EDUCATION

World Of Warcraft Tailoring Guide

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Introduction: The Art of Weaving Power in Azeroth

For decades, the tailors of Azeroth have been far more than simple clothiers. In the vast and ever-evolving world of **World of Warcraft**, tailoring stands as one of the most versatile and rewarding professions, offering everything from essential bags for inventory management to powerful gear and unique mounts. Whether you are a new adventurer just setting foot in Elwynn Forest or a veteran raider preparing for the latest Mythic+ push, mastering this profession can significantly enhance your journey. This comprehensive **World of Warcraft Tailoring Guide**will walk you through every thread and bolt of cloth, from the basics of gathering materials to the advanced techniques of modern expansion crafting. Let us unravel the secrets of the loom together.

Why Choose Tailoring in World of Warcraft?

Before diving into the specifics of leveling and specialization, it is important to understand what makes tailoring a standout profession. Unlike mining or herbalism, tailoring is a production profession that relies on cloth drops from humanoid enemies. This means you do not need any gathering tools or nodes; your primary resource comes from combat. The benefits are substantial and extend beyond simple equipment.

Key Advantages of Being a Tailor

- Bag Crafting: Tailors are the primary source of bags in the game. From basic six-slot linens to the massive 32-slot or even 34-slot bags of the latest expansions, you will always have a market for your products.
- Gear for Cloth Wearers: Mages, Warlocks, and Priests benefit directly from tailored armor sets, which often rival raid gear for certain slots.
- Unique Mounts and Toys: Certain expansions offer exclusive flying carpets, magical brooms, and other whimsical mounts that only a tailor can craft.
- Spellthread: A leg enhancement exclusive to tailors, providing a significant stat boost that cannot be obtained elsewhere.
- Bracers Enchanting Disenchant Loop: Tailors can craft inexpensive bracers that Enchanters can disenchant for materials, creating a symbiotic gold-making cycle.

Getting Started: The Foundations of Tailoring

Every master tailor begins with a single thread. The journey to 100 skill points in Classic or Retail versions begins with the simplest materials. For new players, the starting zones of your faction are rich with humanoid mobs dropping **Linen Cloth**. While you can purchase cloth from the Auction House, farming it yourself is often more economical in the early stages and helps you gain experience levels simultaneously.

What You Will Need to Level

- A steady supply of cloth (Linen, Wool, Silk, Mageweave, Runecloth, and later Netherweave, Frostweave, Embersilk, Windwool, Sumptuous Fur, and so on).

- Thread and dyes purchased from the tailoring vendor.
- A sewing needle (almost always provided by the profession trainer).
- Patience for the early stages where you may create many items that are not immediately useful.

Leveling Your Tailoring Skill: A Step-by-Step Approach

The path to 100 skill in the new world or 300 in Classic follows a predictable arc. However, the philosophy of leveling has changed in recent expansions like Dragonflight and The War Within. Modern WoW emphasizes crafting orders and specialization, making it less about grinding to max skill and more about strategic investment of knowledge points.

The Early Game (Skill 1-75)

Your first goal is to use all your collected Linen Cloth. You will primarily craft **Linen Bandages** and later **Bolt of Linen Cloth** to turn into **Linen Bags**. These bags are excellent for bank alts or new characters. Even if you do not keep them, they often sell for a small profit on the Auction House.

Pro Tip: Skip making green items if possible. Focus on items that remain yellow or orange in your crafting log to maximize skill gains per material used.

The Mid Game (Skill 75-150)

As you move into zones like Westfall, Redridge, or The Barrens, you will encounter mobs dropping **Wool Cloth**. This is where your crafting becomes more interesting. You can now make **Woolen Bags** and the iconic **Azure Silk Gloves** or **Cloaks**. The wool tier often requires you to make bolts first, which feels like a bottleneck, but it teaches the discipline of material preparation.

The Advanced Tiers (Silk, Mageweave, Runecloth)

Silk is abundant in level 30-40 zones like Stranglethorn Vale and Desolace. **Silk Bags** are a solid gold-maker for lower-level characters. Mageweave and Runecloth follow similar patterns. During these stages, you will unlock the ability to craft **Runecloth Bags**, which are a staple for many players even at max level in some game versions. This is also where you start seeing the first **Specialization** quests in Classic, allowing you to become a specialist in robes, shirts, or bags.

Specializations and Endgame Crafting

In modern World of Warcraft (Shadowlands, Dragonflight, and The War Within), tailoring is not just about reaching max skill. The profession has been revolutionized by the **Specialization** system, where you spend Knowledge Points to unlock higher quality crafts, resourcefulness, and inspiration.

