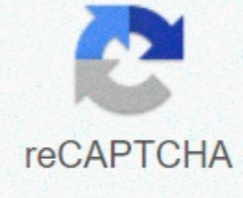




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Farming essence of earth vanilla wow

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These are usually not worth much, so try to focus on Dust Stormers. silitus essence of air farming The essence of earth farming If Air Elementals is too over bred, you have two options: You can either switch over to Desert Rumlbers in the yellow area, which releases Essence of Earth, Elemental Earth and Core of Earth. The drop rates for these mobs are not so good, but you can switch over pretty much immediately. Or you can switch to growing Runecloth in one of the Twilight Hammer camps. They are very close, too, and the place also has pretty good gold per hour. Report this ad Comments Share Share This page is designed to help you collect hard-to-find material that you might need for your chosen professions. Note: This page is ONLY for the hard to find items. The bullies suggested are also quest targets, and are in rush hour difficult to get on. All of these are also in contested zones, so keep an eye on gankers if you're on a PVP server. Remember that an alchemist mate with transmuting skills can be of great help when looking for essences of different kinds. Fire reagents soil reagents Elemental Earth. Necessary for Glinting Steel Dagger, Elemental Grinding Stone, Greater Nature Protection Potion, Earthen Leather Shoulders, Cloak of Power, Earthen Vest and Heavy Earthen Gloves. Falling off almost all soil elements. A good place to grow would be rumbling Exiles in the Arathi Highlands or different Rock Elementals (level 45+) at the Scar of the Worldbreaker (Badlands) (3% drop-rate). The core of the earth. Necessary for Shatterer and Mithril Hammer. Falls of Land Rager in Tanaris, Greater Obsidian Obsidian and Obsidian Elemental in Burning Steppes, as well as Desert Rumbler and Desert Rager in Silithus. A few drops from Rock Elementals and Greater Rock Elementals on The Scar of the Worldbreaker (Badlands) (5% drop-rate). The essence of the earth. Used in multiple plans. Drops from Greater Obsidian Elemental and Obsidian Elemental in Burning Steppes, Desert Rumbler and Desert Rager in Silithus, Stone Guardians in Un'Goro Crater, Thundering Invader in Azshara, Infernal Sentry and Infernal Bodyguard in Felwood and elementary mobs in Molten Core. [Earth's fashion] See item page Air reagents Water reagents Elemental Water. Used at the edge of winter, Cloak of Power, Greater Frost Protection Potion, Azure Silk Belt. Drops from almost all water elemental. Good farming to be had with Cresting Exiles in the Arathi Highlands, the Smaller Water Elementals on the Northern Isles of Stranglethorn Vale and Sea Sprays and Sea Elementals along the coast of Feralas. The world of water. Necessary for more plans and assignments. Can be fished from floating debris in Azshara, and falls from many water elementals from level 45+. Toxic atrocities often have them. You can find someone in the southwestern corner of the swamp of sorrows at PureSpring Cavern. The essence of water. Necessary for more plans. Drops from Toxic Horror in Felwood, Watery Invader in Winterspring, and Blighted and Pest elementals in eastern plague areas. Moving between toxic atrocities and watery invaders seems like a pretty effective way to cultivate these. Note: All of the above water reagents can be fished, with high fish levels, from the nodes Patch of Elemental Water in Azshara. See this guide for more information. Fashion of water. 10 of these will create you a Primal Water, necessary for various healing enchants and other goods. These will drop off Water Elementals in Outland (Nagrand/Shadowmoon Valley). Also can be fished from Pure Water nodes in Nagrand, which occurs mainly in the element plateau. Nature reagents living essence. Necessary for multiple plans and enchanting, such as those with +healing and Nature Resist attributes. Un'Goro Crater Takes Pits, or Dire Maul East/West. Also outside warwood and Irontree mobs in northern Felwood, or less reliable by Decaying Horrors and Rotting Behemoths in the weeping Cave in northeastern western plague areas. The fashion of life. Drops from Bog Lords and Fungal Giants in Zangarmarsh. They fall more often in Deadmire, but also reasonably well east of Gyting Glen Second reagents A good place to get Core of Earth and Breath of Wind is over the southern Abyssal Sands in Tanaris. From the Harmful Lair to the West, head eastbound lives north of Dunemaul Compound until you're south of Broken Pillar. Then head south-east to the area just north of The Gaping Chasm. If you cross a little in 