

Introduction

So, I've been farming scholo for a while (150+ runs and hours of testing). Since @Tholock and many others helped so much sharing info in this channel, I wanted to share all that I learned about Scholo Farming with you.

I got to the point where I don't die consistently and do 11-12 min runs, you start to get the "feeling" of how far you can pull when you get procs / crits / trinkets, which makes it much easier to never die (sometimes, pulling and extra pack with full procs can actually save you). Some of these tips may help speed up the learning process for some people.

PREPARATION

I'm using @Tholock's talents ([link](#)), with 1343 shadow spd (full buffs) with shadoweave + spellstrike (more about my gearing choices in the next section)

I settled on using Pipe + Icon for trinkets. While you will get plenty of Quag's procs in here, I still prefer the extra healing per mob the activation trinkets provide.

Don't skip your cheap consumables (food, wizard oil and major shadow power): it's only 6-7g / hour for 120 spd that won't make you go much faster, but it will make the runs safer with that extra healing.

You can also add scrolls to the run, if you do I suggest Armor IV, since that extra 240 armor reduces somewhere around 10 to 15 dmg per hit, which can be quite expressive when you add the damage up through 6-8 mobs hitting you.

I use 4 Gigantique Bags and avoid the soul bag (as you use the soul shards, you get more bag slots back), though any combination of 18-20 slots will work great. I usually farm around 20 shards for a farm session: 12 for 6 hour sessions (succubus sacrifice) plus 8 extras for emergency healthstones.

GEARING: T4 VS SHADOWEAVE + SPELLSTRIKE

I also played a little bit with my gear and found out prioritizing Shadow SPD is definitely the best thing you can do, since you don't care too much about crit and not at all about hit. Shadow SPD will give you more healing, faster killing and even allowing you to kill mobs with 2 dots only (SL + CoA).

To maximize my Shadow SPD, I exchanged my T4 pieces for Shadowweave set + Spellstrike set, Reaching a total of 1343 sspd fully buffed which actually yielded great benefits:

- When doing 1k dps with 6 mobs fully dotted, shadowweave set provides an extra 20 hps, which is equivalent to an extra 10 healing per SL tick. Not incredible, but it is pretty significant to get this while getting an extra spd.
- When spellstrike set procs with trinket, you don't need to fully dot most mobs, SL + CoA will kill them
- When I proc the trinket alone, most mobs stay alive with 50-100 hp with SL + CoA, which means we are pretty close to 2 dotting most mobs, which I think we will be able with an extra 50-60 sspd.
- I never got even close to death, healing with this gear is incredible. You can easily tank the Rising Guards with trinket proc only.

My current quest is to reach 1.400 Shadow SPD, when I estimate it would be possible to only use SL + CoA when trinket is active, making the run much safer and faster.

[This is the gear I'm going after right now.](#)

Total Shadow SPD = 1.402:

- Fel Armor: 130
- Major Shadow Power: 55
- Wizard Oil: 42
- Food: 23
- Gear: 1.152

FIRST ROOM

After testing, you MUST shadow bolt down the Summoners in the first room, if you don't kill them fast enough they will surround you with skeletons, which can be deadly. I then prefer to kill the skeletons with a wand after dotting the Necrolytes.

Always keep Shadow Ward active, usually it becomes available before every pack, if you are going fast you might need to activate it while dotting / shadow bolting.

I usually do a circular motion in this room, starting at the middle-left pack and going counter-clockwise, which allows me to loot the pack I just killed while killing the next one.

SECOND ROOM

Focus Tutors first: you can start the pack with a shadow bolt on the tutor and then fully dot it. Their silence can be really annoying and sometimes even deadly when they hit multiple times in a row. Then focus SL on Necromancers and Adepts and start to fulling dotting them. Sometimes

I will keep Adepts alive with SL (positive resources, especially if you keep LOSing them), which takes them down to 60%, then I will replenish SL and add a CoA.

In the second room keep an eye out for the "curse of doom" debuff from necromancers that hits for around 800 dmg after 60 sec: when you have less than 30s on it, activate shadow ward to fully absorb it.

Always stay on the move: if you keep moving while tanking you will get less hits from melee. Use edges / walls to LOS casters (even though you resist most of them, quite a few will still hit), but don't stay too close to the casters otherwise they will melee you.

Be aware of extra packs: if you aggro more mobs than you should, start moving back as fast as you can without turning your back to the mobs, and keep dotting. You can easily survive up to 6 unwanted extra mobs as long as you start running before they get in melee range.

