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WORLD OF WARCRAFT
GOLD GUIDE

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WORLD OF WARCRAFT: A GUIDE TO GOLD AND GLORY

**Make great gold per hour and understand the World of Warcraft
Economy.**



orld of Warcraft is an amazing game. This guide will show you the basics of gold making and progresses to the lesser known and sometimes more complicated ways of making World of Warcraft gold. This guide does not use any bots or hacks as getting your account banned usually means buying another copy of World of Warcraft and starting over. Buying gold should never be done so I will do my best to share with you techniques that will feed an auction house addiction and keep those pesky Gold Sellers away.

John

AUCTION HOUSES AND YOU, A LOOK AT THE WORLD OF WARCRAFT ECONOMY



old makes the World of Warcraft go around. This currency is needed in everything from purchasing basic equipment like food and water, repairing your gear after a hard day's adventure, and even buying trinkets and gizmos to have some fun. When World of Warcraft was first created there was no auction house. A player had to shout across a zone, "Selling X item, starting bid 2 silver!" then others would reply in kind raising or lowering the bid until it was sold. Blizzard has made many advancements for us in Azeroth and made it much easier to barter your wares with other players, they introduced the auction house.

An Overview

The auction houses in World of Warcraft are your one-stop-shop to bid, buyout, and even post your own items for sale and it is the easiest way to find gear or items you need either while leveling or playing end-game. Whether you are an alchemist making potions for profit, a blacksmith who finally crafted an amazing chest-piece, or just a lucky person who found a good quality item after slaying a vicious beast you will need an auction house at one point or another during your adventures in this vast wide world. Auction houses are conveniently located in any major city of your faction for the horde: Orgrimmar, Thunder Bluff, Undercity, and Silvermoon for the alliance: Stormwind, Ironforge, Darnassus, or The Exodar. If you can't find one just ask a town guard and they will point you in the right direction. There are also neutral auction houses located within Booty Bay, Gadgetzan, and Area 52; these are places where characters of the Alliance and Horde can barter items between one another.

The Art Of Buying Low And Selling High

There are many ways to make gold within the auction house and not the least of which is the art of buying low and selling high. This strategy can take a good deal of gold to invest but the returns are well worth it when you see your money coming back twice as much. When I was on a couple of days ago I noticed a Star of Elune with a 20 gold buyout. These usually sell for 42 gold or more depending on inflation and so I bought it, posted it for 42 gold buyout, and it sold in just a couple of hours.

A key part of this is knowing what items to buy and which one's you can usually make a return profit with. Safe bets are usually cloth pieces (Linen, wool, silk, mageweave, runecloth, netherweave...), some higher level gems (Talasite, Living Ruby, Star of Elune...), Ore (Copper, Tin, Iron, Silver, Gold, Mithril, Thorium...), and herbs (peacebloom, silverleaf, earthroot, mageroyal, wild steelbloom...) as these items are needed by the mass majority of players at almost any given time.

Before you start buying massive amounts of product make sure you watch your market with the desired items to see it's trends and notice low buyouts or bids you can turn a profit from. The economy in World of Warcraft varies server to server and day to day so either record your results or download the Auctioneer add-on and scan the auction house daily as Auctioneer notices market trends, can alert you to low buyout profitable items, and posts auctions at their most competitive and likely to sell prices by automatically filling in the bid and buyout spots when you place an item into the auction house.

Just remember to be careful as you can lose as much as you could gain.

Is The Deposit Worth It?

Sometimes you may think you just received a great item out of a chest or from loot, but sadly not everything is worth placing in the auction house and those items are referred to as vendor trash. If you placed the item in and it sold, you would still lose money from paying the deposit and for it selling so much lower than you would have received selling it to a vendor. Unless you can use it or have a friend or guild member that could; it is usually a good idea is just to sell them to a vendor and save yourself the hassle. It is always a good idea to check the current going prices and what a vendor will pay for the item before auctioning it off. You can also reference <http://www.thottbot.com> or wow.allahkazam.com for the item and look at its value to see if it has hopes for coming up in price and just hold it in your bank if the gold isn't needed on the spot.

Here is a list of item qualities (the color of the item's name) and if they should/should not be placed in the auction house.

