



ENGINEERING

a comprehensive guide for engineers

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Introduction

Engineering is a very rewarding profession, provided you have the right expectations from it. The main thing you can expect to gain from engineering is extra abilities for your character in PvE and PvP combat, abilities you would not otherwise have access to. There is no other profession that does this to the extent in which engineering does.

As an example, say your group accidentally pulls more enemies than you expect your group to be able to cope with. As engineer you can pop out a target dummy to keep some of them busy for a short time. You use your rocket helm to knock one out for 30 seconds, while shrinking another enemy, reducing its attack power.

Your group's only rezzer died? Jumper cables give you a shot to rez him.

You're the last man standing with enemies heading toward you? Click your rocket boots and get the hell out of there.

One expectation you *shouldn't* have is making lots of money through engineering as you level up. Engineering just isn't geared toward making gold. Most of the items you produce are only usable by engineers, and they will typically only be interested in buying items they can't make themselves.

Not that you can't make some decent money as an engineer, be sure to check out chapter 9 for information about tips on how to go about that..

Another bad thing you can expect is for things backfiring on you. A Gnomish Mind Control Helm will usually work as planned, and take control of the target. When it backfires though, the opposite happens as you become the pet of the target. Quite the undesirable effect.

Some items, like the jumper cable, have a chance to explode upon use, and, depending on which item it is, need to be remade afterward.

But taking those downsides for granted, Engineering is the coolest profession in WoW. (Nonno, I'm not biased at all).

Oh, and if you're into cool goggles, look no further.

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1. Getting started with Engineering

You can pick your two primary professions at level 5 or later. To start off with engineering, you'll be needing an engineering trainer. (go figure!)

Every major city has an engineering trainer, so you can get started there. Just ask a guard to find out where to find one. Buy a blacksmiths hammer too at a nearby trade, blacksmithing or engineering supplier. You'll use it for many schematics later.

1.1. What profession to take alongside Engineering

Pick mining. The majority of the items you make will require a type of ore, stone, or both.

If you really want to pick something other than mining, expect to pay a lot of money to buy the ingredients you need to skill up your engi.

The next best option would be leatherworking, as a number of engineering schematics require leather. By selling the excess leather you could generate enough income to buy other ingredients, but I can't recommend it. You will have an easier time skilling up with mining.

If you choose to get mining, you'll need a mining pick. You can buy it from a mining, engineering or trade supplier.

1.2. First Steps

It's easiest if you do get started at level 5, as you will be able to progress the skill easily as you level up. If you are of a higher level, you will need to go to low level zones to farm ore to obtain the necessary ingredients and skillups. See chapter 2 for information on good locations to find your ore. If you picked up mining at a low level, you will be able to keep your mining and engineering skills high by just mining the ore veins you come across, without having to go out of your way much to look for them.

Keep all the ore, stone and gems you find. Chances are that if you don't need any of them immediately, you will need them later for one schematic or another.

1.3. Useful engineering schematics at lower levels

As your skill gets higher, you will get access to many cool gadgets and devices. But, there are certainly useful things to be made at the lower levels.

The most important thing here are explosives. These come in two varieties:

Bombs; Deal damage and add an disorient effect, which disables targets for a short period, which can be used as a means of escape. Note that damaging the target will break this effect. The ability to get a few yards between an enemy and you before the effect wears off can make all the difference.

Dynamite; Purely does damage. Requires slightly less and easier to obtain ingredients than bombs.

Both can help you add some extra damage to a fight, and can decide an otherwise lost fight in your favor.

If you are capable of using guns, you may find some useful ones to make at the lower level range, and up your damage a little by adding a scope to your ranged weapon.

2. Mining info and locations for each ore type

Ore generally doesn't make its way to your inventory by itself, and if you aren't going to buy it, you will need to mine it. But where?

Typically, the higher the level of enemies in the zone, the higher quality ore you will find there.

A good rule of thumb is that you will find more ore in rocky and mountainous areas rather than deserts.

Mines and Caves often have much more veins than you'd normally find in outdoor areas. (and more enemies inside)

If you cannot seem to find any ore in a zone at all, it either contains few ore spawns, or is being farmed. If it's the latter, you might want to relocate to a different zone to improve your chances of finding ore.

2.1. Boosting your mining skill

Your mining skill is naturally increased by mining, and a little by smelting at the very early levels. But you can boost your skill through an enchantment as well, allowing you to mine higher level ore where you wouldn't otherwise be able to.

There are two enchantments:

Enchant Gloves – Mining: Permanently enchant gloves to give +2 mining skill.

It requires 1x Soul Dust and 3x Iron Ore.

Enchant Gloves – Advanced Mining: Permanently enchant gloves to give +5 mining skill.

It requires 3x Vision Dust and 3x Truesilver Bar.

Beside that, Goblin engineers can make a Goblin mining helmet (mail) for a further +5 boost.

2.2. Mining Locations

Note that zones in *italic* are instances, with no extensive mining data available.

Mining Locations Listed from best to worst, top to bottom.			
Ore Type	Good Zones	Average Zones	Poor Zones
Copper Skill (1)	Mulgore Tirisfal Glades Darkshore Durotar The Barrens Silverpine Forest Loch Modan Elwynn Forest	Westfall Redridge Mountains Dun Morogh	Stonetalon Mountains Duskwood Ashenvale Thousand Needles Wetlands Hillsbrad Foothills Desolace <i>The Deadmines</i> <i>Wailing Caverns</i>
Tin Skill (65)	Silverpine Forest Arathi Highlands The Barrens Desolace	Redridge Mountains Darkshore Stonetalon Mountains Wetlands Hillsbrad Foothills Loch Modan	Stranglethorn Vale Westfall Ashenvale Duskwood Thousand Needles <i>The Deadmines</i> <i>Wailing Caverns</i>
Iron Skill (125)	Ashenvale Desolace Stranglethorn Vale Thousand Needles Arathi Highlands	Dustwallow Marsh Swamp of Sorrows Wetlands Alterac Mountains Hillsbrad Foothills Duskwood	Tanaris Feralas The Hinterlands Badlands Stonetalon Mountains Searing Gorge <i>Blackrock Depths</i> <i>Razorfen Kraul</i> <i>Uldaman</i>
Mithril Skill (175)	The Hinterlands Desolace Tanaris Feralas Azshara Felwood	Searing Gorge Western Plaguelands Dustwallow Marsh Swamp of Sorrows Silithus Blasted Lands Badlands	Stranglethorn Vale Winterspring Alterac Mountains Hillsbrad Foothills Arathi Highlands Eastern Plaguelands Thousand Needles Burning Steppes Stonetalon Mountains <i>Maraudon</i> <i>Uldaman</i>
Small Thorium Vein Skill (250)	Felwood Western Plaguelands Un'Goro Crater	Feralas The Hinterlands Searing Gorge Blasted Lands Silithus	Tanaris Burning Steppes Eastern Plaguelands Winterspring <i>Alterac Valley</i>
Rich Thorium Vein Skill (250)	Winterspring Azshara Burning Steppes	Eastern Plaguelands Un'Goro Crater	Silithus Western Plaguelands <i>Alterac Valley</i> <i>Dire Maul*</i> <i>*The veins of Dire Maul can only be found at the end of the eastern instance. It is in a tunnel behind the satyr Alzzin the Wildshaper, the boss of this wing.</i>

Dark Iron Skill (250)	Blackrock Depths The Molten Core		<i>These zones are instances, you will not be able to find Dark Iron in typical outdoor areas. It is the most difficult of all ore types to get, but is only used in a few engineering schematics.</i>
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Precious Metals (Note: These veins are typically rarer than the normal ore types)			
Silver Skill (75)	Arathi Highlands Thousand Needles Redridge Mountains Duskwood Westfall Hillsbrad Foothills Desolace	The Barrens Loch Modan Ashenvale Stranglethorn Vale Stonetalon Mountains Wetlands Badlands	Darkshore Alterac Mountains Feralas Silverpine Forest Tanaris <i>The Deadmines</i> <i>Wailing Caverns</i> <i>Uldaman</i> <i>Blackfathom Deeps</i> <i>Razorfen Kraul</i>
Gold Skill (155)	Thousand Needles Badlands Alterac Mountains Tanaris Desolace Burning Steppes Stranglethorn Vale	Duskwood Searing Gorge Ashenvale Wetlands Dustwallow Marsh The Hinterlands Hillsbrad Foothills Western Plaguelands	Azshara Arathi Highlands Stonetalon Mountains Felwood Winterspring Feralas Eastern Plaguelands Blasted Lands Swamp of Sorrows <i>Uldaman</i> <i>Maraudon</i> <i>Razorfen Kraul</i>
Truesilver Skill (230)	Un'Goro Crater Azshara Arathi Highlands Stranglethorn Vale Badlands Burning Steppes Tanaris Stonetalon Mountains	Western Plaguelands The Hinterlands Desolace Alterac Mountains Searing Gorge Felwood Winterspring	Dustwallow Marsh Swamp of Sorrows Thousand Needles Silithus Blasted Lands Feralas Eastern Plaguelands <i>Maraudon</i> <i>Uldaman</i> <i>Alterac Valley</i>

2.3. Obtaining Ore locations and detailed information per zone

Sites such as wow.Allakhazam.com and Thottbot.com can help you out a lot here, as data is gathered directly from the WoW populace.

If you open up thottbot and do a search for, for example, copper vein, this results in a listing of zones, along with a given amount of 'kills'. Those represent the amount of times

a copper vein was mined in that zone. Now, if you hit the 'Map' link to the right in the table for a zone, this will display the map of the zone with ore locations.

Allakhazam uses a similar process. Doing a search for a vein or deposit type will list all of the zones it is found in as links. Clicking the link will display the map for that zone with ore locations. Every square represents an ore location.

Only a given number of ore veins is up at any time, so don't expect to ever actually see the amount of ore veins shown on the allakhazam or thottbot maps.

To make searching easier, it is important that you type the name of the ore correctly.

Ore type names:

Copper Vein

Tin Vein

Silver Vein

Iron Deposit

Gold Vein

Mithril Deposit

Truesilver Deposit

Small Thorium Vein

Rich Thorium Vein

Dark Iron Deposit

See Chapter 11 for direct links to the ore maps of each zone.

2.4. Gems, and where to get them

Gems are found in ore veins and deposits, but are far less common than the usual ore and stone.

Which gem comes from where?	
Ore Type	Gems
Copper	Malachite (1%) - Tigerseye (1%) - Shadowgem (1%)
Tin	Moss Agate (1.1%) - Shadowgem (1%) - Jade (0.3%) Lesser Moonstone(1%)
Iron	Lesser Moonstone (1%) - Citrine (0.8%) - Jade (1.2%) Aquamarine (0.2%)
Mithril	Citrine (0.7%) - Aquamarine (0.7%) - Star Ruby (0.7%)
Small Thorium Vein	Star Ruby (0.8%) - Blue Sapphire (0.4%) - Large Opal (0.4%) Huge Emerald (0.4%) – Azerothian Diamond (0.4%)
Rich Thorium Vein	Star Ruby (0.8%) - Blue Sapphire (0.7%) - Large Opal (0.7%) Huge Emerald (0.6%) - Azerothian Diamond (0.7%) Arcane Crystal (2.9%)
Silver	Shadowgem (1%) - Moss agate (1.5%) - Lesser Moonstone (1%)
Gold	Jade (1%) - Lesser Moonstone (1%) - Citrine (1%)
Truesilver	Aquamarine (1.2%) - Citrine (1%) - Star Ruby (1%)
Dark Iron	Blood of the Mountain (0.5%) - Black Diamond (0.4%)

3. Goblin and Gnomish Engineering

When your skill has progressed to 200, and you are level 30 or higher, you will be able to start your specialization quest.

See an artisan trainer in the Undercity, Ironforge or Ratchet for it. You will receive a book with some information about both Goblin and Gnomish engineering, which amounts to: Goblin engineering focuses on dealing damage through their creations, while Gnomish engineers craft devices with more subtle, but just as useful effects. (Mind control, debuffs, root, etc)

If you wish to go the way of the Goblin, both Alliance and Horde players need to visit Nixx Sprocketspring in Gadgetzan.

For Gnomish Engineering, Alliance visits Tinkmaster Overspark in Ironforge, while Horde goes to Oglethorpe Obnoticus in Booty Bay.

Before making your trip over, you may wish to read paragraph 2.1.1 “Show your work” and create the needed items beforehand.

Once you complete either the gnomish or goblin version of the ‘The Pledge of Secrecy’ quest, your specialization will be decided. It is impossible to go back and change your specialization afterwards, so make sure you are certain of your choice in advance!

Put your specialization choice off a while if you can’t decide. You can become a 300 expert engineer without picking either gnomish or goblin engineering easily. Not being specialized does not hurt your skillup speed, but you do miss out on some cool cadgets by waiting. If you aren’t sure what to pick, I’d still recommend you wait until you are certain.

To help you decide, check out the gnomish and goblin engineering schematics in chapter 10.

Take note of which schematics produce a Bind on Equip item. Being a Gnomish engineer doesn’t mean you cannot use any Goblin engineered creations, and vice-versa.

3.1.1. Show Your Work

Regardless of which path you decide to take, you will have to complete this quest after signing your specialization’s charter. For both specializations, it involves making a bunch of stuff and handing it over to your respective gnomish or goblin specialist.