7 areas you should drive into several Land Ragers and Gusting Vortexes on each Fire Plume Ridge in Un'Goro Crater is a good place to grow for Heart of Fire and Essence of Fire, as the elementals there release both types. It's about the only place to get Essence of Fire off Blackrock Mountain, so you should be prepared for some competition. Occupations Alchemy Almost everything used here comes from Herbalism. Look down this page for things that might be farmed. Vials of the various kinds are purchased from Alchemy suppliers and trade suppliers. It is a supplier for the basic vials in almost all civilized areas. Mining Note: This is a generic section stub. To help expand it, click Edit to the right of the section title. Gems are also found from Mining, but it is much easier to get them from jewelers who use [Prospecting] of alder. [Copper Ore] and [Tin Ore]: Loch Modan is a zone filled with both metals; Tin is mainly found in the eastern half of the zone, with some concentrations in the northeast of the elite Ogre camp. The fairly low number of mobs and their predictable behavior make this an excellent zone for growing copper and tin or leveling up your mining skills. This is an Alliance zone, but higher level Horde players can conveniently access it via the Badlands. The Gold Coast Quarry and the coast of Westfall are a good place to mine copper and tin for alliance characters. Hilly terrain in Silverpine Forest is a good place to mine copper and tin for Horde characters. [Mithril Ore]: Running a loop around the edge of the Hinterlands is one of the best ways to grow Mithril Ore, as the zone is rarely visited. Lethlor Ravine in the Badlands (a valley east of the zone with two entrances north and south) has been mentioned as a good place to grow Mithril, but in the 80s the area is so small that the four or five nodes you find will not have respawned until long after you found the fifth. A thousand needles seems disastrous is loaded with Mithril. Found almost exclusively on the Hellfire Peninsula. [Adamantite Ore]: can be mined in Nagrand. : ... [Black Trillium Ore]: ... [White Trillium Ore]: ... See the Mining proficiencies page for a list by skill level of what to get and where the popular collection areas are. Quest ores Cooking Small Flame Sacs These are also used in Alchemy and Tailoring professions. Enchanting Farm any mob that falls green or better quality items. Named elite bullies are particularly good for this. Run instances that are below your level over and over again. Deposits have far more unusual and rare drops than in the world. The building skills (Tailor, Blacksmith, Leatherworker) can create green and over elements. People do a lot of these elements to increase their skills and then supplier them. Make a deal with one/some of these people to give/sell/trade these items to you to melt down enchanting raw materials. For example, send a cloth to a tailor. They can use it to gain skills and and you green they made for you to disillusion. Pick up Tailoring and create your own greens for disillusionment. Black Mageweave gear usually drops Dream Dust and releases unusual Nether Essences. If you are lucky, you may be able to buy made equipment from other tailors at a cheap price, since custom-made gears at the lower level do not sell very well. Engineering Bottles of Oil The Harvest Reapers of Westfall Various Slimes in Wetlands Venture Co. mobs at Boulder Lode Mine in northeast Barrens Melted Wires Random parts After the target dummy is broken ALWAYS check the remains. You will find random technical pieces and possibly molten wires. First aid bandage - See the tailoring section below for where you get the different cloth types. Antivenom - Poison sacs for lower level antivenom drop of poisonous spiders located all over the world. Fishing Deviant Fish Nightfin Snapper This is a nocturnal fish, hence the name. The Firefin Snapper Alliance Horde Neutral Oily Blackmouth Alliance Horde Stonescale Eel The Stonescale Eel is nightly. Herbalism The Gatherer add-on is especially useful for footage where you have encountered herbs in nature. Bloodvine Bloodvine is the rarest herb in the game. It falls in Zul'Gurub when herbs are harvested by someone with a Blood Scythe in their bags, and sometimes from mobs. Black Lotus Black Lotus (245) found in many caves in upper-level zones (level 45+) of Kalimdor and Eastern Kingdoms. Moreover, many caves in the Outlands and Northrend contain some of these herbal nodes. They *are* frescoable by scribes, but due to the relatively scarce nature, they are not a great way to achieve pigment. Primarily used by alchemists to create