaf, and Whisker Khadgar while you're at it. There are two possible turn-offs where the route veers into the territory where not a lot of Goldthorn grows up. You can shorten the route by heading directly to the north, or head because of the east to raise the mountains and increase the chances of Goldthorn. Start Level: 185Yellow: 210Green: 235End Level: 285Land: Base of trees and shrubs. prefers almost habitable areasBest Zone: Stranglethorn Vale, Arathi Areas: Swamp of sorrows, Hinterlands, Alterac MountainsKhadgar's Whisker, like Fadeleaf, is a good plant at hiding, although its spiky leaves make it a little easier to spot. He also likes to go under shrubs, especially near the base of trees and stumps. In Stranglethorn Vale, Khadgar's Mustaches grow strongly around Lake Nazferiti, in troll areas, the areas of the headand and north of the Gubarashi Arena, but it is also spread throughout the areas, the areas of the headand and north of the Gubarashi Arena, but it is also spread throughout the areas of the headand and north of the Gubarashi Arena, but it is also spread throughout the areas of the headand and north of the Gubarashi Arena, but it is also spread throughout the areas of the headand and north of the Gubarashi Arena, but it is also spread throughout the areas of the headand and north of the Gubarashi Arena, but it is also spread throughout the areas of the headand and north of the Gubarashi Arena in the southeast. With a healing potion, hand potion and intellect potion as part of its recipe base, Whisker Grow in the same general areas as each other, so it's a mild combination farm. Component Alchemy: Stranglethorn Vale: Click here for the route mapThis lower area loop route will also lead into the range for Kingsblood, Liferoot, Fadeleaf, and Goldthorn (Actually, the same map is used for Goldthorn agriculture). Arathi: Click here for the route mapKhadgar whiskers will appear on the Goldthorn route above, but is also found in abundance near Dabyrie Farm in the north and around Witherbark Village in the southwest. Start level: 195Yellow: 225Green: 245End level: 295Land: SnowBest Zone: Alterac MountainsDragon's Tooth grows only in alterac MountainsDragon's Tooth grows on alterac MountainsDragon's Toot However, with few people farming it, and Frost Oil used in many other recipes, prices could be good on the server. Ren recommends: Wintersbite may be the main reason to be in the Alterac Mountains, but do not neglect the green areas of this map. Compact green areas are good for Fadeleaf, Goldthorn and Khadgar's Whisker, and the coastal area is a good Liferoot farm. It's a good place to go kill time/collect herbs while you're waiting for Wintersbite to respawn. Alchemy Component: Feeric Component: Feeric Component: Alterac Mountains: Click here for the majori route map, this will be a meander around the snowy areas outside the ruins of alterac. Wintersbite can be found in snowonly areas, so if it's not white on the map, don't bother looking for Wintersbite. There are a few eggs inside the ruins, but with the elites inside to visit Bro'kin for a copy of Recipe: Frost Oil. Start level: 205Yellow: 225Green: 255End Level: DesertBest Zone: Tanaris, Blasted LandsOther Zones: Searing Gorge, BadlandsFirebloom grows in just four areas. Tantanis has the most prevalent. The only place where it does not grow is in insect areas, but the eggs are spread evenly. Burning steppes have knots, but it is much more compact. Ren recommends: Tanaris can be spread, but it is breaking with the good side hustles. The python camps are large Mageweave Cloth farms, and sometimes you'll find a Purple Lotus reserve or two. If you are a skinner, there are tons of skinnable mafias, including Scorpids that can be grown for the Scorpid Scale. Carrion birds can be bred for giant egg, which are required for The Surprise