For the Goblin version you need to produce: 6x Mithril Tube, 2x Advanced Target Dummy and 1x Accurate Scope.

For the Gnomish version you need to produce: 20x Big Iron Bomb, 5x Explosive Sheep and 20x Solid Dynamite.

When you finish this quest, you will receive your membership card. It stays valid for 1 week of playtime. (168 hours worth of playing) It's not uncommon for someone to have learned all of his/her specializations schematics before the card runs out for the first time.

Refreshing your membership card will give you a gift in the mail. The gift is usually components or bombs. There is a small chance that you will get a special schematic for your specialization. For Gnomish engi's it's Lil'Smokey, for Goblins it's a Pet Bombling, both non-combat pets.

It has not effect other then making your char look a little more special when running around with it though.

4. Cooldown Timers

Just about all 'click to use' items have some form of cooldown. (beside the 30 second wait time you see after equipping such an item.)

You cannot produce every trinket, gadget and bomb and use them all in succession, as many share a linked cooldown.

What that means? Basically, using one item can lock another item out for some time, making it unusable for some time.

4.1. What locks out what?

All Bombs, Dynamite, Goblin Sapper Charges, Goblin Mortar, Portable Bronze Mortar, the Gnomish Death Ray, Goblin Bomb Dispenser, Goblin Dragon Gun and many non engi specific damage dealing items lock eachother out for 1 minute.

Summoning a Target Dummy locks out all engineer type summoned pets, but that doesn't go the other way around. Dummies are not locked out after summoning an engi pet.

Identical trinkets share the same cooldown. (Making two shrink rays will not allow you to use them in succession, they will both get the 5 minute cooldown after using one)

Chapter 5 has further information on trinkets and gadgets, including their shared cooldowns.

5. Trinkets and Gadgets - statistics and information

5.1. Regular Engineering

Discombobulator Ray
Expendable – 5 charges. 20 yard range. Cooldown 3 mins Shares cooldown with: Goblin Rocket Helmet, Gnomish Universal Remote and Net-o-Matic Projector – blocks them 3 mins.
This is a handy device, which will transform your target into a leper gnome, reducing their damage (both spell and melee) by a fixed 40 points, and movement speed to 80% of normal. For PvE, it can be useful to weaken an enemy that might have been too much to handle otherwise. Many bosses and elites are immune to the ray though. In PvP, the 40 less damage on someone's spell or melee damage at level 60 isn't of that great an effect. The 20% speed reduction can be useful though, and allow you to catch up or outrun someone.

Explosive Sheep
Expendable - Requires engi to use (150) – Cooldown: until current sheep is gone + 60 sec. Shares cooldown with: All Dragonlings, Target Dummies, Alarm-O-Bot, Compaxct Harvest Reaper Kit, Goblin Bomb Dispenser, Gnomish Battle Chicken, Goblin Land Mine
Using this item will spawn a sheep by your character. The sheep will engage any nearby hostile target, exploding when it reaches it. The explosion will deal 135 – 165 damage. If there is no suitable target near, the sheep will follow you around for up to 3 minutes, then despawn. The low damage makes it a less interesting item at higher levels.

Minor and Major Recombobulator
Expendable (10 charges) – Trinket - Requires Engi to use (140 / 275) - Cooldown 5 mins Share cooldown with: Gnomish Harm Prevention Belt, Goblin Construction Helmet, Goblin/ Gnomish Rocket Boots, Minor/Major Recombobulator, Gnomish Cloaking Device, Ice/Flame Deflector, Ice/FlameShadow Reflector, Gnomish Mind Control Cap.
These will break a friendly target out of polymorph, and restore some health and mana to you. Sadly, you cannot use these to free yourself from polymorph.

Seaforium Charges

Expendable (1 charge) - 3 versions, Small / Large / Powerful.
Require engi to use (100 / 200 / 275) - No cooldown.

These are supposed to blast open locked doors, but won't work on doors that require a specific key. They also cannot open locked chests.

As a whole, they're seldomly used.

Goblin Jumper Cables / Goblin Jumper Cables XL

Trinket – Requires Engi to use (165 / 265) - Cooldown 30 mins – Cast time 4 sec.
Share cooldown with: **Eachother**

These can shock a dead player back to life. Only the XL version requires goblin engineering to make, and neither require goblin engi to be used.

They are useless for PvP, but can save a group in PvE. Should your only rezzer die, you can use this item and try to bring him or her back. You can use this on people that have already released, just make sure to target their corpse first. (Don't target it by clicking on the portrait)

Neither works while you are in combat.

They have a chance to blow up, and will be destroyed if that happens. You can loot them afterwards, and receive some ingredients back.

Parachute Cloak

Bind on Equip – Cloak - Requires Engi to use (225) - Cooldown 30 mins
Share cooldown with: **nothing**

This is quite a handy item if you find a cliff in your way, such as in the Tanaris to Un'Goro transition, or by the Hinterlands coast. Don't activate it until you are relatively near the ground, or you will float high up in the air for 10 seconds, only to plummet to death when it wears off.

Voice Amplification Modulator

Neck item, 7% resistance to silence effects.

High costs to produce, but usable by anyone.

The effect is not good enough to make any kind of impact, and I've yet to see someone use this item.

Spell Deflectors

Gyrofreeze Ice reflector, Hyper-Radiant Flame Reflector, Ultra-Flash Shadow reflector

Bind on Equip – Trinkets – Cooldown 5 mins.

Require Engineering to use: Ice (260) Flame (290) Shadow (300)

Share cooldown with: **Gnomish Harm Prevention Belt, Goblin Construction Helmet, Goblin/Gnomish Rocket Boots, Minor/Major Recombobulator, Ice/Flame Deflector, Gnomish Mind Control Cap, and each other.**

The resist bonuses these give can be worth using these by themselves.

The effect of bouncing back spells (of their respective damage types) to their caster can be invaluable in PvP.

The main downside is that they are only active for 5 seconds.

5.2. Gnomish Engineering

Gnomish Cloaking Device
Bind on Equip – Trinket - Requires Engi to use (200) - Cooldown 1 hour Share cooldown with: Gnomish Harm Prevention Belt, Goblin Construction Helmet, Goblin/Gnomish Rocket Boots, Minor/Major Recombobulator, Ice/Flame Deflector, Ice/FlameShadow Reflector, Gnomish Mind Control Cap.
Usable by both specializations. Cannot be used while in combat. It is useful to skip past some monsters, but the 10 second duration is.. short. Overall, it can be valuable, but in rare cases.

Gnomish Mind Control Cap
Bind on Equip - Helmet - Requires engi to use (215) - Cooldown 30 mins Shares cooldown with: Gnomish Harm Prevention Belt, Goblin Construction Helmet, Goblin/Gnomish Rocket Boots, Minor/Major Recombobulator, Gnomish Cloaking Device, Ice/Flame Deflector, Ice/Flame/Shadow Reflector
This works similar to the priest Mind Control spell, excellent for use on flag carriers in Warsong Gulch. It cannot be used if you have a summoned pet out already. On a misfire, it reverses its intended effect, and makes you the pet of your target. Valuable in both PvE and PvP. In PvE, you can control an add and have it attack its buddies. In PvP, same deal. It can be used on a flag carrier in warsong too. If youre lucky and have morons for opponents, they'll actually attack their own mind controlled ally.

Gnomish Death Ray

Bind on Pickup - Trinket - Cooldown 5 mins – Cast time 4 sec.
Shares cooldown with: **All Bombs, Dynamite, Goblin Sapper Charges, Goblin Mortar, Portable Bronze Mortar, Goblin Bomb Dispenser, Goblin Dragon Gun**

This trinket will initiate its 5 minute cooldown regardless of whether you finished casting it or not.

It is useful in both PvE and PvP, although harder to use in PvP as people often dart in and out of range, or interrupt your abilities.

When using it, you take damage in four bursts, one burst per second. The total amount drained from you is then multiplied by 1.75 and dealt to the target.

If 800 damage is drained from you, you will deal $800 * 1.75 = 1400$ damage to the target.

The Death Ray can deal critical damage in three ways:

- The damage dealt to the target can be multiplied by 2, this will appear in the combat log as a typical crit ("Your Gnomish Death Ray crits Syndicate Highwayman for 1451."). The chance of this happening lies between 10-15%
- The life drained from you normally lies between 400 – 600, but this can be critted as well and range from 800 – 1200 resulting in a 1400 – 2100 damage blast. This does not show up in the combat log as a crit, you will be able to tell when the ray is draining more then 200 per second from you. The change of this happening also lies between 10-15%.
- These two types of critical can be combined. The chance of this happening is very small, about 1,5%, but its worth it when it does. Coupling a maximum hit of 2100 with a regular critical creates the possibility of a 4200 damage blast!

NOTE: I found the deathray to often deal no damage to a target in situations where alot of people are focusing on a single target, and am not sure what the cause of this is.

Gnomish Net-o-Matic Projector

Bind on Equip – Requires Engineering (210) - Trinket - Cooldown 10 mins – Cast time instant.
Shares cooldown with: **Discombobulator Ray, Goblin Rocket Helmet, Gnomish Universal Remote**

Using this will cause one of three things to happen:

- (~60% chance) The target is held in place for 10 seconds
- (~20% chance) The caster is held in place for 10 seconds
- (~20% chance) The caster is propelled to the target, and both are held in place for 10 seconds.

For PvE, this can be handy as a means of crowd control, but it can be deadly all the same when it backfires. I save it for emergencies.

This one is superb in PvP. Stopping a melee from moving, or rooting a flag carrier in warsong for 10 seconds is absolutely invaluable.. when it doesnt backfire anyway.

Gnomish Rocket Boots

Bind on Equip – Requires Engineering (225) - Boots - Cooldown 30 mins – Cast time instant.
Shares cooldown with: **Gnomish Harm Prevention Belt, Gnomish Mind Control Cap, Goblin Construction Helmet, Goblin Rocket Boots, Minor/Major Recombobulator, Gnomish Cloaking Device, Ice/Flame Deflector, Ice/Flame/Shadow Reflector.**

These can malfunction, causing the user to run in random directions for 3 seconds.

The duration of the speedup is completely random between 1 – 20 seconds. Its just as likely to last 1 second as it is to last 20.

This one has saved me from death countless times in PvE. Depending on your class, you will find this more or less useful as an extra means of escape.

In PvP, catching up to someone or outrunning them using these is very valuable.

Gnomish Shrink Ray

Bind on Equip – Requires Engineering (205) - Trinket - Cooldown 5 mins – Cast time instant.
Shares cooldown with: **Nothing but itself**

Using this will cause one of three things to happen:

- (~65% chance) The target is shrunk for up to 10 seconds, reducing its attack power by 250.
- (~20% chance) The casters party is shrunk for 10 seconds, reducing attack power by 250.
- (~15% chance) The casters party is grown for 10 seconds, increasing attack power by 250.

This effect reduced an enemy's melee damage significantly. It can be quite effective on tough enemies in PvE. In PvP, it isn't nearly as effective a tool.

Gnomish Universal Remote

Bind on Equip - Trinket – Requires engi to use (125) - Cooldown 3 mins
Shares cooldown with: **Goblin Rocket Helmet, Discombobulator Ray and Net-o-Matic Projector – blocks them 3 mins.**

This will let you take control of a mechanical opponent, like a shredder.

Not useful in PvP, but can be handy in PvE. (Gnomeregan, for instance)

You will get control of the target, and as such the item is not usable by warlocks or hunters when they have a pet out.

On a malfunction it will either cause alot of hate towards the intended target, or root it in place.

This item currently causes a display bug where you cannot see friend or foe around you.

5.3. Goblin Engineering

Goblin Bomb Dispenser
Bind on Pickup - Trinket - Requires engi to use (230) - Cooldown 30 mins Shares cooldown with: All Dragonlings, Target Dummies, Alarm-O-Bot, Compaxct Harvest Reaper Kit, Explosive Sheep, Gnomish Battle Chicken, Goblin Land Mine
This trinket works alot like the Explosive Sheep. Using it will pop out a little bomb, which will charge the nearest enemy. It will then explode, dealing 315 – 385 fire damage to all enemies near it. If no enemy is nearby, it will follow you for up to 1 minute, and charge any enemy that comes too close. The extra damage from this one is always handy, in both PvE and PvP scenarios.

Goblin Dragon Gun
Bind on Pickup – Trinket - Cooldown 5 mins – Cast time instant. Shares cooldown with: All Bombs, Dynamite, Goblin Sapper Charges, Goblin Mortar, Portable Bronze Mortar, Gnomish Death Ray, Goblin Bomb Dispenser
This one is pretty basic. It will usually work as planned, and damage everything in a forward cone for a total of 610-690 damage over 10 seconds. (The damage ticks can critical too). Rarely, it will blow up, dealing 1000 fire damage to the caster over 10 seconds and causing you to run in circles. The gun is not destroyed if this happens, nor will its cooldown initiate on a blowup. You can rotate while the gun is active, but not move. Good in PvE to hurt groups of enemies. Not so good in PvP, as people tend to move alot, away from damaging AE's in particular. It helps to distract (or draw fire unto you) though.