Item Color	Item Type/Usability
Grey	Vendor trash, as these are not useable
White	Some useable, lots of vendor trash
Green	Good quality, usually auctioned off
Blue	Auction it unless it is BoP (Bind on Pickup)
Purple	Item of epic proportions, usually auctions between 50-1,000 gold depending on the item's level
Orange	Legendary, BoP can't auction
Red	Artifact, BoP can't auction

Legendary and artifact equipment (Orange and Red quality) are as current Bound when Picked up and can not be auctioned but can be showed off by you if you are able to equip them and only a couple of these items even exist.

The above chart is true for virtually every item in World of Warcraft. Do keep in mind that certain items such as Light Feather can be auctioned because mage's and other classes need them to use certain spells and they usually sell well. Just keep an eye out and if you think other players could use an item, auction it, and if it doesn't sell there is always a vendor willing to give you copper, silver, or gold for whatever trash you bring his way. The only true exception to this is usually quest items as most are soulbound when you receive them.

Auctioneer

Auctioneer is an amazing add-on we mentioned earlier. If you are interested in obtaining this add-on please visit <http://wow-en.curse-gaming.com/> for all of your add-on needs, check out the left hand navigation panel and click on the link for add-ons. This specific add-on, Auctioneer, is the most useful for the game, in my opinion,

because it keeps a record of the market and posts your auctions accordingly. This process saves you time and in turn leaves more room open to make some serious gold.

Use Auctioneer to scan the auction house daily and record market trends so your auctions are accurately posted. When you are posting auctions make sure to set the time length to your own preference, the default setting is 24 hours which requires the largest deposit. Depending on the length of your auction the deposit will change, usually 8 hour auctions are your best bet and you should post auctions during or right before your server's peak time. Peak time is simply when the most people are online such as the weekend or a weeknight. All of Auctioneers functions are used on your auction window that comes up after speaking with an auction house NPC; you will see added buttons with tooltips that explain their functions.

Auctioneer also has the ability to scan the auction house and point out items that are being sold far below recommended price which you can turn a profit from purchasing and reselling. After scanning the auction house you can mouse over an item to see its current values, this functionality is very useful when deciding what items to auction

when you have limited funds to work with. This database also has vendor values it adds to an items tool-tip to better help you identify good buys and if the item is worth it's deposit. This tooltip functionality automatically works all the time, even when looting an item.

If you download this add-on make sure you are clicking the link to download the correct version compatible with World of Warcraft's current version ex. 4.0.1 (most current version of Auctioneer). Here is a link to where you may download Auctioneer.
<http://wow-en.curse-gaming.com/downloads/details/78/>

Controlling The Market

Controlling the market and prices of specific items may need to be done at certain points during your servers lifespan and can greatly increase your profit margin. At certain points your market may crash on items that could make you a lot of gold. Stacks of Copper Ore selling for 30 silver? If so, then we will fix it! This may take a lot of gold to invest in but it is worth it and people all over your server will be thankful. It may also be better to team with friends while attempting to fix your server's market.

This whole process is relatively easy, simply buy all of the selected item and re-post the auctions at a good price. If you need help with knowing a good price to post reference one of the sites indicated in the links section of this guide. After you start doing this people will start noticing your price and post theirs competitively and thus the market is fixed for the time being. Remember to do this with more than one character so you don't look suspicious to your server's population and may get reported. This is a necessary evil for when items like Primal Fire are selling for 2 gold each when it should be about 20 gold. Before you know it your auctions will start clearing and you will make a lot of gold and reap the advantages of future farming you may accomplish.

Cross Faction Funding

Have you ever wanted to start a character of the opposite faction, but don't want to start out from scratch? Cross Faction Funding is your answer. This is a very simple technique using the neutral auction house to

fund your other characters. To do this you need a friend whom you can trust and not someone who will steal your hard earned gold.

Simply create your new character of the desired faction and go to a neutral auction house located in either Gadgetzan or Booty Bay. Then put an item like your starting shirt into the neutral auction house with a buyout of your desired gold to transfer. Then Log onto your main character and transfer funds to a friend who will then go to the neutral auction house and buyout the item your new character put in. Now you're done!

Remember, the auction house will take its cut out of the item you sold, so if an item's buyout is 100 gold, you may only receive 80 gold. Make sure you also have a very trustworthy friend to help you as you can not buy items that the same account put up for auction. If you happen to have two accounts it makes this much easier as you can do it yourself and do not need a friend's assistance. Last of all, have fun on your new and wealthy character!