Ghost Dye that is necessary for pre-BC relative endgame craftable tailoring elements. Note that each node only provides 1 fungus. Netherbloom Netherbloom was previously used in mana potions and is rare enough to present a high AH price. It requires a Herbalism skill of 360 and can be found throughout Netherstorm. Leatherworking Light Leather can be grown simply at Maclure Vineyards and Stonefield Farm in Elwynn Forest to start leather workers. It can also be obtained at the Raptor Ground in Barrens. A wide variety of low- to mid-level leather drops can be obtained at Whelgar's Excavation Site in the wetlands. Go with a group for your missions there, and you can easily fill your packages when you're done with them. The Raptors in Whelgar's Excavation Site drop Light Leather, Medium Leather, Heavy Leather, Light Hides, Medium Hides and Heavy Hides. Most drops are in the middle range, but about 25-50% will be a combination of light and heavy leather (These raptors now live fossils since Cataclysm and do not provide leather). There are many cats and crocs in Northern Stranglethorn that release Light Leather/Hide, Medium Leather/Hide. Lvl. 25-26: The Growless Cave, at the foot of the Alterac Mountains is full of Yeti that releases medium and light leather. Used to be higher, but now since Cata levels are lower. Also, the Crocolic island (the southernmost island of Loch Modan) has a fairly fast spawning rate and every mob is skinnable for leather, which is for most of the light variety. The abundance of wolves (level 40+) in usually barely populated Hinterlands provides both thick and heavy leather. They respawn quickly. It's rare not to find a wolf just outside Aerie Peak. Black Dragonscale Lvl 50+ - Some of the dragonkin in Burning Steppes & Blackrock Spire has a chance to release them. For a better breakdown see Thottbot. Lvl. 45+ Badiands. Elite whelps in Lethlor Ravine can drop Black Scales, but the fall rate is abysmally low. 2009: Blackrock Spire. Dragonkin here drop scales from skinning at about a 10-15 percent drop rate. Also scales of any color can be skinned by chromatic dragonkin. Chromatics can be found in the Rend meeting and at the end chief, General Drakkisath. LVL. 57+ Black Dragonkin, drakes and whelps south of Blackrock mountain. Blue Dragonscale Cobra Scales Lvl 70+ - Skinned off Coilskar Cobras in Coilskar Point in the shadowmoon valley or Twilight Snakes west of Forge Camp Hate in Nagrand. These are used to make [Cobrahide Leg Armor] and sell about 20g a pop in the auction house. Core Leather Lvl. 62 Elite: Get it by skinning the old core dogs in Molten Core, To do so you require having a skinning skill of 310, which before The Burning Crusade required you to have [Finkle's Skinner], which is only released by The Beast. You can also move on to Zul'Gurub to get [Zulian Slicer] by High Priest Thekal, who also travels with 10 Deviate Scale Devilsaur Leather Fel Scales Fel Hides Green Dragonscale Lvl. 42+ All around the Pool of Tears in the swamp of sorrows The creatures are Lvl. 42-45. These dragons were once elite, but were recently changed to non-elite. Lvl. 50+: Temple of Atal'Hakkar (aka Sunken Temple). There are many elite Green Dragonkin who can drop scales here. Green Whelp Scale Lvl. 35-36: The Dreaming and Adolescent Whelplings drop these into the swamp of sorrows. Heavy leather Lvl. 30+: Stonemaul Ruins, south of Dustwallow Marsh in Kalimdor. Dragonspawnrange 30-35, drobrates about 60%, the rest is thick leather. Lvl. 35+: Dustwallow Marsh along the eastern coast. Mudrock Turtle ranges from 36-38. Lvl. 38-40: Western Badlands near Kargath. Best fall prices from wolves and cats lvs 38-40. Lvl. 38-40: Dustwallow Marsh, around Bloodfen Burrow in the southwest (coordinates about 31, 65). The Raptors have a very good fall rate. Good agricultural space due to rapid respawn and many mobs in a restricted area. Lvl. 25+ Stranglethorn Vale, raptors around Grom'gol Base Camp. The fall rate is