Goblin Landmine
Expendable (1 charge) – Requires Engi to use (195) - Cooldown 60 seconds Share cooldown with: Dragonlings, Target Dummies, Alarm-o-Bot, compat Harvest Reaper Kit, Explosive Sheep, Gnomish Battle Chicken, Goblin Bomb Dispenser.
Can only be crafted by goblin engineers, but be used by both specializations. Handy if you can predict the path an enemy will be taking, similar to a hunters trap. (example of PvP usage: place it by your flag in the warsong BG)

Goblin Rocket Boots

Bind on Equip – Boots - Cooldown 5 mins – Cast time instant.
Shares cooldown with: **Gnomish Harm Prevention Belt, Gnomish Mind Control Cap, Goblin Construction Helmet, Gnomish Rocket Boots, Minor/Major Recombobulator, Gnomish Cloaking Device, Ice/Flame Deflector, Ice/Flame/Shadow Reflector**

These require no engineering to use, unlike the gnomish variant. Their cooldown is 6 times shorter than the gnomish boots. The major downside is that they can blow up. The chance of this happening with frequent use is pretty big, and they become unusable after exploding.

The duration of the speedup is completely random, and is just as likely to be 1 second as it is to be the maximum of 20.

Just as useful as the Gnomish version in both PvE and PvP, but take note of the differences in cooldown, and the fact that the goblin boots can explode.

Goblin Rocket Helmet

Bind on Equip - Helmet, gives +15 Sta - Requires Engi to use (235) – Cooldown 20 mins
Shares cooldown with: **Discombobulator Ray, Gnomish Universal Remote and Net-o-Matic Projector – blocks them 3 mins.**

The effect is similar to the rogue's sap ability, except you can be in combat when using it. It renders the target unable to take any action for 30 seconds.

I have not had it fail on me yet, and am not sure if it can fail at all, and if so, what happens if it does.

Taking a target out of combat for 30 sec is great in PvE. Even with the 20 min cooldown it's worth bringing it along. If you come across a difficult pull, you'll have the helm to help out.

In PvP, stopping someone for 30 seconds is pretty awesome, but there are several ways to break out of the effect. (Dispel is one of them) Even so, I've had my fair share of successful moments with this item, it can be a real lifesaver.

5.4. Green Lens

Green Lens
Bind on Equip – Head slot - Requires Engi to use (245)
These have no effect, but are worth mentioning because of the random modifiers they spawn with. The most coveted stat is + 24-25 to a resist type. I've made over 40 lenses and received only one with a resist mod, so they are pretty rare. The other mods are: +6 health regeneration +10 mana regeneration +53 - 55 to healing spells +34 – 36 to shadow, nature, fire, frost or arcane spell damage. +15-16 intellect and 15-16 spirit +15-16 agility and 15-16 spirit +24-25 intellect Stamina can no longer spawn through the enchantment, but it could in the past. The lenses that already had stamina in the enchantment were not removed, so a number of these circulate on many servers. +24-25 stamina +15-16 intellect and 15-16 stamina +15-16 spirit and 15-16 stamina

6. **Fused Wiring**

Some schematics require Fused Wiring to create. This can be obtained in two ways. The easiest way is to produce target dummies and loot them as they expire or die. The higher tier dummies (Advanced and Masterwork) have a higher chance to drop fused wiring.

It can also be found on expired / dead Compact Harvest Reapers, but those cost more ingredients than advanced target dummies to create, and are as such not a good schematic if your only goal is to get wiring.

Another way of collecting the wiring is by farming. The two shredders in the venture co camp in Stranglethorn Vale have a ~7% chance to drop fused wiring.

Gnomeregan is the best place to farm wiring, as many of the mechanical units in the instance have a chance (albeit a small one) to drop it.

A robot called Clunk in the Searing Gorge has a 15% chance of dropping wiring, but he's a level 48 elite, and you'll have to kill a lot of stuff to get to him. He probably doesn't respawn too fast either. Not a very good way to get your wiring.

7. The Engineer's Pets

Engineers can create several pets, which provide a nice little boost to your damage or be used to distract enemies. These pets are different from regular pets, and do not replace your normal pet if you are a hunter or warlock.

Summoned engineering pets are aggressive, and will engage any nearby hostile targets, which can make them a liability at times.

The Compact Harvest Reaper sticks around for 10 minutes, but is not reusable. It can be looted when it breaks down to recover some of the materials used to create it.

Dragonlings come in trinket form, and are usable once per hour. They will stick around for one minute, after which they die. They come in three flavors, with the top tier one being quite difficult and costly to acquire.

- Mechanical Dragonling
- Mithril Mechanical Dragonling
- Arcanite Dragonling

Gnomish engineers can build the awe inspiring Gnomish Battlechicken. This diabolical contraption usually deals 1 damage per hit, until it casts 'Chicken Fury', which boosts its attack speed and damage by 100% each. This somehow boosts its damage to around 80 per hit, and it does it at lightning fast attack speeds. It sometimes casts a 5 minute duration buff called Battle Squawk which boosts your attack speed by 5%, which is nothing great but funny nonetheless.

The Alarm-O-Bot is a little bot that will detect stealthed or invis opponents.

With it's 10 minute duration and single time use, coupled with rather expensive ingredient requirements, I have never seen anyone actually use it. The amount of ingredients required to make one is not proportional to a 10 minute limited benefit.

7.1. Target Dummies

Target Dummies taunt nearby enemies the moment you use them, and will then proceed to do so in pulses every few seconds afterwards, for as long as they stay in one piece.

Note: they will taunt and aggro neutral (yellow) targets, use with caution.

The dummy will last for some time, up to 3 minutes or until destroyed. Advanced and Masterwork Dummies have much more hitpoints and better taunts than the regular ones.

Make sure to loot it after it dies, you will get some components back along with a chance for fused wiring.

7.1.1. Dummy Cooldown

You cannot summon a Dragonling, Battlechicken, Harvest Reaper, Alarm-o-bot, Goblin land mine, Bomb Dispenser or another Dummy for some time after using one, even though they show no cooldown afterwards. When the 'corpse' of the old dummy disappears (it stays for a while, even after you loot it), a 1 minute cooldown is initiated for all affected items, after which you can use them again.

Summoning something other than a target dummy will not make the dummy initiate a cooldown, and you can use one right after summoning (for instance) a dragonling.

This whole mechanic seems a little buggy, so it will probably get fixed eventually.

7.2. The Repair Bot

The Field Repair Bot 74A sees a lot of use. Not usually in PvP or instance runs, but in raids. If you are in a raiding guild, there is a good chance that you will be asked to make these, so picking it up in BRD is not a bad idea. It is a groundspawn by Golemlord Argelmach, and does not disappear after one person learns it.

8. Working your skill from 1 - 300

The easiest way to gain skillups is to produce orange or yellow colored schematics. Orange schematics have a 100% chance of giving you a skillup, yellow has a lower chance, but is still very reasonable. Stay away from green unless you have an abundance of ingredients or no good alternatives, as it has the lowest chance of giving you a skillup.

In order to max your skill out the easiest, cheapest and fastest way, it is best to stick with the simplest schematics requiring the least ingredients possible.

8.1. A path to take

Getting your skill from 1 to 300 is normally a process that slowly advances as you level up. To make it easier to decide which schematics are easiest to level up with, or if you start from scratch at a high level, you can use the tables below as a guideline.

Do not take this as a set path if you are skilling up while levelling. Simply making whatever you have the ingredients for can work out quite fine.

Take note: Gnomes have a +15 bonus to engineering, take this into account if you're using the table below.

The amounts listed in black are purely what you need to skill up, the amount in white (on the right with the darker background color) is what you will be needing in total for use in schematics further down the road.

Journeyman Engineering				
Skill	Schematic	Amount		Components
1 - 20	Rough Blasting Powder	30	40	1x Rough Stone
20 - 30	Rough Dynamite	13		2x Rough Blasting Powder 1x Linen Cloth
30 - 45	Handful of Copper Bolts	20	139	1x Copper Bar
45 - 50	Rough Copper Bomb	7		1x Copper Bar, 1x Linen Cloth. 1x Handful of Copper Bolts 2x Rough Blasting Powder
50 - 65	Copper Tube	20		2x Copper Bar, 1x Weak Flux.
65 - 75	Copper Modulator	13		2x Handful of Copper Bolts 1x Copper Bar, 2x Linen Cloth.
Components Used: 199x Copper Bar 40x Rough Stone 46x Linen Cloth 20x Weak Flux (vendor bought)				

Expert Engineering				
Skill	Schematic	Amount		Components
75 – 85	Coarse Blasting Powder	13	49	1x Coarse Stone
85 - 90	Coarse Dynamite	7		3x Coarse Blasting Powder 1x Linen Cloth
90 - 100	Target Dummy	13		1x Copper Modulator 2x Handful of Copper Bolts 1x Bronze Bar, 1x Wool Cloth.
100 – 110	Silver Contact	13		1x Silver Bar
110 - 115	Practice Locks	7		1x Bronze Bar, 1x Weak Flux 2x Handful of Copper Bolts,
115 - 130	Deadly Blunderbuss	20		2x Copper Tube, 1x Wooden Stock 4x Handful of Copper Bolts 2x Medium Leather
130 - 145	Heavy Blasting Powder	60	200	1x Heavy Stone
140 - 150	Crafted Solid Shot	40		1x Heavy Blasting Powder
Components Used:			Components from the Journeyman table used in Expert Engineering:	
20x Bronze Bar 13x Silver Bar 49x Coarse Stone 200x Heavy Stone 40x Medium Leather 7x Linen Cloth, 13x Wool Cloth 7x Weak Flux (vendor bought) 20x Wooden Stock (vendor bought)			13x Copper Modulator 106x Handful of Copper Bolts 20x Copper Tube	

Artisan Engineering				
Skill	Schematic	Amount		Components
150 – 153	Gold Power Core	12		1x Gold Bar
153 – 160	Aquadynamic Fish Attractor	28		2x Bronze Bar, 1x Nightcrawlers 1x Coarse Blasting Powder
160 – 170	Blue/Green/Red Firework	40		1x Heavy Blasting Powder 1x Heavy Leather
170 - 175	Iron Strut	20		2x Iron Bar
175 – 195	Solid Blasting Powder	80	120	2x Solid Stone
195 – 205	Big Iron Bomb	40		3x Iron Bar, 3x Heavy Blasting Powder 1x Silver Contact
205 – 220	Unstable Trigger	60		1x Mithril Bar, 1x Mageweave Cloth 1x Solid Blasting Powder
Components Used:			Components carried over from the Expert table used in Artisan Engineering:	
56x Bronze Bar 160x Iron Bar 60x Mithril Bar 12x Gold Bar 240x Solid Stone 40x Heavy Leather 60x Mageweave Cloth 28x Nightcrawlers (vendor bought)			28x Coarse Blasting Powder 40x Silver Contact 13x gold Power Core 160x Heavy Blasting Powder	

Master Engineering				
Skill	Schematic	Amount		Components
220 – 235	Mithril Casing	60		3x Mithril Bar
235 – 250	Mithril Frag Bomb	60		1x Mithril Casing, 1x Unstable Trigger 1x Solid Blasting Powder
250 - 260	Dense Blasting Powder	40	44	2x Dense Stone
260 - 263	Dense Dynamite	12		2x Dense Blasting Powder, 2x Runecloth
263 - 280	Thorium Widget	23		3x Thorium Bar, 1x Runecloth
280 - 285	Thorium Tube	7		6x Thorium Bar
285 - 300	Thorium Shells	20		2x Thorium Bar 1x Dense Blasting Powder
Note that you will need to acquire the Thorium Shells schematic. If you cannot get your hands on one, you can get to 295 by crafting Thorium Tubes, and produce Thorium Widgets from 295-300.				
Components Used: 180x Mithril Bar 151x Thorium Bar 88x Dense Stone 63x Runecloth			Components carried over from the Artisan table used in Master Engineering: 60x Solid Blasting Powder 60x Unstable Trigger	

Grand Total of Ingredients needed to skillup from 1 to 300*			
Ore	Stone	Cloth	Misc
199x Copper Bar 76x Bronze Bar 160x Iron Bar 240x Mithril Bar 151x Thorium Bar 13x Silver Bar 12x Gold Bar	40x Rough Stone 49x Coarse Stone 200x Heavy Stone 240x Solid Stone 88x Dense Stone	53x Linen Cloth 13x Wool Cloth 0x Silk Cloth 60x Mageweave Cloth 63x Runecloth	27x Weak Flux 40x Heavy Leather 40x Medium Leather 20x Wooden Stock 20x Nightcrawlers

*Keep in mind that these numbers are estimates, not exact.

8.2. Buy Ore over Bars when possible

Ore is typically sold cheaper than Bars of the same type. Always check if ore is available first, as this can save you a lot of gold in the end, especially if you are buying your way into engineering!

9. **Making money with Engineering**

As I've mentioned in the introduction, Engineering isn't a particularly good profession choice if you're in it to earn gold. But, there's still a market for the limited selection of items we can create that are useful to others.

A warning; If you plan to mass produce any given item with the intention of selling it in the auction house, keep in mind of supply and demand. Check the AH first, to see how many of that item are already for sale. Note what they're being sold for, and figure out whether you'll actually be making a worthwhile profit should you sell your items for that price, factoring in the cost of any bought ingredients.