GATHERING PROFESSIONS, HOW AND WHEN.



here are a total of 13 professions in World of Warcraft with 3 major gathering professions at the front; Mining, Herbalism, and Skinning. These 3 are gold mines as you level and play end game as all they require you to do is travel the world and gather its resources for either your own use or to sell to other players.

Mining

Grab your Mining Pick and track some ore, it's time to mine! Mining in World of Warcraft is how you gather ore, jewels, and stones for use by blacksmiths, engineers, jewelcrafters, and some other professions to make their items. Mining is also very lucrative when you know where to go and how much it is going for on the market. As an example, I can make a couple of rounds in Elwynn Forrest and easily have 140+ Copper ore to place in the auction house usually going for 1-2 gold per stack of 20 and for gathering just a little over an hour I have 7 gold or more in materials not counting any gems or stones I may pick up while mining. Just remember, copper is the cheapest ore and as you make the rounds in higher level zones your gold earning potential goes up greatly.

Items of Interest

As it stands there are a couple of items you want to keep your eye out for while mining. The following is a list of the most well known drops to watch carefully for while mining their corresponding ore.

As these gems are rare they usually auction for between 20 and 60 gold.

Gem	Vein the Gem is Mined from
Arcane Crystal http://www.thottbot.com/i12363	Rich Thorium Vein, 3% drop rate Khorium vein, 4% drop rate
Talasite http://www.thottbot.com/i23437	Adamantite Deposit, 0.01% drop rate
Living Ruby http://www.thottbot.com/i23436	Khorium vein, 1% drop rate
Star of Elune http://www.thottbot.com/i23438	Adamantite deposit, 0.01% drop rate

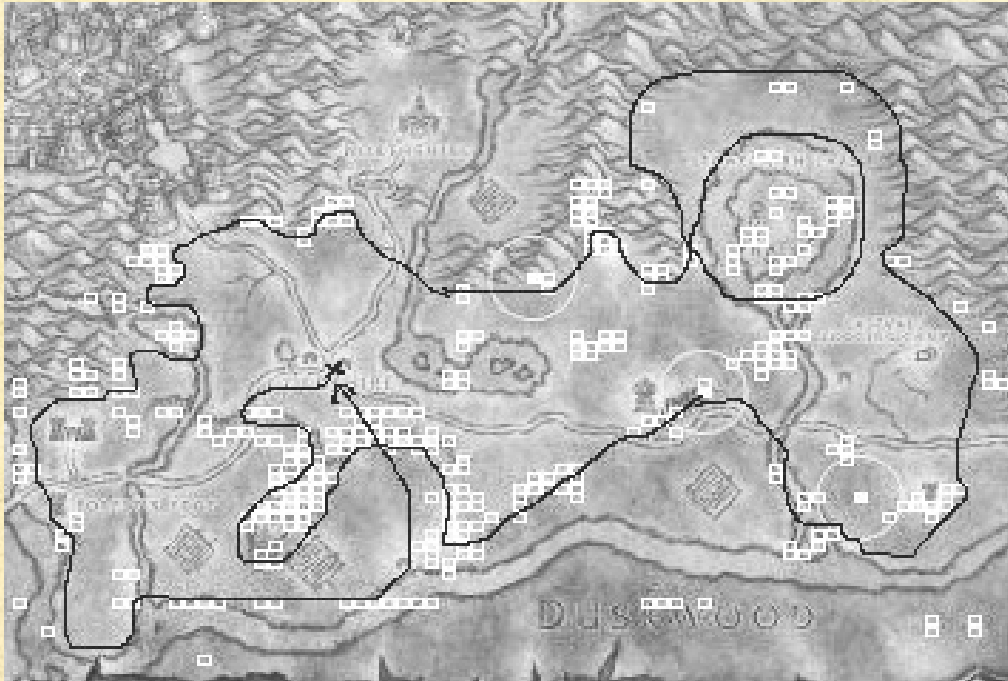
Routes to run for Ore

There are many places across Azeroth and Outland that are a mining spree and where you can gather great amounts in a fairly short or decent time. Here I will be outlining them zone by zone showing you the ones with the highest percentage of finding ore using easy to go by maps with paths and locations. Ore is not guaranteed to spawn along these routes. I am simply showing you the zones with the highest spawn rate and the best way to travel said zone so you may find the highest quantity of ore. Feel free to explore a little when running these routes since vein and deposit spawns are random.