Clamlette, the necessary quest to advance cooking. Tanaris is a fun area for farmers, Component: Wizard Oil: from Formula: Wizard Oil: from Formula: Wizard Oil: sold by Kanvia in SilithusTailoring Component: Objective: Horde Needs Firebloom! The horde needs more firebloom! Tanaris: Click here for the route mapTanaris is a bit challenging to enter a loop route, but if you combine it with the search for Purple Lotus, a good model presents itself. Firebloom is spread all over the entire area, but you can also use this to create a loop route for Purple Lotus. Lands blasted: Click here for the route mapMany prefer Blasted Lands Firebloom agriculture for its relatively compact nature. since almost half of the area is cut with scar elite tints (there are a few knots out there, but not worth looking for, partly because of the lack of eggs and partly because of the many ugly elites). Most of the eggs will be found in the middle band of the area, from just south of Nethergarde.Start Level: 210Yellow: 235Green: 260End Level: 310Land: ReasonsBest Zone: Stranglethorn ValePurple Lotus is a high demand plant, partly due to the fact that 10% of the time you get Wildvine, too, and partially to do with some of the items made with it. It will also be very important during the Gates of Ahn'giraj event, when both the Alliance and the Horde will be hunting for it for their recommendation guests. By far, Azshara is the best area for Purple Lotus farming, with the large ruins of El'darath in the center of the area. The entire road leading to El'darath, as well as the ruins themselves, are the richest source for Purple Lotus. There are eggs that lead down to the south of the ruins as just south of the ruins as just south of the ruins as just south of the ruins also have elite naga, which wander around, so you have to exercise some caution. Troll ruins in the Hinterlands have a chance to spawn The Lotus Purple, but most of these are in Jinth'Alor, which is crawling with elites. Tandanis is a safer area and can be easily combined with Firebloom farming (see Firebloom above). Component: Lesser Mana Oil: from Formula: Lesser Mana Oil, sold by KanilaTailoring Component: Objective: Azshara: Click here for the route map El'darath ruins should be roamed more than curly - it's worth spending some time through these expansive ruins before you start in this area; This questline is a bomb experience, so you might as well get something good to do it. Just be aware of the wandering elites in this area. Many good high-end plants also grow in this area it has to offer. Tanaris: Click here for the route maple you are only interested in Purple Lotus and not in Firebloom agriculture. here's a map showing the exact locations of all the spawn points for Purple Lotus, with points in the way where Purple Lotus is not known to spawn. Otherwise, if you are farming combo, use the Map Tananis Firebloom above. Wildvine is one of those plants that is found only when you choose Purple Lotus (about 10% chance on each gather). It has another distinction in which it is a plant, which is much more valuable to other professions than to Alchemy. It is only used in several leatherworking pieces, as well as a pair of blacksmiths, engineering, and enchanting pieces. Alchemy Component: Blacksmithing Component: Wildthorn Mail: from Plans: Wildthorn Mail, Level 45-60 World Drop Feeric Component: Green Phones: Engineering TrainerLeatherworking Component: Tailoring Component: Dreamweave Circle, Dreamweave Gloves, Dreamweave West: tailor trainerObjective of: Start Level: 220Yellow: 250Green: 270End Level: 320Land: Open fieldsBest Zone: Western Plaguelands, FelwoodArthas' Tears do few elements, but one of them Arthas' gift is surprisingly powerful and popular. Dungeon and raid tanks will run with Gift of Arthas to increase damage to targets, stacking with other damage