Start off by making a few, and seeing how quickly they sell. If all goes well, you can make more. Make sure you never have a gigantic amount of anything. You won't be selling 40 scopes in a night, and overloading the AH has a bad effect.

Also, there are always people watching what goes on in the AH, so be careful not to alert anyone when you spot a good market opportunity.

Let me give you an example of that:

At some point in time, looking into possible ways to make some money with engineering, I checked the pricing of fused wiring in the AH. There were none up for sale, so I checked again the next day.. and the day after.. As I didn't see a single fused wiring in the AH for over a week, I decided to make a bunch of dummies and sell the wiring I got from them.

At first I was raking in a crazy profit (I sold several for 12-14g each) for over a week, never selling more than one or two at a time.

After a while, someone took notice of this and also started producing and selling fused wiring.

As time passed, the amount of wiring being offered by more and more people in the AH increased greatly, up to the point where the profit you'd get for selling one barely outweighed the effort and cost of making dummies.

This scenario is likely to happen when anyone discovers a 'new' or forgotten product to sell.

Making your profit as big as possible before other people find out what's going on is key.

Any item available in large quantities in the AH on a daily basis should make you think twice as to whether it would be a good item to make a profit with.

9.1. Schematics with potential

9.1.1. Fused Wiring

As my example on the previous page showed, fused wiring can be a good moneymaker. But don't count on it. Check the AH for your servers pricing, and if it looks good (few available, high prices), give it a go.

I found advanced target dummies to be a good way to get the wiring. They have a pretty decent droprate of wiring, and the ingredients are usually plentiful in the AH. As sitting in one place and placing dummies over and over is not a fun experience, and to avoid having to wait 3 minutes for a dummy to fall apart, I carried them with me wherever. I placed one whenever an enemy was nearby. It would be killed, after which I could loot it and be on my way.

9.1.2. Scopes

Scopes are popular. These handy little gadgets are very much in demand, mainly by hunters. They'll need a new one every time they get a new bow or gun. The lower level scopes are not sold very much, but can be worth it, depending on the economy on your server.

Typically, the higher level scopes are easier to sell. The Sniper Scope is the one you will find in the AH most often, and the schematic for this one is quite costly.

If you see 5+ sniper scopes in the AH at all times, your profit is likely to be limited, but it can still worthwhile.

Lastly, there's the Biznick's 247x128 Accurascope. This is a Molten Core Schematic, and it requires ingredients from Molten Core. If you have the schematic, and can get your hands on the ingredients, you can make a lot of money selling these scopes.

9.1.3. Guns and Ammo

Guns are less popular. The low level guns aren't easy to sell at all, beside the Deadly Blunderbuss. The reason for this is that it's part of a quest in Ashenvale. The other low level guns aren't as easy to sell, but may be worth a shot. (haha.. ha)

The higher level guns like the Mithril Blunderbuss, Mithril Heavy-Bore Rifle and Thorium Rifle can be a little easier to sell for profit, but aren't that great either.

Two of the highest rank guns, Dark Iron Rifle, Flawless Arcanite Rifle are not seen often in the AH. This is mainly because the ingredients required to make them are very costly, and there are similar bows/guns available, much easier to get.

The Core Marksman Rifle is a rare drop schematic in Molten Core. Most of its ingredients also come from Molten Core. If you are lucky enough to have the schematic, and you can get the ingredients, you can make big money with this one.

Ammunition does not sell well at all in my experience.

9.1.4. Salt Shakers

Salt Shakers – Only used by Leatherworkers. They're not costly to make, and can make you a nice profit. The market is easily saturated though. Any leatherworker that has one will never need another. To start off try making and selling one at a time.

9.1.5. Arcanite Dragonling

Arcanite Dragonling – This is one of the few items fellow engineers have an interest in. The schematic is quite rare. The downside is that the trinket itself is unique, so you can't make any once you decide to use one for yourself. Selling one can net you a nice profit though.

9.1.6. Advanced Target Dummies

You can make a little bit of gold with this, as it's needed in a quest in Desolace. Don't expect much though, not that many people quest in Desolace. When deciding on a price, factor in that these do have a chance to drop fused wiring.

9.1.7. Green Lens

These aren't normally wanted for their stats, unless you get one with a resist modifier, as those are very rare.

The average lens is sought after by enchanters, because it disenchants into a valuable Large Radiant Shard.

This schematic has a lot of ingredients though, some of which aren't easy to get. Buying especially the Wildvine and Jade could make you actually lose money after the sale, so be sure to figure out whether lenses will make you a profit.

Having the lenses disenchanting to shards can make it a little easier to sell them.

9.1.8. Discombobulator Ray

These used to be pretty great in pvp, but are now far less useful. Even so, especially their snare effect can make them in demand. Don't expect too much from these though.

9.1.9. Mechanical Squirrels

This one isn't much good later on, but can help you get through the early levels. You can usually get this schematic from the AH pretty cheap. Or you might be lucky and find it. Either way, barring any bulk squirrel sellers, you should be able to make a nice little profit selling a couple of these.

9.1.10. Field Repair Bot 74A

Usually, guilds have their business sorted, and have no demand for repair bots from the auction house. Sometimes though, there may be an interest for these. Everything's worth a try.

10. Schematics Listing

Under skill, the number in orange is the skill level required to first learn the schematic. The number in green, is when the schematic becomes green, and no longer provided a skillup very often. Grey is the level at which the chance of skillups is eliminated altogether.

10.1. Regular Schematics

Journeyman Engineering			
Skill	Components	Tools	From
Rough Blasting Powder Component			
1	1x Rough Stone		Received as a startup schematic
20			
40			
200x Crafted Light Shot Bullets, Add 2 damage per shot. MinLvl: 5.			
1	1x Rough Blasting Powder 2x Copper Bar		Received as a startup schematic
30			
60			
2x Rough Dynamite Inflicts 26 to 34 Fire damage in a 5 yard radius. Requires Engineering (1)			
1	2x Rough Blasting Powder 1x Linen Cloth		Received as a startup schematic
30			
60			
Handful of Copper Bolts Component			
30	1x Copper Bar	Anvil Blacksmith's Hammer	Journeyman Trainers
45			
60			1 Silver 15 Copper
2x Rough Copper Bomb Inflicts 22 to 28 Fire damage and disorients targets in a 3 yard radius for 1 second. Requires Engineering (30)			
30	1x Copper Bar 1x Handful of Copper Bolts 2x Rough Blasting Powder 1x Linen Cloth	Anvil Blacksmith's Hammer	Journeyman Trainers
60			
90			1 Silver 30 Copper
Arclight Spanner Engineering Tool			
50	6x Copper Bar	Anvil Blacksmith's Hammer	Journeyman Trainers
70			
90			1 Silver 50 Copper

Copper Tube			
Component			
50	2x Copper Bar 1x Weak Flux	Anvil Blacksmith's Hammer	Journeyman Trainers
80			
110			1 Silver 50 Copper
Rough Boomstick			
[BoE] (Gun) Dmg: 6-13, Spd: 2.30, DPS: 4.1, MinLvl: 5			
50	1x Copper Tube 1x Handful of Copper Bolts 1x Wooden Stock	Anvil Blacksmith's Hammer	Journeyman Trainers
80			
110			1 Silver 50 Copper
Crude Scope			
MinLvl: 5, Use: Attaches a permanent scope to a bow or gun that increases its damage by 1.			
60	1x Copper Tube 1x Malachite 1x Handful of Copper Bolts	Arclight Spanner	Journeyman Trainers
90			
120			2 Silver
Copper Modulator			
Component			
65	2x Handful of Copper Bolts 1x Copper Bar 2x Linen Cloth	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Journeyman Trainers
95			
125			2 Silver 25 Copper
Coarse Blasting Powder			
Component			
75	1x Coarse Stone		Journeyman Trainers
85			
95			2 Silver 50 Copper
200x Crafted Heavy Shot			
MinLvl: 15, Projectile, Bullet, Adds 4.5 damage per second			
75	1x Coarse Blasting Powder 1x Copper Bar	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Journeyman Trainers
85			
95			2 Silver 50 Copper
1 - 3x Coarse Dynamite			
Requires Engineering (75), Use: Inflicts 51 to 69 Fire damage in a 5 yard radius.			
75	3x Coarse Blasting Powder 1x Linen Cloth	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Journeyman Trainers
90			
105			2 Silver 50 Copper
Mechanical Squirrel			
Binds when used, Use: Creates a Mechanical Squirrel that follows you around. Right Click to summon and dismiss your Squirrel.			
75	1x Copper Modulator 1x Handful of Copper Bolts 1x Copper Bar 2x Malachite	Anvil Arclight Spanner Blacksmith's Hammer	Randomly dropped by level 6 – 20 mobs.
105			
135			

Expert Engineering			
Target Dummy			
Requires Engineering (85), Use: Drops a target dummy on the ground that attracts nearby monsters to attack it. Lasts for 3 min.			
85	1x Copper Modulator	Anvil	Expert Trainers
115	2x Handful of Copper Bolts	Arclight Spanner	
	1x Bronze Bar	Blacksmith's Hammer	
145	1x Wool Cloth		3 Silver
5x Silver Contact			
Component			
90		Anvil	Expert Trainers
110	1x Silver Bar	Arclight Spanner	
		Blacksmith's Hammer	
140		Gyromatic Micro-Adjustor	3 Silver
Practice Lock			
Lockpicking skillup item.			
100	1x Bronze Bar,	Anvil	Expert Trainers
115	2x Handful of Copper Bolts,	Blacksmith's Hammer	
130	1x Weak Flux		3 Silver
1 - 3x EZ-Thro Dynamite			
MinLvl: 10, Use: The dynamite for Non-Engineers that nearly always gets to the target! Inflicts 51 to 69 Fire damage in a 5 yard radius.			
100		Anvil	
115	4x Coarse Blasting Powder,	Arclight Spanner	Randomly dropped by Level
	1x Wool Cloth	Blacksmith's Hammer	11 – 25 mobs
130		Gyromatic Micro-Adjustor	
Flying Tiger Goggles			
[BoE] (Cloth Head) AC: 27, Sta: 4, Spi: 4, Requires Engineering (100)			
100			Expert Trainers
130	6x Light Leather,	Arclight Spanner	
	2x Tigerseye		
160			4 Silver
Small Seaforium Charge			
Requires Engineering (100), Use: Blasts open simple locked doors.			
100	2x Coarse Blasting Powder		
130	1x Copper Modulator		Randomly dropped by Level
	1x Light Leather		11 – 25 mobs
160	1x Refreshing Spring Water		
Bronze Tube			
Component			
105		Anvil	Expert Trainers
105	2x Bronze Bar	Blacksmith's Hammer	
155	1x Weak Flux		4 Silver 50 Copper
2 - 4x Large Copper Bomb			
Requires Engi (105), Use: Inflicts 43 to 57 Fire dmg and disorients targets in a 5 yard radius for 1 sec.			
105	3x Copper Bar,	Anvil	Expert Trainers
105	4x Coarse Blasting Powder,	Blacksmith's Hammer	
155	1x Silver Contact		4 Silver 50 Copper

Deadly Blunderbuss				
[BoE] (Gun) Dmg: 15-28, Spd: 2.60, DPS: 8.3, MinLvl: 16				
105	2x Copper Tube,	Anvil Arclight Spanner Blacksmith's Hammer	Expert Trainers	
130	4x Handful of Copper Bolts,			
155	1x Wooden Stock, 2x Medium Leather		4 Silver 20 Copper	
Standard Scope				
MinLvl: 10, Use: Attaches a permanent scope to a bow or gun that increases its damage by 2.				
110	1x Bronze Tube 1x Moss Agate	Arclight Spanner	Expert Trainers	
135				
160			4 Silver 75 Copper	
Lovingly Crafted Boomstick				
[BoE] (Gun) Dmg: 12-23, Spd: 1.80, DPS: 9.7, MinLvl: 19				
120	2x Bronze Tube,	Anvil Arclight Spanner Blacksmith's Hammer	Frad Swiftgear	Jinky Twizzlefixit
145	2x Handful of Copper Bolts 1x Heavy Stock		Wetlands	Thousand Needles
170	3x Moss Agate		10 Silver	
Shadow Goggles				
[BoE] (Cloth Head) AC: 31, Int: 5, Spi: 6, Requires Engineering (120)				
120	4x Medium Leather, 2x Shadowgem		Randomly dropped by Level 16 – 30 mobs	
145				
170				
1 - 3x Small Bronze Bomb				
Requires Engi (120), Use: Inflicts 73 to 97 Fire dmg and disorients targets in a 3 yard radius for 2 sec.				
120	4x Coarse Blasting Powder	Anvil Blacksmith's Hammer	Expert Trainers	
120	2x Bronze Bar 1x Silver Contact			
170	1x Wool Cloth		5 Silver	
200x Crafted Solid Shot				
MinLvl: 30, Projectile, Bullet, Adds 8.5 damage per second				
125	1x Heavy Blasting Powder 1x Bronze Bar		Expert Trainers	
125				
145			3 Silver	
Flame Deflector				
MinLvl: 15, Use: Absorb 500 Fire damage. Lasts 60 seconds.				
125	1x Whirring Bronze Gizmo 1x Small Flame Sac	Anvil Arclight Spanner Blacksmith's Hammer	Mekgineer Thermaplugg	
125			Gnomeregan	
175			Extremely Rare Drop	
Heavy Blasting Powder				
Component				
125	1x Heavy Stone		Expert Trainers	
125				
175			5 Silver	
1 - 5x Heavy Dynamite				
Requires Engineering (125), Use: Inflicts 128 to 172 Fire damage in a 5 yard radius.				
125	2x Heavy Blasting Powder 1x Wool Cloth		Expert Trainers	
125				
175			5 Silver	