We will start with copper as it is where any miner begins when his skill is 1 and they just picked up mining.

Elwynn Forest (levels 5-12)

<http://thottbot.com/z12>.



As shown here, start in Goldshire then go down towards Fargodeep Mines and then inside it, after coming out of the mine follow the hills up around to the Tower of Azora then down to Dead-Tooth Jack's area, up to the mountains then come back around the lake at Heroes' Vigil and then back to the mountains toward Stormwind and following them down to the edge of the zone near Westfall and following that edge back to the McNabb farm and back to Goldshire, rinse, and repeat.

The Barrens (levels 12-23)

<http://thottbot.com/z17>.

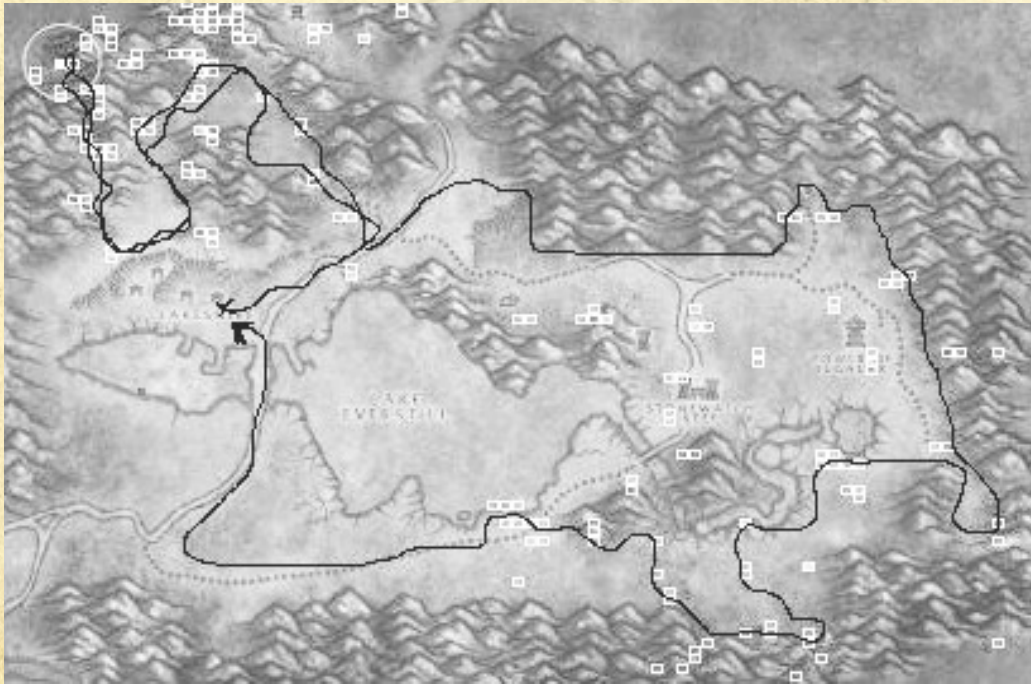


The route for the Barrens is also fairly simple. Start in The Crossroads and move up towards the first hill then around it to the left side of the zone between the top two hills. From there, run down the left side's mountainous terrain and when you reach the bottom of the zone, go to the right side. Follow the mountains up and circle the hills near Northwatch Hold and follow those back up to The Crossroads. The route for tin is basically the same here as well and you may run across quite a bit while looking for copper as tin has a 13.7% chance of spawning on this route and copper a 12.6% spawn chance. The Barrens is truly a great place for ore!

Tin requires a mining skill of 65 and is your next step up from copper. The Barrens route shown above is great for tin and the following route is great for all alliance in need of it. Tin has a moderate sell price between 3 and 5 gold per stack of 20.

Redridge Mountains (levels 15–23)

<http://thottbot.com/z44>:



The Redridge tin route is a little complicated. Start from Lakeshire and head up towards the mountains. From there, venture around those; up to and inside the Rethban Caves. Follow your path back out and progress towards the right side of the map; following the mountains around and back to Lakeshire. While you may not see many tin spots marked on this map, along this route there is much more than meets the eye.