Tailoring Specialization Paths (Dragonflight / The War Within)

1. Cloth Scavenging: Focuses on increasing cloth drops from humanoids. This is an excellent passive income and helps you gather your own materials faster.
2. Weaving: Specializes in creating high-quality cloth bolts and other base materials. This is good for players who want to be the supplier for other tailors.
3. Threads of the Tinkerer: Focuses on PvP gear and utility items like the Charged Mastery enhancements.
4. Tailoring Mastery: Unlocks the ability to craft high-end armor and bags with the highest possible item level.

Specialization Choices in Classic WoW

If you are playing Classic or Season of Discovery, your specialization is a permanent choice upon completing a quest around skill level 225. You may choose between:

- Shadoweave Tailoring: For shadow damage dealers (Warlocks, Shadow Priests).

- Mooncloth Tailoring: For healers and mana users (Resto Druids, Holy Priests, Mages).
- Spellfire Tailoring: For fire and arcane damage dealers (Mages, Fire Warlocks).

Each path unlocks unique epic chest pieces and shoulders that are best-in-slot for certain phases. Choose wisely, as reversing this decision is costly and time-consuming.

Essential Items Every Tailor Should Know

Beyond leveling gear and bags, tailoring offers some truly iconic and profitable items that define the profession.

Bags for Every Need

Bags are the backbone of tailoring's economy. In every expansion, the biggest bag available is typically crafted by tailors. **Netherweave Bags** (16 slots) from The Burning Crusade, **Frostweave Bags** (22 slots) from Wrath of the Lich King, and **Hexweave Bags** (30 slots) from Warlords of Draenor are legendary in their own right. In Dragonflight, **Unstable Frostfire Belt** and the **Draconic Bag** lines continue this tradition. As of The War Within, the **Traveler's Log** bags remain a hot commodity.

Mounts and Surprising Creations

Tailoring is one of the few professions that provides mounts. The **Flying Carpet** and **Magnificent Flying Carpet** from Wrath of the Lich King are classic favorites. Later expansions introduced **Creeping Carpet** and various attunement items. These mounts are account-bound and can be used by any character, making them a beautiful reward for your tailoring efforts.

Spellthread: The Leg Enhancement

One of the most consistent gold-makers for tailors is **Spellthread**. These are leg enchants that provide primary stats and sometimes mana regeneration. In Dragonflight, the **Consecrated Spellthread** and **Frozen Spellthread** are mandatory for cloth-wearing classes. They are consumed on use, meaning demand is perpetually high.

Gold Making Strategies for Tailors

A good **World of Warcraft Tailoring Guide** would be incomplete without discussing gold generation. Tailoring offers multiple streams of income that go beyond simply selling bags on the Auction House.

1. The Bracer Shuffle

Craft the cheapest cloth bracers available and disenchant them into enchanting materials like **Dust**, **Essence**, or **Shards**. This works best when cloth prices are low and enchanting material prices are high. Monitor the Auction House using addons like TSM (TradeSkillMaster) to find the sweet spot.

2. Crafting Orders (Retail WoW)

In Dragonflight and The War Within, the Crafting Order system allows you to fulfill orders from other players. Public orders for **Lariat Necklaces** (though a jewelcrafting item, tailors provide the cloth components) or high-end bags are always in demand. Specializing in max-quality bags can make you a go-to crafter on your server.

3. Farming Cloth Efficiently

Certain dungeons and outdoor zones are optimal for cloth farming. For example, farming **Wool Cloth** in Shadowfang Keep or **Runecloth** in the Plaguelands can yield hundreds of cloth per hour. Combine this with a tailor's specialization in cloth scavenging for maximum output.

Common Mistakes to Avoid

Even experienced players can stumble when leveling their tailoring. Here are the most frequent pitfalls and how to avoid them.

- Over-farming early cloth: You do not need 10,000 Linen Cloth. Check the skill-ups per tier and farm only what is required.
- Skipping bag crafting: Bags are almost always profitable, even if the profit margin is small. They also provide excellent skill-ups.
- Choosing the wrong specialization: In Classic, this can lock you out of best-in-slot gear. In Retail, you can respec but it costs knowledge points. Plan ahead.
- Ignoring cooldowns: Many expansions have daily or weekly cooldown items (like Mooncloth or Imbued Netherweave) that are worth gold. Use them every time they are available.
- Not using addons: TSM, CraftSim, and Auctionator can help you track profit margins and optimize your crafting.

Tailoring in the Current Expansion: The War Within

As of the latest expansion, **The War Within** has refined the profession system further. Tailors now have access to:

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