Whirring Bronze Gizmo				
Component				
125	2x Bronze Bar 1x Wool Cloth	Anvil Arclight Spanner Blacksmith's Hammer	Expert Trainers	
125				
175			5 Silver	
Gnomish Universal Remote				
[BoE] (Trinket) Requires Engineering (125), Use: Allows control of a mechanical target for a short time. It may not always work and may just root the machine or make it very very angry. Gnomish engineering at its finest.				
125	6x Bronze Bar 1x Whirring Bronze Gizmo	Anvil Arclight Spanner Blacksmith's Hammer	Gearcutter Cogspinner	Jinky Twizzlefixit
150	2x Flask of Oil 1x Tigerseye		Ironforge	Thousand Needles
175	1x Malachite		12 Silver	
Silver-Plated Shotgun				
[BoE] (Gun) Dmg: 19-37, Spd: 2.70, DPS: 10.4, MinLvl: 21				
130	2x Bronze Tube	Anvil	Expert Trainers	
155	2x Whirring Bronze Gizmo			
180	1x Heavy Stock 3x Silver Bar		5 Silver 50 Copper	
Ornate Spyglass				
Use: Allows you to look far into the distance.				
135	2x Bronze Tube		Expert Trainers	
160	2x Whirring Bronze Gizmo			
185	1x Copper Modulator 1x Moss Agate		4 Silver	
2 - 4x Big Bronze Bomb				
Requires Engi (140), Use: Inflict 85 to 115 Fire dmg and disorients targets in a 5 yard radius for 2 sec.				
140	2x Heavy Blasting Powder	Anvil Arclight Spanner Blacksmith's Hammer	Expert Trainers	
140	3x Bronze Bar			
190	1x Silver Contact		6 Silver	
Minor Recombombulator				
(Trinket) Requires Engineering (140), Use: Dispels Polymorph effects on a friendly target. Also restores 250 health and mana.				
140	1x Bronze Tube		Frad Swiftgear	Namdo Bizzfizzle
165	2x Whirring Bronze Gizmo		Wetlands	Gnomeregan
190	2x Medium Leather 1x Moss Agate		15 Silver	
Bronze Framework				
Component				
145	2x Bronze Bar		Expert Trainers	
145	1x Medium Leather			
195	1x Wool Cloth		6 Silver	
Moonsight Rifle				
[BoE] (Gun) Dmg: 14-26, Spd: 1.70, DPS: 11.8, MinLvl: 24				
145	3x Bronze Tube	Anvil	Randomly dropped by Level 21 – 35 mobs	
170	3x Whirring Bronze Gizmo			
195	1x Heavy Stock 2x Lesser Moonstone			

3x Aquadynamic Fish Attractor				
Requires Fishing (100), Use: Apply to your fishing pole to increase Fishing by 100 for 5 minutes.				
150	2x Bronze Bar			Expert Trainers
150	1x Nightcrawlers			
200	1x Coarse Blasting Powder			5 Silver
Explosive Sheep				
Requires Engineering (150), Use: Summons an Explosive Sheep which will charge at a nearby enemy and explode for 135 to 165 damage. Lasts for 3 min or until it explodes.				
150	1x Bronze Framework	Anvil	Expert Trainers	
175	1x Whirring Bronze Gizmo	Arclight Spanner		
200	2x Heavy Blasting Powder	Blacksmith's Hammer	7 Silver 50 Copper	
3x Gold Power Core				
Component				
150	1x Gold Bar	Anvil	Expert Trainers	
150		Arclight Spanner		
190		Blacksmith's Hammer	10 Silver	
Green Tinted Goggles				
[BoE] (Cloth Head) AC: 35, Sta: 8, Spi: 7, Requires Engineering (150)				
150	4x Medium Leather	Arclight Spanner		Expert Trainers
175	2x Moss Agate			
200	1x Flying Tiger Goggles			7 Silver 50 Copper
Blue Firework				
Fireworks!				
150	1x Blasting Powder 1x Heavy Leather		Gearcutter Cogspinner	Darian Singh
150			Ironforge	Stormwind City
190			18 Silver	
Green Firework				
Fireworks!				
150	1x Blasting Powder 1x Heavy Leather		Crazk Sparks	Gagsprocket
150			Stranglethorn Vale	The Barrens
190			18 Silver	
Red Firework				
Fireworks!				
150	1x Blasting Powder 1x Heavy Leather		Sovik	
150			Orgrimmar	
190			18 Silver	
Ice Deflector				
MinLvl: 21, Use: Absorb 600 frost damage. Lasts 60 seconds.				
155	1x Whirring Bronze Gizmo 1x Frost Oil	Anvil	Rizz Loosebolt	
175		Arclight Spanner	Alterac Mountains	
195		Blacksmith's Hammer Gyromatic Micro-Adjustor	18 silver	

Artisan Engineering			
Iron Strut			
Component			
160	2x Iron Bar	Anvil Blacksmith's Hammer	Artisan Trainers
160			
200			8 Silver
Discombobulator Ray			
Use: Transforms the target into a Leper Gnome, reducing its movement rate by 20%, and its melee and spell damage by 40 for 12 sec. Range: 20 yards.			
160	3x Whirring Bronze Gizmo	Anvil Arclight Spanner Blacksmith's Hammer	Matrix Punchograph 3005-D
180	2x Silk Cloth		Gnomeregan
200	1x Jade 1x Bronze Tube		Security Delta Access Card
Goblin Jumper Cables			
(Trinket) Requires Engineering (165), Use: Jumper Cables will sometimes be able to shock a dead player back to life. Be warned that they are experimental and may explode. Cannot be used when in combat.			
165	6x Iron Bar		Veenix - Stonetalon mnts
165	2x Whirring Bronze Gizmo		Kzixx - Duskwood
	2x Flask of Oil		Zixil - Hillsbrad Foothills
200	2x Silk Cloth	SuperSeller 680 - Desolace	
	2x Shadowgem 1x Fused Wiring	20 Silver	
Portable Bronze Mortar			
Requires Engineering (165), Use: Inflicts 85 to 115 Fire damage and disorients targets in a 5 yard radius for 2 sec.			
165	4x Bronze Tube	Anvil Arclight Spanner Blacksmith's Hammer	Randomly dropped by Level 26 – 40 mobs
185	1x Iron Strut		
205	4x Heavy Blasting Powder 4x Medium Leather		
Gyrochronatom			
Component			
170	1x Iron Bar 1x Gold Power Core	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers
170			
210			9 Silver
Compact Harvest Reaper Kit			
MinLvl: 30, Requires Engineering (175), Use: Creates a Compact Harvest Reaper that will fight for you for 10 min or until it is destroyed.			
175	2x Iron Strut	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers
175	1x Bronze Framework		
215	2x Gyrochronatom 4x Heavy Leather		10 Silver
Gyromatic Micro-Adjustor			
Tool			
175	4x Steel Bar	Anvil Blacksmith's Hammer	Artisan Trainers
175			
215			10 Silver
2 - 4x Iron Grenade			
Requires Engi (175), Use: Inflict 132 to 218 Fire damage and disorients for 3 sec in a 3 yard radius.			
175	1x Iron Bar	Anvil Blacksmith's Hammer	Artisan Trainers
175	1x Heavy Blasting Powder		
215	1x Silk Cloth		10 Silver

Solid Blasting Powder			
Component			
175	2x Solid Stone		Artisan Trainers
175			
215			10 Silver
2x Solid Dynamite			
Requires Engineering (175), Use: Inflicts 213 to 287 Fire damage in a 5 yard radius.			
175	1x Solid Blasting Powder 1x Silk Cloth		Artisan Trainers
175			
215			10 Silver
Bright-Eye Goggles			
[BoE] (Cloth Head) AC: 38, Sta: 9, Spi: 9, Requires Engineering (175)			
175	6x Heavy Leather 2x Citrine	Arclight Spanner Gyromatic Micro-Adjustor	Randomly dropped by Level 26 – 40 mobs
195			
215			
Accurate Scope			
MinLvl: 20, Use: Attaches a permanent scope to a bow or gun that increases its damage by 3.			
180	1x Bronze Tube 1x Jade 1x Citrine	Arclight Spanner Gyromatic Micro-Adjustor	Mazk Snipeshot – Stranglethorn Vale
200			Super Seller 680 - Desolace
220			20 Silver
Advanced Target Dummy			
Requires Engineering (185), Use: Drops a target dummy on the ground that attracts nearby monsters to attack it. Lasts for 3 min.			
185	1x Iron Strut 1x Bronze Framework 1x Gyrochronatom 4x Heavy Leather	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers
185			
225			12 Silver
Flash Bomb			
MinLvl: 27, Use: Causes all Beasts in a 5 yard radius to run away for 10 sec.			
185	1x Blue Pearl 1x Heavy Blasting Powder 1x Silk Cloth	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	'Pearl Diving' Quest
185			Rigglefuzz
225			Badlands
Craftman's Monocle			
[BoE] (Cloth Head) AC: 40, Int: 15, MinLvl: 32, Requires Engineering (185)			
185	6x Heavy Leather 2x Citrine	Arclight Spanner Gyromatic Micro-Adjustor	Rare drop off monsters around level 40 (Give or take a few levels)
205			
225			
2x Big Iron Bomb			
Requires Engi (190), Use: Inflict 149 to 201 Fire dmg and disorient targets in a 5 yard radius for 3 sec.			
190	3x Iron Bar 3x Heavy Blasting Powder 1x Silver Contact	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers
190			
230			14 Silver

Snowmaster 9000			
Requires Engineering (190), Use: Allows an experienced engineer to turn water into a snowball. The Snowmaster requires a day to build up enough chill to freeze another snowball.			
190	8x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Christmas Quest Award
190	4x Gyrochronatom		No longer available.
230	4x Snowball		
	1x Frost Oil		
Mithril Tube			
Component			
195	3x Mithril Bar	Anvil Blacksmith's Hammer	Artisan Trainers
195			
235			13 Silver
Goblin Land Mine			
Requires Engineering (195), Use: Places the Goblin Land Mine on the ground. It will explode for 450 fire damage the next time a hostile creature passes near it.			
195	3x Heavy Blasting Powder	Anvil Arclight Spanner Blacksmith's Hammer	Randomly dropped by Level 31 – 45 mobs
215	2x Iron Bar		
235	1x Gyrochronatom		
Large Seaforium Charge			
Requires Engineering (200), Use: Blasts open difficult locked doors.			
200	2x Solid Blasting Powder		Randomly dropped by Level 31 – 45 mobs
200	2x Heavy Leather		
240	1x Refreshing Spring Water		
Mechanical Repair Kit			
Requires Engineering (200), Use: Restores 700 health to a friendly mechanical target			
200	1x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers
200	1x Mageweave Cloth		
240	1x Solid Blasting Powder		15 Silver
Unstable Trigger			
Component			
200	1x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers
200	1x Mageweave Cloth		
240	1x Solid Blasting Powder		15 Silver
Gnomish Cloaking Device			
[BoE] (Trinket) Requires Engineering (200), Use: Gives invisibility for 10 sec. It can only be used every 60 minutes.			
200	4x Gyrochronatom	Anvil Arclight Spanner Blacksmith's Hammer	Zan Shivsprocket
220	2x Jade		Hillsbrad Foothills
240	2x Lesser Moonstone		24 silver
	2x Citrine		
	1x Fused Wiring		
Mechanical Dragonling			
[BoE] [U] (Trinket) MinLvl: 30, Requires Engineering (200), Use: Activates your Mechanical Dragonling to fight for you for 1 min. It requires an hour to cool down before it can be used again.			
200	1x Bronze Framework	Anvil Arclight Spanner Blacksmith's Hammer	Gnaz Blunderflame
220	4x Iron Strut		Stranglethorn Vale
240	4x Gyrochronatom		1 gold
	2x Citrine		
	1x Fused Wiring		