very high (depending on the skinning level). (these are lower level since Cata, but still drop some Heavy and Medium leather you can convert to Heavy Leather.) Lvl. 32: Hillsbrad Foothills A little counter intuitively, but yeti cave north of southshore. For the most part drop medium leather, but it's actually faster to just farm medium leather and turn it into heavy leather. Lvl. 40+: Stranglethorn Vale along the southern coastline. Jungle Stalker raptors range from 40-43. Great place too, because of the large number of people who kill them for missions. These mobs also occasionally release Thick leather. (Since Cata these are replaced with levels 27-30 Tigers and Panthers releasing Medium to Heavy leather.) Across the road to Mistvale Valley are levels 31-32 Gorillas that fall Medium to Heavy leather. Lvl. 40+: Wolves near Aerie Peak in Hinterlands provide heavy leather heavy/thick skins. These mobs also occasionally release Thick leather. Heavy Scorpion Scale Knothide Leather Lvl. 64+: Nagrand. Talbuk Thorngrazers around Garadar drop mostly Knothide Leather (65%; about 35% of the time they drop 1-3 clippings) and go down pretty fast, while working low damage Larval Acid Pristine Hide of the Beast Raptor Hide Note: Raptor Hide is a drop, and not skinned Lvl. 30-38: Arathi Highlands. Raptors. Highland Strider, Highland Thrasher and Highland Fleshstalkers. Most of them roam the zone, the meat talkers are located west of Boulderfist Hall. Lvl. 40+: The Stranglethorn Vale Raptors. There are a large number of Raptors north of and around Grom'Gol Base Camp. Lvl. 38-40: Dustwallow Marsh, around Bloodfen Burrow in the southwest (coordinates approx. 31, 65.) Probably safer than STV if you are on a PvP server. Rugged leather Scorpion Scale Lvl. 35+: The plunges of A Thousand Needles are filled with scorpions and snakes that release these scales. Lvl. 38+: All Tanaris. The lowest level scorpions are closest to Gadgetzan, and range from Lvl 40-47. Lvl. 50+: They blew up the countries. Scorpok there varies from Lvl. 50-51, and generally has better fall prices than Tanaris. Silithid Chitin Lvl 57+ Elite silithids in Silithus. It can also be bred by killing tortured druids and sentinels around Southwind Village, which will summon up to three Hive'Ashi Drones at death. This can be risky and/or deadly, but easier than the slow farming of Elites. (Note: Since patch (1.12?), these undead elves only summon a drone at death - which has a fairly high drop rate of Chitins.) Thick leather Lvl. 41-44: Crystalvein Mine (42.50) in Stranglethorn Vale (and immediate surrounding area outside the entrance) has tons of Basilisks that release Thick leather most of the time, but also Heavy Leather. Re-spawning rate is excellent, since even at 80, after a full run through the area, re-spawns began to appear. Lvl. 48+: Southeast to east of Un'Goro Crater. The Raptors and Diemetradons range from levels 48-51. Great for breeding thick leather! Lvl. 49-50: Along the East Coast in the Inland Is Turtles From Level 49-50. They release thick leather about 60% of the time and robust leather about 40% of the time. Be careful with Gammerita, but an aggressive turtle that will attack on sight. Read a full write-up about inland turtles here. Thick Clefthoof Leather Lvl. 65: Nagrand. Clefthoof Bulls outside Garadar. Turtle Scale Lvl. 35+: Northeast coast of Dustwallow Marsh, which stretches northwest from Theramore Isle. The turtles range from Lvl. 36-38. Lvl. 40+: East Coast of Tanaris. Turtles along the northern part of the coast are levels 40-43 and usually drop 1 scale at a time. Turtles along the south coast are levels 48-50 and often drop 1-2 scales. Pay attention to level 50-51 elite giants mixed among turtles on the south coast. It the beach in Tanaris, Land's End Beach is loaded with the same 48-50 turtles, and no elite giants. Probably the best and loneliest place to grow Turtle Scales, but many of these turtles are aggressive (red). Lvl. 40+: East Coast of Inland. The turtles are level 31-31. These Turtles can drop 1-3 scales when skinning. There is an aggressive named turtle Gammerita that wanders among those who will attack you on sight, but at this level you should have no problem dealing with it. Read a full write-up about inland turtles here. Worn Dragonscale Lvl. 40+: Lethlor Ravine in the eastern Badlands. Whelps it's Lvl. 41-43, and the Dragons are 41-50 Elites. Whelps and dragons are separate, so you don't have to worry about getting fried if you're farming solo. Lvl. 40+: Sprite Darter in a ravine west of Camp Mojache. The Darters here are 42-45 and are only killed by members of Horde. Lvl. 40+: Wyrmbog at Dustwallow Marsh. All sprites and dragonkin here. Lvl. 55+: Blackrock Spire. Worn weights can drop off any dragonkin here. Tailor Netherweave Cloth Netherweave Cloth Can be found at Tuurem, where, Tuurem Scavenger, Tuurem Hunter, Wrekt Seer and Wrekt Warrior Drop Netherweave Cloth and have 55% drop rate so fairly common fall, But be aware, it is much better to take them on one by one, and flying mount recommended lvl 63+. For details on places to grow cloth, please visit the items pages: Farming Tips & Additional Resources Community content is available under CC-BY-SA unless otherwise stated. Noted.

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