debuffs. It doesn't sound much when described, but it increases the damage for every person in the group. This can be added quickly. Western Plaguelands is the best source for Tears Arthas. They grow evenly around the area, with slightly better concentrations near (but not in) farms. They are also found on Sorrow Hill, southeast of the ruins of Andorral. Alchemy Component: Objective: Western Plague Farm. Although the main route goes around the ruins of Andorral, there are Arthas Tears inside the Ruins, if you are willing to play with the elites wandering that area. Eastern Plaguelands: Click for the route mapArthas Tears is less abundant here, but can be easily combined with top level agriculture. Starting level: 230Yellow: 255Green: 280End Level: 330Land: Open fieldsBest Zone: Azshara, HinterlandsOther areas: Blasted Lands, East East FeralasSungrass, being yellow, should come out as a sore thumb, but tends to be found especially in areas with yellowish-brown grass. It is easier to spot in Blasted Lands, where there is little or no grass. Azshara and Hinterlands are the best areas for Sungrass farming. Sungrass grows evenly distributed throughout the area, so there is no good place to look other than open ground. Like Khadgar's Mustaches, Sungrass is a major component of both healing and elixirs, making it a steady-demand plant. Alchemy Component: Feeric Component: Azshara: Click here for route mapWhich of the two main domains you choose dependon on other objectives. If you are also following Purple Lotus, the southern trail offers easy side tours to the ruins of El'darath. If you want to pursue some felcloth farming, the northern route can be easily combined with this goal. Hinterlands: Click here for the trail mapHinterlands is a large Sungrass farm, with plenty of wide open spaces and cross-herbalism for other high-level plants. In addition, you can make a side trip to Skull Rock to collect ghost mushrooms (below). Start level: 235Yellow: 260Green: 285End Level: 335Land: Along rivers and pondsBest areas: Swamp sorrowsOther areas: Un'goro CraterThe best Blindweed camp, by far, is swamp of sorrows. It's almost everywhere in wetlands, primarily along the shores of many small hillocks of land among the waterways. For blindweed concentrated farming, there is no better alternative. Un'goro Crater has some growing among the marshy areas of the north, near Tar Lords, but if you don't just need to pick up a few, consider any camp other than swamp in Sorrows. As second ingredient to the powerful gift of Arthas, as well as a hand potion, is a good herb to target. Alchemy Component: Swamp of Sorrows: Click here for the route mapIt really is only one place to the Blindweed farm, and you'll be getting your feet wet doing this. This is island-hopping around the outside and then on to the islands from the inside, although you'll be crossing back and forth a lot as it spawns almost all over the route. Home level: 245Yellow: 270Green: 295End Level: 345Land: CavesBest Zone: HinterlandsOther areas: Desolace/MaraudonGhost Mushrooms are found only in two small cave systems, one in Skull Rock in north-central hinterlands and one in the cave maze in The Sun that leads into Maraudon (and a few inside Maraudon itself). Of the two, Skull Rock has almost three times the points and is the most popular camp. While it may not seem worth much farming, Ghost Dye is a great component in some of the best high-end tailored articles, and Elixir by Shadow Power is popular among Warlocks. Ren recommends: If you decide to go to the Skull Rock camp, be sure to visit THE OOX-09/HL Distress Beacon at 49, 38, on a small small rock in the lake west of Skull Rock. This leads to Find OOX-09/HL Distress Beacon at 49, 38, on a small small rock in the lake west of Skull Rock. recommended because they involve killing a few waves of