EZ-Thro Dynamite II				
Use: Inflicts 213 to 287 fire damage in a 5 yard radius. (Assuming that it gets to the target. Some restrictions may apply.) "The dynamite for Non-Engineers that rarely* blows up in your hand with over twice the blasting power of standard EZ-Thro."				
200	1x Solid Blasting Powder 2x Mageweave Cloth		Blizrik Buckshot	
200			Gadgetzan	
220			50 Silver	
Fire Goggles				
[BoE] (Cloth Head) AC: 44, FR: 17, Requires Engineering (205)				
205	1x Green Tinted Goggles	Arclight Spanner Gyromatic Micro-Adjustor	Artisan Trainers	
225	2x Citrine 2x Elemental Fire			
245	4x Heavy Leather		16 Silver	
Mithril Blunderbuss				
[BoE] (Gun) Dmg: 36-68, Spd: 2.90, DPS: 17.9, Agi: 5, MinLvl: 36				
205	1x Mithril Tube	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers	
225	1x Unstable Trigger 1x Heavy Stock			
245	4x Mithril Bar 2x Elemental Fire		16 Silver	
200x Hi-Impact Mithril Slugs				
MinLvl: 37, Projectile, Bullet, Adds 12.5 damage per second				
210	1x Mithril Bar 1x Solid Blasting Powder	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Artisan Trainers	
210				
250			17 Silver	
Deadly Scope				
MinLvl: 30, Use: Attaches a permanent scope to a bow or gun that increases its damage by 5.				
210	1x Mithril Tube 2x Aquamarine 2x Thick Leather	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Knaz Blunder flame	Yuka Screwspigot
230			Booty Bay	Burning Steppes
250			30 silver	
Mithril Casing				
Component				
215	3x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Artisan Trainers	
215				
255			18 Silver	
3x Mithril Frag Bomb				
Requires Engineering (205), Use: Inflicts 149 to 201 Fire damage and disorients targets in a 8 yard radius for 2 sec.				
215	1x Mithril Casing	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Artisan Trainers	
215	1x Unstable Trigger			
255	1x Solid Blasting Powder		18 Silver	
Catseye Ultra Goggles				
[BoE] (Cloth Head) AC: 47, Requires Engineering (220), Equip: Increases your stealth detection.				
220	4x Thick Leather	Arclight Spanner Gyromatic Micro-Adjustor	Randomly dropped by	
240	2x Aquamarine		Level 36 – 50 mobs	
260	1x Catseye Elixir			

Mithril Heavy-bore Rifle			
[BoE] (Gun) Dmg: 41-76, Spd: 2.90, DPS: 20.2, MinLvl: 39, Equip: +14 ranged Attack Power.			
220	2x Mithril Tube	Anvil Arclight Spanner Blacksmith's Hammer	Randomly dropped by Level 36 – 50 mobs
240	1x Unstable Trigger		
	1x Heavy Stock		
260	6x Mithril Bar 2x Citrine		
Parachute Cloak			
[BoE] (Back) AC: 30, Agi: 8, Requires Engineering (225), Use: Reduces your fall speed for 10 sec.			
225	4x Bolt of Mageweave	Arclight Spanner Gyromatic Micro-Adjustor	Randomly dropped by Level 36 – 50 mobs
245	2x Shadow Silk		
	1x Unstable Trigger		
265	4x Solid Blasting Powder		
Spellpower Goggles Xtreme			
[BoE] (Cloth Head) AC: 46, Requires Engineering (215), Equip: Increases damage and healing done by magical spells and effects by up to 21.			
225	4x Thick Leather 2x Star Ruby	Arclight Spanner Gyromatic Micro-Adjustor	Randomly dropped by Level 36 – 50 mobs
245			
265			
Deepdive Helmet			
[BoE] (Cloth Head) AC: 49, Sta: 15, Requires Engineering (230), Equip: Allows underwater breathing.			
230	8x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Jubie Gadgetspring
250	1x Mithril Casing		Azshara
	1x Truesilver Bar		
270	4x Tigerseye 4x Malachite		36 Silver

Master Engineering			
Rose Colored Goggles			
[BoE] (Cloth Head) AC: 49, Int: 12, Spi: 13, Requires Engineering (230)			
230	6x Thick Leather 2x Star Ruby	Arclight Spanner Gyromatic Micro-Adjustor	Buzzek Bracketswing
250			Gadgetzan
270			22 Silver
4x Hi-Explosive Bomb			
Requires Engineering (235), Use: Inflicts 255 to 345 Fire damage and disorients targets in a 3 yard radius for 3 sec.			
235	2x Mithril Casing	Anvil	Buzzek Bracketswing
235	1x Unstable Trigger	Arclight Spanner	Gadgetzan
275	2x Solid Blasting Powder	Blacksmith's Hammer	24 Silver
Sniper Scope			
MinLvl: 40, Use: Attaches a permanent scope to a bow or gun that increases its damage by 7.			
240	1x Mithril Tube	Anvil	Very rare drop off mobs around level 43 - 52
260	1x Star Ruby	Arclight Spanner	
280	2x Truesilver Bar	Blacksmith's Hammer	
200x Mithril Gyroshot			
MinLvl: 44, Projectile, Bullet, Adds 15 damage per second			
245	2x Mithril Bar 2x Solid Blasting Powder	Anvil Blacksmith's Hammer	Buzzek Bracketswing
245			Gadgetzan
285			28 Silver

Green Lens				
[BoE] (Cloth Head) AC: 57, Sta: 10, <Random enchantment>, Requires Engineering (245)				
245	8x Thick Leather	Arclight Spanner Gyromatic Micro-Adjustor	Buzzek Bracketswing	
265	3x Jade		Gadgetzan	
285	2x Heart of the Wild 2x Wildvine		28 Silver	
Dense Blasting Powder				
Component				
250	2x Dense Stone		Buzzek Bracketswing	
250			Gadgetzan	
260			40 Silver	
Snake Burst Fireworks				
Shoots a firework into the air that bursts in a yellow pattern.				
250	2x Dense Blasting Powder 2x Runecloth 1x Deeprock Salt		Zorbin Fandazzle	
250			Feralas	
260			50 Silver. You must do two quests from him to gain access to his vendedored items.	
Mithril Mechanical Dragonling				
[BoE] [U] (Trinket) MinLvl: 40, Requires Engineering (250), Use: Activates your Mithril Mechanical Dragonling to fight for you for 1 min. It requires an hour to cool down before it can be used again.				
250	14x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Ruppo Zipcoil	
270	4x Heart of Fire 4x Truesilver Bar		The Hinterlands	
290	2x Inlaid Mithril Cylinder 2x Goblin Rocket Fuel 2x Star Ruby		40 Silver	
Salt Shaker				
Requires Leatherworking (250), Use: Allows an experienced leatherworker to turn Deeprock Salt into Refined Deeprock Salt. Use of the device exposes the user to sub-core micro radiation and should not be used more than once every few days.				
250	1x Mithril Casing	Anvil Blacksmith's Hammer	Buzzek Bracketswing	
270	6x Thorium Bar 1x Gold Power Core		Gadgetzan	
290	4x Unstable Trigger		40s	
Dense Dynamite				
Requires Engineering (250), Use: Inflicts 340 to 460 Fire damage in a 5 yard radius.				
250	2x Dense Blasting Powder 3x Runecloth		Buzzek Bracketswing	
250			Tanaris, Gadgetzan	
260			50s	
3x Thorium Grenade				
Requires Engineering (260), Use: Inflicts 300 to 500 Fire damage and disorients for 3 sec in a 3 yard radius.				
260	1x Thorium Widget 3x Thorium Bar	Anvil Arclight Spanner Blacksmith's Hammer	Knaz Blunder flame	Sovik
280	3x Dense Blasting Powder 3x Runecloth		Ironforge	Orgrimmar
300			1 Gold 20 Silver	

Thorium Rifle				
[BoE] (Gun) Dmg: 42-79, Spd: 2.50, DPS: 24.2, MinLvl: 47, Equip: +17 ranged Attack Power.				
260	2x Mithril Tube	Anvil Arclight Spanner Blacksmith's Hammer	Randomly dropped by Level 46 – 60 mobs	
280	2x Mithril Casing			
300	2x Thorium Widget 4x Thorium Bar 1x Deadly Scope			
Thorium Widget				
Component				
260	3x Thorium Bar 1x Runecloth	Anvil Arclight Spanner Blacksmith's Hammer	Knaz Blunder flame	Sovik
280			Ironfo rge	Orgrimmar
300			1 Gold 20 Silver	
Truesilver Transformer				
Component				
260	2x Truesilver Bar	Arclight Spanner Blacksmith's Hammer	Mazk Snipeshot	
280	2x Elemental Earth		Booty Bay	
300	1x Elemental Air		1 Gold 20 Silver	
Gyofreeze Ice Reflector				
Trinket. Requires Engineering (260). Use: Reflects Frost spells back at their caster for 5 seconds.				
260	6x Thorium Widget	Arclight Spanner Blacksmith's Hammer	Xizzer Fizzbolt	
280	2x Truesilver Transformer		Winterspring	
300	2x Blue Sapphire 4x Essence of Fire 2x Frost Oil 4x Icecap		1 Gold 20 Silver	
Lifelike Mechanical Toad				
Binds when used, Use: Right Click to summon and dismiss your lifelike mechanical toad.				
265	1x Living Essence	Anvil Arclight Spanner Blacksmith's Hammer	Very rare drop off mobs around level 48 - 60	
285	4x Thorium Widget			
305	1x Gold Power Core 1x Rugged Leather			
Spellpower Goggles Xtreme Plus				
[BoE] (Cloth Head) AC: 57, Requires Engineering (270), Equip: Increases damage and healing done by magical spells and effects by up to 27.				
270	1x Spellpower Goggles Xtreme	Arclight Spanner Gyromatic Micro-Adjustor	Spitelash Sirens	
290	4x Star Ruby		Azshara	
310	2x Enchanted Leather 8x Runecloth		Dropped	
Thorium Tube				
Component				
275	6x Thorium Bar	Anvil	Xizzer Fizzbolt	
295		Arclight Spanner	Everlook	
315		Blacksmith's Hammer Gyromatic Micro-Adjustor	1 Gold 60 Silver	
Dark Iron Rifle				
[BoE] (Gun) Dmg: 53-100, Spd: 2.70, DPS: 29.4, MinLvl: 50, + 2 - 4 Shadow Damage				
275	2x Thorium Tube	Anvil Arclight Spanner Blacksmith's Hammer	Doomforge Craftsman	
295	6x Dark Iron Bar		Blackrock Depths	
315	2x Deadly Scope 2x Blue Sapphire 2x Large Opal 4x Rugged Leather		Dropped	

Masterwork Target Dummy			
Requires Engineering (275), Use: Drops a target dummy on the ground that attracts nearby monsters to attack it. Lasts for 3 min.			
275	1x Mithril Casing	Anvil Arclight Spanner Blacksmith's Hammer	Xizzer Fizzbolt
295	1x Thorium Tube		Everlook
315	2x Thorium Widget		1 Gold 60 Silver
	1x Truesilver Bar 2x Rugged Leather 4x Runecloth		
Major Recombobulator			
Trinket. Requires Engineering (275), Use: Dispels Polymorph effects on a friendly target. Also restores 375 to 625 health and mana.			
275	2x Thorium Tube		Gordok Tribute Chest
285	2x Truesilver Transformer		Dire Maul
295	2x Runecloth		
Powerful Seaforium Charge			
Requires Engineering (275) Use: Blasts open nearly any locked door.			
275	2x Thorium Widget		Xizzer Fizzbolt
275	3x Dense Blasting Powder		Everlook
295	2x Rugged Leather		1 Gold 60 Silver
3x Dark Iron Bomb			
Requires Engineering (285), Use: Inflicts 225 to 675 Fire damage and disorients targets in a 3 yard radius for 4 sec.			
285	2x Thorium Widget	Anvil Blacksmith's Hammer	Weapon Technician
305	1x Dark Iron Bar		Blackrock Depths
325	3x Dense Blasting Powder		Dropped
Delicate Arcanite Converter			
Component			
285	1x Arcanite Bar	Anvil Arclight Spanner Blacksmith's Hammer	Xizzer Fizzbolt
305	1x Ironweb Spider Silk		Everlook
325			2 Gold
200x Thorium Shells			
MinLvl: 52, Projectile, Bullet, Adds 17.5 damage per second			
285	2x Thorium Bar	Anvil Blacksmith's Hammer	Randomly dropped by Level 51 – 61 mobs
305	1x Dense Blasting Powder		
325			
Master Engineer's Goggles			
[BoE] (Cloth Head) AC: 61, Sta: 16, Spi: 17, Requires Engineering (280)			
290	1x Fire Goggles	Arclight Spanner Gyromatic Micro-Adjustor	Doomforge Arcanasmith
310	2x Huge Emerald		Blackrock Depths
330	4x Enchanted Leather		Dropped
Voice Amplificaiton Modulator			
[BoE] (Neck) Equip: Increases your resistance to silence effects by 7%.			
290	2x Delicate Arcanite Converter	Anvil Arclight Spanner Blacksmith's Hammer	Crimson Inquisitor
310	1x Gold Power Core		Stratholme
330	1x Thorium Widget		Dropped
1x Large Opal			