Silver is next, it is very hard to find and can easily go for 5-7 gold per stack of 20. If you are raising your mining skill, raise it on tin until 125 and reference the section on Iron deposits, it is much easier and quicker this way. Silver can easily be found along the Redridge route above or in the iron route for Arathi Highlands. It can also be found in the following route for Thousand Needles along with iron as well. These routes will be covered in the Iron section coming up next. Be sure to keep an eye out as silver is rare and worth it even if it doesn't get your mining skill up.

Iron will be our next step up and it requires a mining skill of 125 to go after Iron Deposits. The following maps outline the best routes for mining as they have the highest spawn rates for their faction's areas. Iron on average auctions between 4 and 6 gold per stack of 20.

Arathi Highlands (levels 31-42)

<http://thotbott.com/z45>.



The route for Arathi Highlands is very diverse for the resources it yields including Silver, Iron, Gold, and a little bit of Mithril. Simply start out at Refuge point and go north to the area between a mountain and a couple smaller hills. Proceed east following the mountains and (unless you are horde) go around Hammerfall and into the Grotto which is nearby. Then leave the grotto and continue following the mountains surrounding the zone. You will come to the Witherbark troll area. Making sure you are careful, go in the cave you find there; usually a couple of veins or deposits spawn inside. Go back out of the cave and keep following the mountains around until you reach the lower end of the zone. Then proceed back towards refuge point but don't go in, instead, go towards an ogre/troll area then up to the farm, down the mountain range and back to refuge point. Rinse and repeat.

Thousand Needles (levels 21-32)

<http://thotbott.com/z400>



Thousand needles is pretty straight forward and short, while Arathi yields more, Thousand Needles can be more convenient and accessible for some horde players. Simply start out at the great lift, progress down the zone and back around sticking to the side of it or around the hills and plateaus where it permits. One major rule for finding veins and deposits is sticking to hills, mountains, or almost any other land formations composed of rock or dirt.

Gold is after Iron, requiring a mining skill of 155, but like Silver it is very rare and not worth banking on getting your skill up from finding it. For an easier and faster way to raise your mining skill mine Iron until 175 and you can move up to Mithril. Gold is well covered in the Arathi route, the upcoming Badlands, and Stranglethorn Vale Routes. Gold ore on most days auctions between 6 and 9 gold per stack of 20.

Mithril is both profitable and sometimes a little hard to find as it is needed by many moderate level professions (around skill 225 or so) and requires a mining skill of 175 to take advantage of Mithril Deposits. Mithril can sell anywhere from 4 to 11 gold per stack of 20 depending on your server's current market and the player needs.

Badlands (levels 34-42)

<http://thotbott.com/z3>:



Badlands can be a long route to run and is much easier after you have hit level 40 and have your mount. Start out by the mountains near Uldaman and follow the mountain side down the zone and into Lethelor Ravine. Be careful in the ravine as this path doesn't go far into it because of the level 44-47 elite dragonkin that spawn there. Circle back around and out

of the ravine follow the mountain path down until you start curving up into terrain with a lot of small hills and into the large plateau, then down and into the Dustbelch Ogre area. Follow the mountains back up towards Kargath and the upper mountain line, and progress back to your start point. It may be easier for Horde players to begin at Kargath and follow the path around either way they please. There is almost a 14% spawn rate for Mithril here and this is the best zone for it in World of Warcraft.

Next I will be including a route for Stranglethorn Vale and while it does not stand out for a specific ore, it instead offers variety. It has a 12.7% spawn rate for Iron and a 9.8% spawn rate for Mithril. Since many players quest here between levels 30 and 44 it is only fitting that I show you where to look as you may be questing here a lot.

Stranglethorn Vale (levels 30-45)

<http://thotbott.com/z33>.



Stranglethorn Vale is a very long zone and you must keep an eye out as this route runs across places with lots of elites like the Mosh'Ogg Ogre Mound. This is a good route to reference as you are questing and progress in level. If you want to raise your mining skill fast go by the Badlands route as it is much quicker and has more Mithril spawns.

Truesilver follows Mithril on our list requiring a skill of 230 to gather. Truesilver deposits spawn decently but Dark Iron has more spawns in the next couple of routes and it is up to you to decide what to hunt down just to raise your skill points. Truesilver and Dark Iron both can sell between 6 and 20 gold per stack of 20 depending on your server's current needs and market. Truesilver can be found in the upcoming Burning Steppes route at a 14% spawn rate while Dark Iron deposits have a 37.1% spawn rate along this same route. Feel free to follow the map and happy hunting!