ambushes. Component Alchemy: Hinterlands: Click here for the route mapThe cave system is full of leaks that you won't be able to avoid, but it's worth exploring the caves completely to find Ghost Mushrooms. Alliance players should take the search for Rock Rock Clean-up before heading over to make the most of the time spent having to kill them. Desolace: Click here for the trail mapWhile not as abundant as the caves leading to the wings of The Mauradon. It is less popular and may not be as chosen over as Skull Rock. Start Level: 250Yellow: 275Green: 300End Level: 350Land: Near Demon HabitationThe best areas: FelwoodOther Zone: Desolace, Blasted LandsGromsblood is found only in three areas of abundance: Felwood, Blasted Lands and Desolation. There are a few random eggs elsewhere, but these are the only places with concentrated growth. Blasted Lands has a small concentration of Gromsblood around the rocky edge of the Dark Portal, and some eggs scattered throughout the area. Desolac has a low concentration of Gromsblood right inside Mannaroc Coven. These smaller camps are mentioned only if you only need a few Gromsblood and wanted to avoid the crowds. Alchemy Component: Objective: Felwood: Click here for the route up and back, along with the demonic camps on the western edge. Start in the southernmost part of the area, follow the western wall through the demon camps until you reach the road north of Jadeenar, and then follow the northbound road to Felpaw Village. Turn around and redo the steps. This is the biggest source of Gromsblood in the game. Start level: 260Yellow: 280Green: 310End Level: 360Land: Open fieldsBest Zone: Un'goro Crater, AzsharaOther areas: Eastern Beachelands, Burning Steppes, Silithus, FelwoodGolden Sansam look like small tufts carrots, growing in the middle of open fields. What they are: the highest level of potion healing and the highest level of rejuvenation potion in the game. There will always be no need for more golden Sansam. Like most open-field plants, the distribution of Golden Sansam is spread equally in an area, instead of concentrated in one place. The most fruitful areas are Un'goro Crater and Azshara, with eggs all over the area. Ren recommends: for Golden Sansam and Dreamfoil are identical because both as the same land (open fields) and eggs in the same areas. It's really worth getting the level of herbalism at 270 so you can be able to farm both. Alchemy Component: Un'goro: Click here for the route mapThis map also overlaps with Sungrass, so it will look very familiar. You can either choose the lower route, which can overlap with some Purple Lotus agriculture, or the northern route if you want to pursue some felcloth farming. Start level: 270Yellow: 295Green: 320End Level: 370Land: Open fieldsBest Zones: Un'goro Crater, AzsharaOther areas: Eastern Beachelands, Burning Steppes, Silithus, FelwoodDreamfoil is high-level dungeons and raids like fuel is to a car: no one goes anywhere without it. Dreamfoil is behind so many important potions, elixirs, and balloons that high-level grind would come to a screeching stop where the plant disappeared from Azeroth. Dreamfoil scatters all over the area, so there is no good place to look for them. They do not tend to grow right near the rocky edges, so it is best to make the curls away from the mountains and keep the fields open as much as possible. It is a good plant to farm with Golden Sansam because they appear in the highest numbers in the same areas. Alchemy Component: Elixir of Wise: From Recipe: Elixir of Wise, drops from Scarlet Inquisitor, Scarlet Cleric, Scarlet Cleric, Scarlet Archmage, Scarlet Archmage, Scarlet Archmage, Scarlet Archmage, Scarlet Archmage, Scarlet Cleric, Scarlet Archmage, Sca Ark Protection: From Recipe : Larger Arcane Potion, Drops on Cobalt Masqueeweaver Higher Fire Protection Potion; from Recipe: Larger Frost Protection, Drops on FrostEr Higher Fire Protection, Drops on FrostEr Higher Fire Protection Potion; from Recipe : Larger Arcane Potion, Drops on FrostEr Higher Fire Protection Potion; from Recipe : Larger Arcane Potion, Drops on FrostEr Higher Fire Protection Potion; from Recipe : Larger Arcane Potion; from Recipe : Larger Arcane Potion, Drops on FrostEr Higher Fire Protection Potion; from Recipe : Larger Arcane Potion; from R Protection Potion: : from Recipe: Major Mana Potion, drops off Darkmaster Gandling, also sold by Magnus Frostwake after completing the necessary quests in Scholomance to see ghostsMajor Rejuvenation Potion: from Recipe: Greater Arcane Elixir: from Recipe: Greater Arcane Elixir, level 50-60 world drop, Un'goro; Click here for the route mapThis map is identical to un'goro Golden Sansam map. Azshara; Click here for the route mapThis map is identical to the map Azshara; Click here for the route mapThis map is identical to the map Azshara; Click here for the route mapThis map is identical to the map Azshara; Click here for the route mapThis map is identical to un'goro Golden Sansam. Start level: 380Land; Rocky Afloriments, usually highBest Zones; Winterspring, Un'goro Crater, AzsharaOther Zones: SteppesMountain Silversage is also involved in a large number of very very Potions, elixirs, and balloons, so while the list of potions is slightly more than half as long as that of Dreamfoil, it is still one of the high-level game engines. Elixir of Mongoose: is one of the best friends any agilitybased DPS class you might have, so they are extremely popular with hunters and rogues. Silversage mountain is found (where else?) in mountain ousting areas, with the unfortunate habit of growing big, requiring climbing to get to them. They're found in some of the same areas as Dreamfoil, but you use opposite tactics to find them. Follow the edges of the mountain to find Silversage mountain rather than looking in open areas. Component Alchemy: Winterspring are a great source of Silversage Mountain as well as Icecap, so the two can be grown together. Horde players will have to exercise caution moving around Starfall Village.Un'goro: Click here for the route mapThis map could not be simpler, which is why the camp is more popular for Mountain Silversage. Just run around the volcano in the middle. Start level: 285Yellow: 310Green: 335End Level: 385Land: Open fieldsBest Zone: Eastern Plaguelands, Western PlaguelandsOther areas: FelwoodSorrowmoss is only found in the three areas above. Plaguelands and Felwood, the flower grows almost everywhere, and although it grows outdoors, it remains somewhat close to mountain areas. They're not on the rocks, they're nearby. In the West Plague Lands, they grow from the greatest abundance around and near farms and fields along the way to Hearthglen or anywhere in that area. Alchemy Component: Eastern Plaguelands: Click here for trail mapRunning near mountains and caverns, but not right next to them, the most Plaguebloom yields. Western Plaguelands focuses on farms. It's a good farm to go together. Start level: 290Yellow: 315Green: 340End Level: 390Land: SnowBest Zone: Winterspring/cecap, would be Dragon's Tooth, grows only in snowy climates and only in one area. In this case, Icecap grows only in Winterspring, in the greatest abundance south of Eerlook. Be careful as some of the southern areas have a large number of elites. Alchemy Component: Engineering Component: Winterspring: Click here for the route mapThe central route will be fine for most purposes. The south route has several icecap spawns, also has a lot of wandering elites. Home level: 300Yellow: 340Green: 375End Level: 400Land: Difficult areas, would be near elites or crowded campsBest areas: Burning Steps, Winterspring, Eastern Plaguelands, SicordhusBlack Lotus be much rarer, limited to 