Hyper-Radiant Flame Deflector			
Trinket. Requires Engineering (290). Reflects Fire spells back at their caster for 5 seconds.			
290	4x Dark Iron Bar	Arclight Spanner Blacksmith's Hammer	Solakar Flamewreath
310	3x Truesilver Transformer 6x Essence of Water		Blackrock Spire
330	4x Star Ruby 2x Azerothain Diamond		Dropped
3x Arcane Bomb			
Requires Engineering (300), Use: Drains 675 to 1125 mana from those in the blast radius and does 50% of the mana drained in damage to the target. Also Silences targets in the blast for 5 sec.			
300	1x Delicate Arcanite Converter	Anvil Blacksmith's Hammer	Extremely rare drop from mobs around level 51 - 60
320	3x Thorium Bar		
340	1x Runecloth		
Arcanite Dragonling			
[BoE] [U] (Trinket) MinLvl: 50, Requires Engineering (300), Use: The Arcanite Dragonling comes to life and defends you for 1 min.			
300	1x Mithril Mechanical Dragonling	Anvil Arclight Spanner Blacksmith's Hammer	Cobalt Mageweaver
320	8x Delicate Arcanite Converter 10x Enchanted Thorium Bar		Winterspring
340	6x Thorium Widget 4x Gold Power Core 6x Enchanted Leather		Dropped
Flawless Arcanite Rifle			
[BoE] (Gun) Dmg: 65-122, Spd: 3.00, DPS: 31.2, MinLvl: 56, Equip: Increased Guns +4., Equip: +10 ranged Attack Power.			
300	10x Arcanite Bar	Anvil Arclight Spanner Blacksmith's Hammer	Mossflayer Shadowhunter
320	2x Thorium Tube 2x Essence of Fire		Eastern Plaguelands
340	2x Essence of Earth 2x Azerothian Diamond 2x Enchanted Leather		Dropped
Ultra-Flash Shadow Deflector			
Trinket. Requires Engineering (300). Reflects Fire spells back at their caster for 5 seconds.			
300	8x Dark Iron Bar	Arclight Spanner Blacksmith's Hammer	Crimson Inquisitor
320	4x Truesilver Transformer 6x Living Essence		Stratholme
340	4x Essence of Undeath 2x Azerothian Diamond 2x Large Opal		Dropped
Field Repair Bot 74-A			
Requires Engineering (300), Use: Unfolds into a Field Repair Bot that can repair damaged items and purchase unwanted goods. After 10 minutes its internal motor fails.			
300	1x Thorium Bar	Anvil Arclight Spanner Blacksmith's Hammer	At Golem Lord Argelmach
320	4x Rugged Leather 1x Fused Wiring		Blackrock Depths
340	2x Elemental Earth 1x Elemental Fire		Ground Spawn
Biznicks 247x128 Accurascope			
MinLvl: 50, Use: Attaches a permanent scope to a bow or gun that increases its chance to hit by 3%.			
300	4x Fiery Core	Arclight Spanner Blacksmith's Hammer	Named Monsters
320	2x Lava Core 2x Essence of Earth		Molten Core
340	4x Delicacre Arcanite Converter 6x Dark Iron Bar 1x Thorium Tube		Dropped

Core Marksman Rifle			
[BoE] (Gun) Dmg: 64 – 120, Spd: 2.50, DPS: 38.8, Minlvl: 60, Equip: Increase Ranged Attack Power by 22, Improves your chance to hit by 1%.			
300	4x Fiery Core	Arclight Spanner Blacksmith's Hammer	Named Monsters
320	2x Lava Core		Molten Core
340	6x Arcanite Bar		
	2x Delicate Arcanite Converter		Dropped
	2x Thorium Tube		
Force Reactive Disk			
[BoE] (OH Shield) AC: 2548, Blk: 44, Sta: 11, MinLvl: 60, Requires Engineering (300), Equip: When the shield blocks it releases an electrical charge that damages all nearby enemies. This also has a chance of damaging the shield.			
300	6x Arcanite Bar	Anvil Arclight Spanner Blacksmith's Hammer	Named Monsters
320	2x Delicate Arcanite Converter		Molten Core
340	8x Essence of Air		
	12x Living Essence		Dropped
	8x Essence of Earth		

10.1.1. Goblin Engineered Schematics

Goblin Rocket Fuel			
Creates an recipe for use by an Alchemist			
205	1x Blank Parchment 1x Engineer's Ink		Nixx Sprocketspring
205			Tanaris
205			
Goblin Sapper Charge			
Requires Engineering (205), Use: Explodes when triggered dealing 450 to 750 Fire damage to all enemies nearby and 375 to 625 damage to you.			
205	1x Mageweave Cloth 3x Solid Blasting Powder 1x Unstable Trigger		Nixx Sprocketspring
205			Tanaris
245			
Pet Bombling			
[BoP] Use: Right Click to summon and dismiss your bomb.			
205	1x Big Iron Bomb 1x Heart of Fire 1x Fused Wiring 6x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Randomly rewarded upon renewing your goblin membership card.
205			
205			
Goblin Construction Hat			
Goblin Construction Helmet - [BoP] (Cloth Head) AC: 44, FR: 15, Requires Engineering (205), Use: Absorbs 300 to 500 Fire damage. Lasts 1 min.			
205	8x Mithril Bar 1x Citrine 4x Elemental Fire	Anvil Arclight Spanner Blacksmith's Hammer	Nixx Sprocketspring
225			Tanaris
245			
Goblin Mining Hat			
[BoP] (Mail Head) AC: 190, Sta: 15, Requires Engineering (205), Equip: Mining +5.			
205	8x Mithril Bar 1x Citrine 4x Elemental Earth	Anvil Arclight Spanner Blacksmith's Hammer	Nixx Sprocketspring
225			Tanaris
245			
Goblin Mortar			
[BoE] (Trinket) Requires Engineering (205), Use: Inflicts 383 to 517 Fire damage and stuns the targets in a 10 yard radius for 3 sec.			
205	2x Mithril Tube 4x Mithril Bar 5x Solid Blasting Powder 1x Gold Power Core 1x Elemental Fire	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Nixx Sprocketspring
225			Tanaris
245			
Goblin Rocket Boots			
[BoE] (Cloth Feet) AC: 41, Use: These dangerous looking boots significantly increase your run speed for 20 sec. They are prone to explode however, so use with caution.			
225	1x Black Mageweave Boots 2x Mithril Tube 4x Heavy Leather 2x Goblin Rocket Fuel 1x Unstable Trigger	Anvil Arclight Spanner Blacksmith's Hammer	Nixx Sprocketspring
245			Tanaris
265			

Goblin Bomb Dispenser			
[BoP] (Trinket) Requires Engineering (230), Use: Creates a mobile bomb that charges the nearest enemy and explodes for 315 to 385 fire damage.			
230	2x Mithril Casing	Anvil Arclight Spanner Blacksmith's Hammer	Nixx Sprocketspring
250	4x Solid Blasting Powder		Tanaris
270	6x Truesilver Bar 1x Unstable Trigger 2x Accurate Scope		
2x The Big One			
Requires Engineering (225), Use: Inflicts 340 to 460 Fire damage and disorients targets for 5 sec in a 10 yard radius.			
235	1x Mithril Casing	Anvil Arclight Spanner Blacksmith's Hammer Gyromatic Micro-Adjustor	Nixx Sprocketspring
255	1x Goblin Rocket Fuel		Tanaris
275	6x Solid Dynamite 1x Unstable Trigger		
Goblin Dragon Gun			
[BoP] (Trinket) Use: Deals 61 to 69 fire damage for 10 sec to all targets in a cone in front of the engineer using the weapon. That is unless it explodes.....			
240	2x Mithril Tube	Anvil Arclight Spanner Blacksmith's Hammer	Nixx Sprocketspring
260	4x Goblin Rocket Fuel		Tanaris
280	6x Mithril Bar 6x Truesilver Bar 1x Unstable Trigger		
Goblin Rocket Helmet			
[BoE] (Cloth Head) AC: 50, Sta: 15, Requires Engineering (235), Use: Charge an enemy, knocking it silly for 30 seconds. Also knocks you down, stunning you for a short period of time. Any damage caused will revive the target.			
245	1x Goblin Construction Helmet	Anvil Arclight Spanner Blacksmith's Hammer	Nixx Sprocketspring
265	4x Goblin Rocket Fuel		Tanaris
285	4x Mithril Bar 1x Unstable Trigger		
Dimensional Ripper - Everlook			
Binds when used. Trinket. Requires Engineering (260). Use: Transport the caster to Everlook in Winterspring. Has a chance to put a nasty fire DoT on you after teleport.			
260	10x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Zap Farflinger
280	1x Truesilver Transformer		Winterspring, Everlook
300	4x Heart of Fire 2x Star Ruby 1x The Big One		Free
Goblin Jumper Cables XL			
Jumper cables will sometimes be able to shock a dead player back to life. Be warned that they are experimental and may explode. Cannot be used when in combat.			
265	2x Thorium Widget		Plugger Spazzring
285	2x Truesilver Transformer		Blackrock Depths
305	2x Fused Wiring 2x Ironweb Spider Silk 2x Star Ruby		Dropped

10.1.2. Gnomish Engineered Schematics

Inlaid Mithril Cylinder Plans			
Creates Plans for use by Blacksmiths			
205	1x Blank Parchment 1x Engineer's Ink		Oglethorp Obnoticus
205			Booty Bay
205			
Lil' Smokey			
[BoP] Use: Right Click to summon and dismiss your robot.			
205	1x Core of Earth 2x Gyrochronatom 1x Fused Wiring 2x Mithril Bar 1x Truesilver Bar		Randomly rewarded upon renewing your gnomish membership card.
205			
205			
Gnomish Shrink Ray			
[BoE] (Trinket) Requires Engineering (205), Use: Shrinks the target reducing their attack power by 250. Thats what it usually does anyway.....			
205	1x Mithril Tube 1x Unstable Trigger 4x Mithril Bar 4x Flask of Mojo 2x Jade	Anvil Arclight Spanner Blacksmith's Hammer	Oglethorp Obnoticus
225			Booty Bay
245			
Gnomish Goggles			
[BoP] (Cloth Head) AC: 45, Agi: 9, Sta: 9, Spi: 9, Requires Engineering (210)			
210	1x Fire Goggles 1x Mithril Tube 2x Gold Power Core 2x Flask of Mojo 2x Heavy Leather	Arclight Spanner Gyromatic Micro-Adjustor	Oglethorp Obnoticus
230			Booty Bay
250			
Gnomish Net-o-Matic Projector			
[BoE] (Trinket) Requires Engineering (210), Use: Captures the target in a net for 10 sec. The net has a lot of hooks however and sometimes gets caught in the user's clothing when fired.....			
210	1x Mithril Tube 2x Shadow Silk 4x Thick Spider's Silk 2x Solid Blasting Powder 4x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Oglethorp Obnoticus
230			Booty Bay
250			
Gnomish Harm Prevention Belt			
[BoE] (Leather Waist) AC: 66, Sta: 6, Requires Engineering (215), Use: A shield of force protects you from the next 500 damage done over the next 10 min. WARNING: Force Field may overload when struck temporarily removing the wearer from this d			
215	1x Dusky Belt 4x Mithril Bar 2x Truesilver Bar 1x Unstable Trigger 2x Aquamarine	Anvil Arclight Spanner Blacksmith's Hammer	Oglethorp Obnoticus
235			Booty Bay
255			
Gnomish Rocket Boots			
[BoE] (Cloth Feet) AC: 41, Requires Engineering (225), Use: These boots significantly increase your run speed for 20 sec. WARNING: Their power supply and gyros do not always function as intended.			
225	1x Black Mageweave Boots 2x Mithril Tube 4x Heavy Leather 8x Solid Blasting Powder 4x Gyrochronatom	Anvil Arclight Spanner Blacksmith's Hammer	Oglethorp Obnoticus
245			Booty Bay
265			

Gnomish Battle Chicken			
[BoP] (Trinket) Requires Engineering (230), Use: Creates a Battle Chicken that will fight for you for 1.50 min or until it is destroyed.			
230	1x Mithril Casing	Anvil Arclight Spanner Blacksmith's Hammer	Oglethorp Obnoticus
250	6x Truesilver Bar 6x Mithril Bar		Booty Bay
270	2x Inlaid Mithril Cylinder 1x Gold Power Core 2x Jade		
Gnomish Mind Control Cap			
[BoE] (Cloth Head) AC: 50, Spi: 14, Requires Engineering (215), Use: Engage in mental combat with a humanoid target to try and control their mind. If all works well, you will control the mind of the target for 20 sec			
235	10x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Oglethorp Obnoticus
255	4x Truesilver Bar 1x Gold Power Core		Booty Bay
275	2x Star Ruby 4x Mageweave Cloth		
Gnomish Deathray			
[BoP] (Trinket) Death or Serious Injury may result from use of this device. 5 minute Cooldown.			
240	2x Mithril Tube	Anvil Arclight Spanner Blacksmith's Hammer	Oglethorp Obnoticus
260	1x Unstable Trigger 1x Essence of Undeath		Booty Bay
280	4x Ichor of Undeath 1x Inlaid Mithril Cylinder		
World Enlarger			
Requires Engineering (260) Requires Gnomish Engineer. Use: Enlarges the entire world for 5 minutes, or until you attack. "Only Gnomish Engineers could invent a device that effects the entire world!"			
260	1x Mithril Casing	Blacksmith's Hammer	Weapon Technician
280	2x Thorium Widget 1x Gold Power Core		Blackrock Depths
300	1x Unstable Trigger 1x Citrine		Dropped
Ultrasafe Transporter: Gadgetzan			
Binds when used. Trinket. Requires Engineering (260). Use: Transport the caster to Gadgetzan. May cause you to fall to your death on arrival, or transform you into various creatures for a short period.			
260	12x Mithril Bar	Anvil Arclight Spanner Blacksmith's Hammer	Jhordy Lapforge
280	2x Truesilver Transformer 4x Core of Earth		Gadgetzan
300	2x Globe of Water 4x Aquamarine 1x Inlaid Mithril Cylinder		Free
Gnomish Alarm-O-Bot			
Requires Engineering (265). Use: Summons an Alarm-O-Bot for 10 minutes that occasionally sends out a pulse that detects nearby stealthy or invisible enemies.			
265	4x Thorium Bar	Arclight Spanner Blacksmith's Hammer	Weapon Technician
285	2x Thorium Widget 4x Rugged Leather		Blackrock Depths
305	1x Star Ruby 1x Fused Wiring		Dropped

11. Ore Map Location Links

Note that zones in *italic* are instances, and have no ore maps available.