Dark Iron is alongside Truesilver requiring a 230 skill and running the same route. Burning Steppes is the best route for both of these and is in an area accessible by both horde and alliance players; we will be covering it next.

Burning Steppes (levels 50-60)

<http://thotbott.com/z46>.

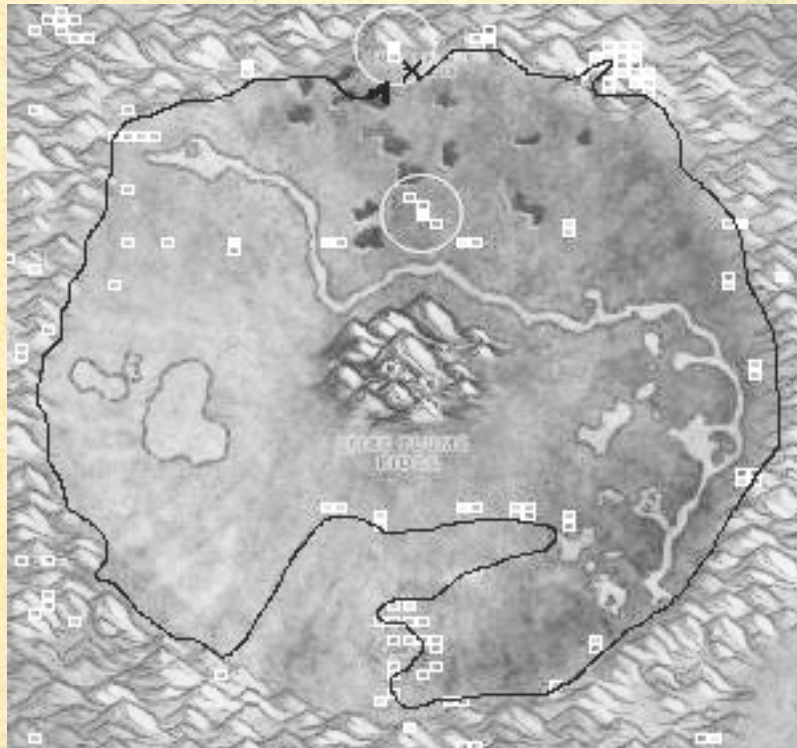


Burning Steppes is not for the wary but yields a great profit when ran through to completion and even more if ran several times over. Like all other routes by the time you get back to the start you should start seeing re-spawns of veins and deposits. A major rule is stick to the mountains and hills and you will be good to go, pulling in profit fast and hard unless you get in a race with other players. Just hit the high spawn areas (where you see the most squares) or run the route in reverse and you will most likely come out on top and with bags of ore, stone, and gems for your auctioning pleasure. Within this route you may also run across plenty of Small Thorium Veins which happen to follow Dark Iron and Truesilver for mining skill progression.

Small Thorium begins to find its way into your mining sack at a skill of 250 being the next logical step to raise your skill points even higher. Stacks of 20 Thorium Ore can auction from 11 gold all the way up to 25 gold. As with everything it depends on your server's economy and who actually needs it. Jewelcrafters love to prospect this stuff as it can yield an Azerothian Diamond which auctions for about 11 gold each.

Un'Goro Crater (levels 50-60)

<http://www.thottbot.com/z490>.



People love and people hate the crater; it yields great resources but is full of dinosaurs, monkeys, tar people, and bugs trying to block your way. We start at the Lakkari Tar Pits as many players have farmed these beasts for essence of life, traveler's backpacks, and many other items as they are moderately easy to kill and drop good loot. As with all paths follow the mountains, go inside the caves you find, cross the hills, and then stick to the mountain range as you are generally running one giant circle. I have even known players to organize a race around the crater starting at Lakkari and going around the zone backwards from this route and see who could complete 10 laps first or gather the most resources. Keep a close eye on any crystals you may find on the ground here as they can give you special buffs when you complete their quests and use the crystal pillars or they can sell in auction as well. Another place you can farm here is Fire Plume Ridge in the center of the zone. The fire elementals drop Essence of Fire (2.3%), Elemental Fire (5.8%), and Core of Elements (16.8%) which can make you some good gold when placed up for auction.