10 spawn points per area, with a repop time of 1 hour. Thanks to a quick fix, the number of spawn locations increased greatly (25+ per area), and the respawn time was reduced to 2 minutes and 15 seconds. It should be much easier to find the Black Lotus now. Alchemy Component: Tailoring Component: Burning Steps: Click here for location mapBurning Steps TomTom / road points: / mode 13.2, 30.8 Black Lotus / 20.9 way, 46.6 Black Lotus / 25.1 way, 62.5 Black Lotus/way 26.4, 59.2 Black Lotus/way 28.8, 62.6 Black Lotus/way 31.5, 61.8 Black Lotus/way 31.9, 69.4 Lotus Black/way 35.5, 49.1 Lotus Black/way 42.6, 37.6 Black Lotus/way 54.3, 63.4 Black Lotus/way 54.7, 36.4 Black Lotus/way 54.3, 63.7 Black Lotus/way 57.6, 61.6 Black Lotus/way 63.2, 36.9 Black Lotus/way 63.7, 60.8 Black Lotus/way 66.5, 40 Black Lotus/way 76.5, 47.5 Lotus black/road 82.5, 34.2 Lotus black/road 83.1, 38.1 Black Lotus/way 92.1, 53.2 Black Lotus/way 92.1, 53.2 Black Lotus/way 76.5, 44.4 Black Lotus / way 35.8, 36.5 Black Lotus / way 39.9, 44 Black Lotus/way 40.2, 44.2 Black Lotus/way 57.6, 49.5 Black Lotus/way 55.5, 52.5 Black Lotus/way 55.6, 44.6 Black Lotus/way 57.6, 49.5 Black Lotus/way 57.8, 69.3 Black Lotus/way 58.8, 53 Black Lotus/way 59.1, 60.1 Black Lotus/way 59.4, 74.2 Black Lotus/way 60.6, 29.9 Black Lotus/way 63.0, 17.7 Black Lotus/way 63.4, 21.1 Black Lotus/way 66.2, 60.8 Black Lotus/way 67.5, 41.4 Lotus Black/way 68.1, 53.0 Black Lotus/way 68.3, 36.6 Black LotusEastern Plaguelands: Click here for map locationEast Plaguelands TomTom/road points: /mod 16.5, 33.7 Black Lotus/way 37.9, 51.8 Black Lotus/way 38.9, 34.1 Black Lotus/way 39.8, 25.1 Black Lotus/way 42.5, 50.6 Black Lotus/way way 45.5, 29.8 Black Lotus/way 69.4, 83.4 Black Lotus/way 70.8, 30.8 Black Lotus/way 76.6, 49.8 Black Lotus/way 80.0, 71.0 Black Lotus/way 82.0. 84.5 Lotus black/road 86.0, 46.6 Lotus black/road 87.9, 82.9

Black Lotus/way 23.5 Black Lotus / 20.9 way, 62.0 Black Lotus / 25.7 way, 58.6 Black Lotus/way 27.7, 34.1 Black Lotus/way 33.7, 13.5 Black 34.4, 91.7.5 Black Lotus/way 34.4, 91.91.5 Black Lotus/way 38.3, 60.7 Black Lotus/way 34.4, 91.5.5 Black Lotus/way 34.4, 91.5.5 Black Lotus/way 38.5, 60.8 Black Black 39.5, 85.0 Lotus Black/Path 40.2, 46.8 Black Lotus/way 43.7, 18.2 Black Lotus/way 45.5, 91.3 Black Lotus/way 46.3, 83.5 Black Lotus/way 47.1, 54.4 Black Lotus/way 51.5, 50.5 Black Lotus/way 56, 20.3 Black Lotus/way 63.2, 29.0 Black Lotus/way 63.2, 2 Lotus/way 67.1, 53.6 Black Lotus/way 63.2, 29.0 Black Lotus/way 67.1, 53. 15.0 Black Lotus/way 70.7, 23.0 Black Lotus/way 70.7, 23.0 Black Lotus/way 70.7, 23.0 Black Lotus/way 67.1, 53.6 Black Lotus/way 67.1, 53.6 Black Lotus/way 70.7, 23.0 Black Lotus/way 67.1, 53.6 Black Lotus/way 67.1, 53.6 Black Lotus/way 70.7, 23.0 Black Lotus/way 67.1, 53.6 Black Lotus/way 67.1, 5 plant. It is harvested as a piggyback plant from the nodes of Dreamfoil, Golden Sansam, Mountain Silversage, Purple Lotus, and Sungrass within the zul'Gurub raid court. Only herbalists with 300 skill level and a blood scythe in their inventory can harvest from knots. Bloodvine is also a 1-2% decrease in the Zul'Gurub. Any serious herbalist about collecting Bloodvine must acquire a Scythe Blood. While this is a very rare drop on mobs in Zul'Gurub (less than 1/2 of 1%), the best way is to get Blood Scythe from a Jinxed Hoodoo Pile is not without risks -- that is, it can control the mind of a raid member, polishing its damage just to add to the fun. A map of at least some Jinxed Hoodoo Pile: Looks perfect ... Harmless... Ish? Curiously, Bloodvine is not a component in any Alchemy recipes. All recipes, unless otherwise mentioned require different levels of Zandalar Tribe and can be purchased from Rin'wosho Trader (15, 16, Stranglethorn Vale): Blacksmithing Component: Tailoring Component: Leatherworking Component: Leatherworking