LOOT AND GOLD PER HOUR

Here is my average for 1 hour of scholo (5 runs, prices for my server, disenchanting blues and greens):

TOTAL = 320g / 5 runs (64g / run)
- 25g from gray items
- 40g from raw gold
- 11 dark runes = 180g (~16g50 / each)
- 3 Large Brilliant Shards = 25g
- 12 Illusion dust = 10g
- 2 Greater Eternal Essence = 10g
- Misc Items = 5g
- 328 Runecloth = 25g (AH) OR 13g (vendor)

The real gold per hour can be much lower if you get a lot of travel time for vendoring / auction house.

You will also reach lockouts and only be able to do 4 runs per hour after the first hour, so you can extend one run out of 4 clearing the first room of the dungeon (will be testing these routes and reporting which is better).

That's why I highly recommend you do the quest line for Spectral Essence, which gives you access to the nearby vendor / repair ghost. It takes around 1 hour to complete all quests, but you can solo all of the bosses and the benefits are incredible.

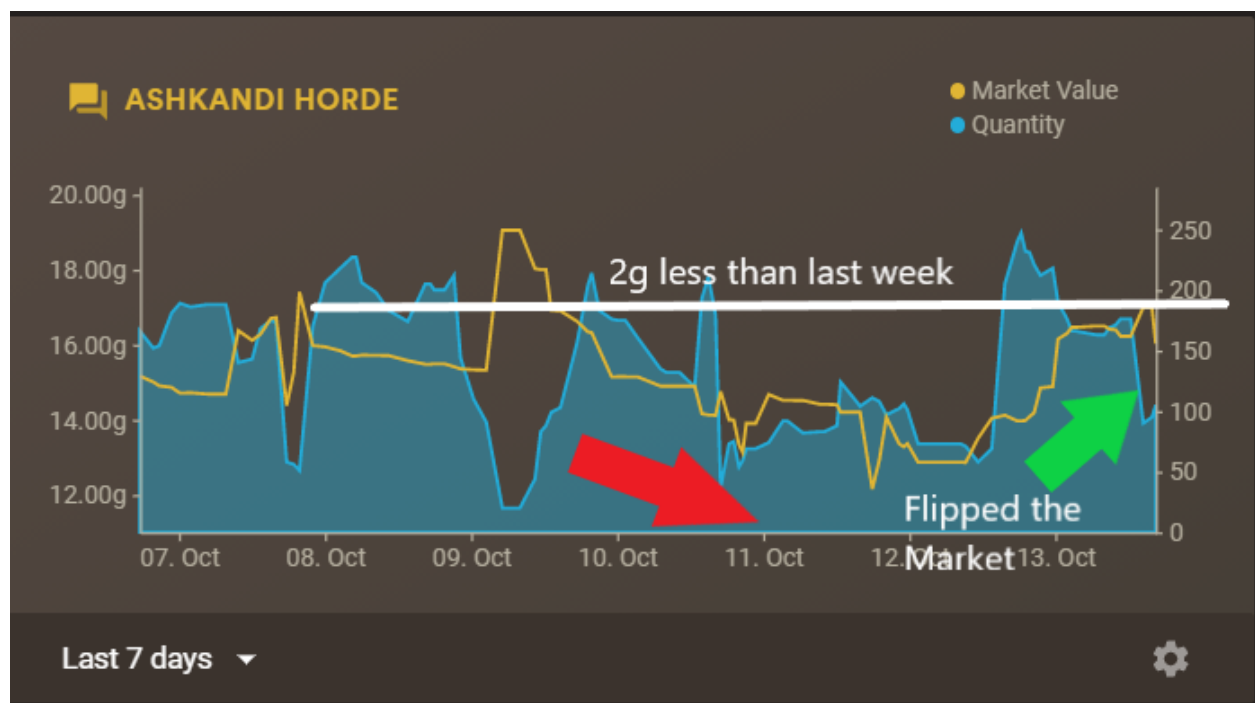
If you are planning on doing more than 10 runs in a row, vending the runecloth is a net gold gain: you lose around 36g for 15 runs worth of Runecloth VS losing 80-100g worth of farming time while traveling.

DARK RUNES AND THE AUCTION HOUSE

You can increase your profits even more if you have enough money to control the auction house prices. In my server, the market cap is around 2.5k to 3k gold for all listed runes, so this is pretty viable if you have the wealth (you don't need to buy everything, with a 1k gold investment you can already profit a lot).

Runes will sell mostly on Tues-Wed-Thur, so the prices will drop during the weekend, when you should buy the whole market and flip it, I can make an extra 300-500g from this flip alone.

Here is what happened this week: I bought around 150 runes listed for under 15g, most under 14g, and relisted them with my farmed runes at 16g50s (stacks of 10) to 17g00s (single item), making an extra 375g and increasing my farm gold efficiency:



I should also warn anyone playing the AH that Dark Runes prices are dropping due to demand decreasing as guilds finish the P2 progression, so you should expect a price drop week over week with fluctuations during the weekend.