Mining Locations Listed from best to worst, top to bottom.			
Ore Type	Zone	Allakhazam Maps	Thottbot Maps
Copper Skill (1)	Ashenvale	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=1001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8254
	Darkshore	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=1003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=806
	Desolace	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=1005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=22855
	Dun Morogh	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=2007&size=medium&type=object	http://www.thottbot.com/index.cgi?m=330
	Durotar	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=1006&size=medium&type=object	http://www.thottbot.com/index.cgi?m=545
	Duskwood	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=2008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6339
	Elwynn Forest	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=2010&size=medium&type=object	http://www.thottbot.com/index.cgi?m=1108
	Hillsbrad Foothills	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=2011&size=medium&type=object	http://www.thottbot.com/index.cgi?m=4831
	Loch Modan	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=2013&size=medium&type=object	http://www.thottbot.com/index.cgi?m=2360
	Mulgore	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=1011&size=medium&type=object	http://www.thottbot.com/index.cgi?m=198
	Redridge Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoned=2014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=4611

	Silverpine Forest	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoneid=2016&size=medium&type=object	http://www.thottbot.com/index.cgi?m=2838
	Stonetalon Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoneid=1014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=5437
	The Barrens	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoneid=1017&size=medium&type=object	http://www.thottbot.com/index.cgi?m=2004
	Thousand Needles	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoneid=1018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=11473
	Tirisfal Glades	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoneid=2021&size=medium&type=object	http://www.thottbot.com/index.cgi?m=1331
	Westfall	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoneid=2024&size=medium&type=object	http://www.thottbot.com/index.cgi?m=2784
	Wetlands	http://wow.allakhazam.com/cluster/map.pl?mobid=22&zoneid=2025&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7268
	<i>The Deadmines</i>		
	<i>Wailing Caverns</i>		
Tin Skill (65)	Arathi Highlands	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=16137
	Ashenvale	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=1001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7716
	Darkshore	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=1003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6739
	Desolace	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=1005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=17683
	Duskwood	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7704

	Hillsbrad Foothills	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2011&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8464
	Loch Modan	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2013&size=medium&type=object	http://www.thottbot.com/index.cgi?m=2822
	Redridge Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=5421
	Silverpine Forest	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2016&size=medium&type=object	http://www.thottbot.com/index.cgi?m=3271
	Stonetalon Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=1014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7708
	Stranglethorn Vale	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=16024
	The Barrens	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=1017&size=medium&type=object	http://www.thottbot.com/index.cgi?m=1956
	Thousand Needles	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=1018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=11478
	Westfall	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2024&size=medium&type=object	http://www.thottbot.com/index.cgi?m=4340
	Wetlands	http://wow.allakhazam.com/cluster/map.pl?mobid=23&zoneid=2025&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7265
	<i>The Deadmines</i>		
	<i>Wailing Caverns</i>		
	Alterac Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=9142
	Arathi Highlands	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7750

Iron Skill (125)	Ashenvale	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=1001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=14142
	Badlands	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=11571
	Desolace	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=1005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=15028
	Duskwood	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=12720
	Dustwallow Marsh	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=1007&size=medium&type=object	http://www.thottbot.com/index.cgi?m=5340
	Feralas	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=1009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20137
	Hillsbrad Foothills	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2011&size=medium&type=object	http://www.thottbot.com/index.cgi?m=11950
	Searing Gorge	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=26034
	Stonetalon Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=1014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=15803
	Stranglethorn Vale	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6493
	Swamp of Sorrows	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2019&size=medium&type=object	http://www.thottbot.com/index.cgi?m=14373
	Tanaris	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=1015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=13200
	The Hinterlands	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20043

	Thousand Needles	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=1018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=13005
	Wetlands	http://wow.allakhazam.com/cluster/map.pl?mobid=6&zoneid=2025&size=medium&type=object	http://www.thottbot.com/index.cgi?m=13861
	<i>Blackrock Depths</i>		
	<i>Razorfen Kraul</i>		
	<i>Uldaman</i>		
Mithril Skill (175)	Alterac Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=19192
	Arathi Highlands	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7749
	Azshara	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=38246
	Badlands	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20410
	Blasted Lands	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2004&size=medium&type=object	http://www.thottbot.com/index.cgi?m=19679
	Burning Steppes	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6405
	Desolace	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=13480
	Dustwallow Marsh	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1007&size=medium&type=object	http://www.thottbot.com/index.cgi?m=30148
	Eastern Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=19990
	Felwood	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6531

	Feralas	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=22539
	Hillsbrad Foothills	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2011&size=medium&type=object	http://www.thottbot.com/index.cgi?m=17580
	Searing Gorge	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=14375
	Silithus	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1013&size=medium&type=object	http://www.thottbot.com/index.cgi?m=72263
	Stonetalon Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=17989
	Stranglethorn Vale	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6542
	Swamp of Sorrows	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2019&size=medium&type=object	http://www.thottbot.com/index.cgi?m=14343
	Tanaris	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8708
	The Hinterlands	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=9914
	Thousand Needles	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=25725
	Western Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=2023&size=medium&type=object	http://www.thottbot.com/index.cgi?m=9916
	Winterspring	http://wow.allakhazam.com/cluster/map.pl?mobid=11&zoneid=1021&size=medium&type=object	http://www.thottbot.com/index.cgi?m=32563
	<i>Maraudon</i>		
	<i>Uldaman</i>		

Small Thorium Vein Skill (250)	Blasted Lands	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=2004&size=medium&type=object	http://www.thottbot.com/index.cgi?m=21147
	Burning Steppes	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=2005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6548
	Eastern Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=2009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=26406
	Felwood	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=1008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6356
	Feralas	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=1009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=54154
	Searing Gorge	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=2015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=32324
	Silithus	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=1013&size=medium&type=object	http://www.thottbot.com/index.cgi?m=66930
	Tanaris	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=1015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20407
	The Hinterlands	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=2020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=45510
	Un'Goro Crater	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=1020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8721
	Western Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=2023&size=medium&type=object	http://www.thottbot.com/index.cgi?m=16876
	Winterspring	http://wow.allakhazam.com/cluster/map.pl?mobid=64&zoneid=1021&size=medium&type=object	http://www.thottbot.com/index.cgi?m=60015
	<i>Alterac Valley</i>		

Rich Thorium Vein Skill (250)	Azshara	http://wow.allakhazam.com/cluster/map.pl?mobid=168&zoneid=1002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=70092
	Burning Steppes	http://wow.allakhazam.com/cluster/map.pl?mobid=168&zoneid=2005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6432
	Eastern Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=168&zoneid=2009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=26398
	Silithus	http://wow.allakhazam.com/cluster/map.pl?mobid=355&zoneid=1013&size=medium&type=object	http://www.thottbot.com/index.cgi?m=70727
	Un'Goro Crater	http://wow.allakhazam.com/cluster/map.pl?mobid=168&zoneid=1020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=9835
	Western Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=168&zoneid=2023&size=medium&type=object	http://www.thottbot.com/index.cgi?m=105523
	Winterspring	http://wow.allakhazam.com/cluster/map.pl?mobid=168&zoneid=1021&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6468
	<i>Alterac Valley</i>		
	<i>Dire Maul</i>		
Dark Iron Skill (250)	<i>Blackrock Depths</i>		
	<i>The Molten Core</i>		

Precious Metals (Note: These veins are typically rarer than the normal ore types)			
Silver Skill (75)	Alterac Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=17582
	Arathi Highlands	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=21055
	Ashenvale	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=12499

	Badlands	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20406
	Darkshore	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6744
	Desolace	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=22854
	Duskwood	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=12719
	Feralas	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=68371
	Hillsbrad Foothills	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2011&size=medium&type=object	http://www.thottbot.com/index.cgi?m=11380
	Loch Modan	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2013&size=medium&type=object	http://www.thottbot.com/index.cgi?m=5735
	Redridge Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7870
	Silverpine Forest	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2016&size=medium&type=object	http://www.thottbot.com/index.cgi?m=9218
	Stonetalon Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8619
	Stranglethorn Vale	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=13868
	Tanaris	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20412
	The Barrens	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1017&size=medium&type=object	http://www.thottbot.com/index.cgi?m=3792

	Thousand Needles	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=1018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=16538
	Westfall	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2024&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8750
	Wetlands	http://wow.allakhazam.com/cluster/map.pl?mobid=12&zoneid=2025&size=medium&type=object	http://www.thottbot.com/index.cgi?m=12769
	<i>Blackfathom Deeps</i>		
	<i>The Deadmines</i>		
	<i>Razorfen Kraul</i>		
	<i>Uldaman</i>		
	<i>Wailing Caverns</i>		
Gold Skill (155)	Alterac Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=17581
	Arathi Highlands	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=22759
	Ashenvale	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=24788
	Azshara	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=50611
	Badlands	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20411
	Blasted Lands	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2004&size=medium&type=object	http://www.thottbot.com/index.cgi?m=24909
	Burning Steppes	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6445
	Desolace	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=21521

	Duskwood	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=16437
	Dustwallow Marsh	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1007&size=medium&type=object	http://www.thottbot.com/index.cgi?m=40308
	Eastern Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=84445
	Felwood	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=82906
	Feralas	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=43129
	Hillsbrad Foothills	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2011&size=medium&type=object	http://www.thottbot.com/index.cgi?m=15798
	Searing Gorge	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=24642
	Stonetalon Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=17286
	Stranglethorn Vale	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=21821
	Swamp of Sorrows	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2019&size=medium&type=object	http://www.thottbot.com/index.cgi?m=26493
	Tanaris	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8704
	The Hinterlands	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=2020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=17241
	Thousand Needles	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zoneid=1018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=15796

	Western Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zonedid=2023&size=medium&type=object	http://www.thottbot.com/index.cgi?m=73493
	Wetlands	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zonedid=2025&size=medium&type=object	http://www.thottbot.com/index.cgi?m=23959
	Winterspring	http://wow.allakhazam.com/cluster/map.pl?mobid=13&zonedid=1021&size=medium&type=object	http://www.thottbot.com/index.cgi?m=60014
	<i>Maraudon</i>		
	<i>Razorfen Kraul</i>		
	<i>Uldaman</i>		
Truesilver Skill (230)	Alterac Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=2001&size=medium&type=object	http://www.thottbot.com/index.cgi?m=27500
	Arathi Highlands	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=2002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=35903
	Azshara	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=1002&size=medium&type=object	http://www.thottbot.com/index.cgi?m=50261
	Badlands	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=2003&size=medium&type=object	http://www.thottbot.com/index.cgi?m=38738
	Blasted Lands	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=2004&size=medium&type=object	http://www.thottbot.com/index.cgi?m=21146
	Burning Steppes	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=2005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=6523
	Desolace	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=1005&size=medium&type=object	http://www.thottbot.com/index.cgi?m=27060
	Dustwallow Marsh	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=1007&size=medium&type=object	http://www.thottbot.com/index.cgi?m=68514
	Eastern Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zonedid=2009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=19797

	Felwood	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=1008&size=medium&type=object	http://www.thottbot.com/index.cgi?m=63279
	Feralas	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=1009&size=medium&type=object	http://www.thottbot.com/index.cgi?m=32506
	Searing Gorge	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=2015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=61457
	Silithus	http://wow.allakhazam.com/cluster/map.pl?mobid=366&zoneid=1013&size=medium&type=object	http://www.thottbot.com/index.cgi?m=130151
	Stonetalon Mountains	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=1014&size=medium&type=object	http://www.thottbot.com/index.cgi?m=42341
	Stranglethorn Vale	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=2018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=7743
	Swamp of Sorrows	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=2019&size=medium&type=object	http://www.thottbot.com/index.cgi?m=35070
	Tanaris	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=1015&size=medium&type=object	http://www.thottbot.com/index.cgi?m=20845
	The Hinterlands	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=2020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=9921
	Thousand Needles	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=1018&size=medium&type=object	http://www.thottbot.com/index.cgi?m=42348
	Un'Goro Crater	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=1020&size=medium&type=object	http://www.thottbot.com/index.cgi?m=8714
	Western Plaguelands	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=2023&size=medium&type=object	http://www.thottbot.com/index.cgi?m=32454
	Winterspring	http://wow.allakhazam.com/cluster/map.pl?mobid=132&zoneid=1021&size=medium&type=object	http://www.thottbot.com/index.cgi?m=72071

	<i>Alterac Valley</i>		
	<i>Maraudon</i>		
	<i>Uldaman</i>		

12. Conclusion

I hope this guide has answered any and all questions you had about engineering. Good luck with your endeavours in WoW, and may you hit pay dirt sometime soon.

Good luck with your adventures in World of Warcraft!

Derugash

The Syndicate

If you are interested in more information for World of Warcraft or other MMORPGs, take a look at the WoW category on our site at <http://wow.killerguides.com>. We would also appreciate in case you take the time to rate this guide and leave a feedback in the member area of our site at <http://www.killerguides.com/login.php>. If you received this guide not from our site, please contact fraud@killerguides.com.

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