Component: Leatherworking Component: Leatherworking Component: Tailoring Component: Leatherworking Component: Leatherworking Component: Tailoring Component: Tailoring Component: Leatherworking Component: Leatherworking Component: Leatherworking Component: Leatherworking Component: Tailoring Component: Leatherworking Component: Leatherworki Sansam/way 38.5, 73.1 Golden Sansam/way 38.9, 70.6 Golden Sansam/way 45.3, 26.6 Golden Sansam/way 46.9, 22.1 Golden Sansam/way 52.8, 79.1 Golden Sansam/way 57.0, 54.4 Golden Sansam/way 60.3, 54.3 Golden Sansam/way 27.9, 22.9 Mountain Silversage/way 28.8, 27.3 Mountain Silversage/way 38.1, 70.8 Mountain Silversage /way 38.7, 73.3 Mountain Silversage/way 59.1, 73.4 Mountain Silversage/way 62.5, 76.4 Mountain Silversage/way 66.7, 34.1 Mountain Silversage / mod 36.4, 46.5 Purple Lotus / mod 57.0, 53.1 Purple Lotus / mod 52.8 Purple Lotus/way 60.5, 78.2 Purple Lotus/way 64.2, 82.0 Purple Lotus/way 53.6, 27.4 Sungrass/way 56.4, 23.1 Sungrass/way 57.8, 79.1 Sungrass/way 61.4, 83.0 Sungrass/way 40.7, 54.2 Dreamfoil/way 48.7, 11.8 Dreamfoil/way 60.1, 42.8 Dreamfoil/way 60.6, 68.0 Dreamfoil/way 63.8, 40.9 Dreamfoil/way 64.4, 70.1 DreamfoilZul'Gurub Jinxed Hoodoo Pile Locații: Click aici aici location mapZul'Gurub Jinxed Hoodoo Pile/way 52.4, 24.6 Jinxed Hoodoo Pile/way 52.4, 24.6 Jinxed Hoodoo Pile/way 63.3, 65.9 Jinxed Hoodoo Pile/way 62.3, 79.9 Jinxed Hoodoo Pile/mod 61.4, 81.5 Jinxed Hoodoo Pile/ mod 49.4, 81.1 Jinxed Hoodoo Pilelf you don't have specific herbs in mind and want to know the richest sources of herbs, here are the recommendations for 150-300 herbs. Areas were judged on the basis of a points system to be the best and second best recommended areas and variety of the ensemble.20-30 Areas: Wetlands and Hillsbrad FoothillsAmbe have a decent coverage of general herbs, with overlap between lower and upper-level herbs. Liferoot is the primary camp for Stranglekelp, Kingsblood and rare ghost mushrooms; Hillsbrad is a recommended area for Bruiseweeds and Kingsblood. Here, wetlands has a light upper hand, but Hillsbrad Foothills is a good second choice. Wetlands is an Alliance area, and Hillsbrad is more Horde-friendly, which will also play a factor in agricultural decision making. 30-40 Areas: Stranglethorn Vale and Arathi HighlandsStrangethorn Vale has better coverage and density of medicinal plants. However, it will also be a more trafficked area. The Highlands Arathi marked at one point the Stranglethorn Vale, although the overall density of the herb is not as high. Both are good primary camps for Goldthorn and Khadgar's Whisker, and both have good amounts of Liferoot (Stranglethorn is a primary camp for this). Stranglethorn has the added advantage of having some Purple Lotus roe and is a better area for Fadeleaf. 40-50: Azshara and HinterlandsAzhara is a 45-55 zone, but is counted in the 40-50 range for the purposes of this scale. It was the largest scoring herbalism area of all areas, due to the fact that it is a primary camp for Purple Lotus, Sungrass, Golden Sansam, Dreamfoil, and Mountain Silversage. These are all among the most desirable herbs in the game. Hinterlands scored well and starts at a lower level, but has the advantage of being one of only two locations where Ghost Mushroom are available. It's a primary camp for Purple Lotus, Sungrass, and Ghost Mushrooms, and the secondary camprecommended for Fadeleaf, Goldthorn, and Khadgar's Whisker. 50-60: Eastern Plaguelands and Un'goro Crater as the best 50-60 area, partly due to the presence of Black Lotus. It is also a primary camp for Tears arthas and Sorrowmoss, and a secondary camp for Sungrass, Golden Sansam, and Dreamfoil. Un'goro crater is very close, primary camps in Golden Sansam, Dreamfoil and Mountain Silversage. Silversage. Silversage.

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