Rich Thorium veins require a skill of 270 for it's ore to find your bags. The above Burning Steppes route runs across a lot of it and you can run that route but I will also be showing you a route for Eastern Plaguelands to find Rich Thorium. Thorium ore auctions for the same whether it be from small or rich veins. Watch for Arcane Crystal, Blood of the Mountain, or Azerothian Diamond while mining Rich Thorium Veins as these gems sell very well.

Eastern Plaguelands (levels 55-70)

<http://www.thottbot.com/z139>.

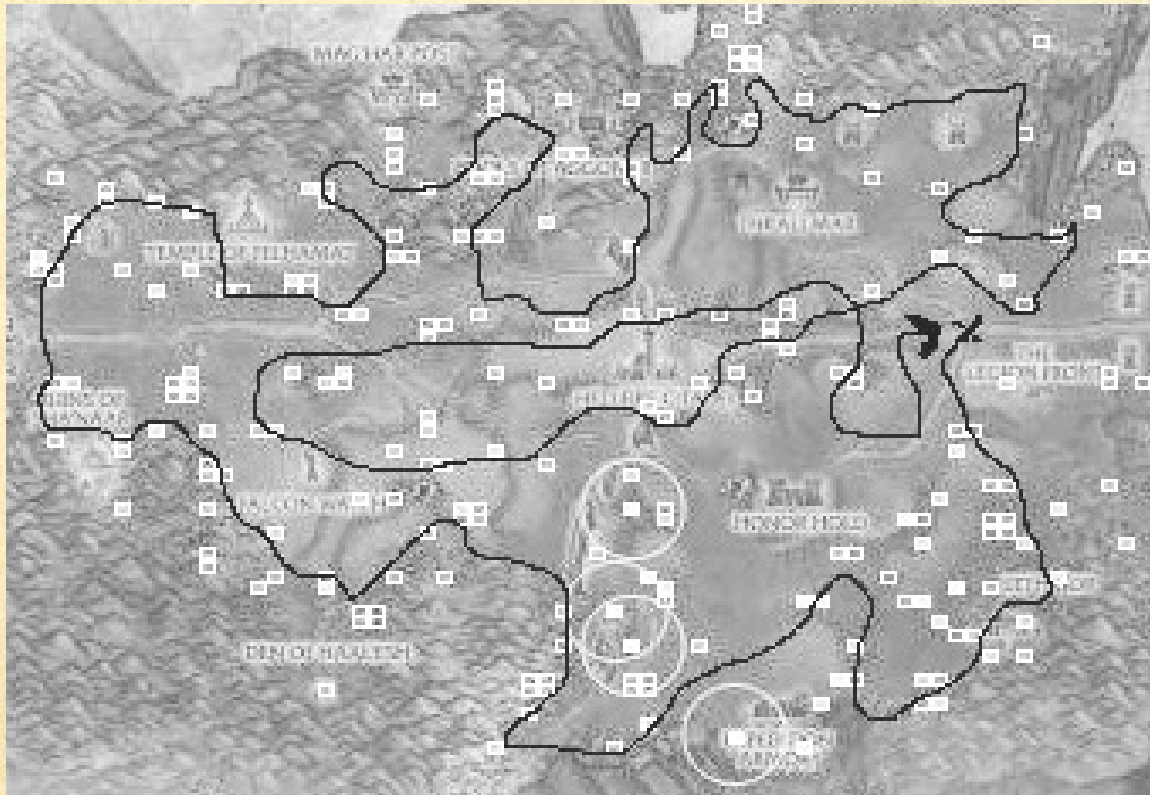


EPL is not the preferred place to mine Thorium, Burning Steppes is, but EPL is usually a low population zone now and if you can slay the undead and Scarlet Crusade in your way you may find this route to your liking. Mostly stick to the mountains and the edges of the pits of the zone and you should find yourself walking away with bags of ore in no time.

Rich Thorium also has 2-3 spawns in Dire Maul East after the final boss. Generally a short run (a couple of level 70s can make it in about 30-45 min.). If you are tired of treading the overworld feel free to farm this instance with a friend as the loot is good and the veins are a great bonus.

Now we will move on to Outland to gather its resources and conquer its foes. Once you hit 275 you can learn to be a Master Miner and have a skill cap of 375 and gather Outland ore where skill permits. Outland still offers some Rich Thorium Veins but none lower.

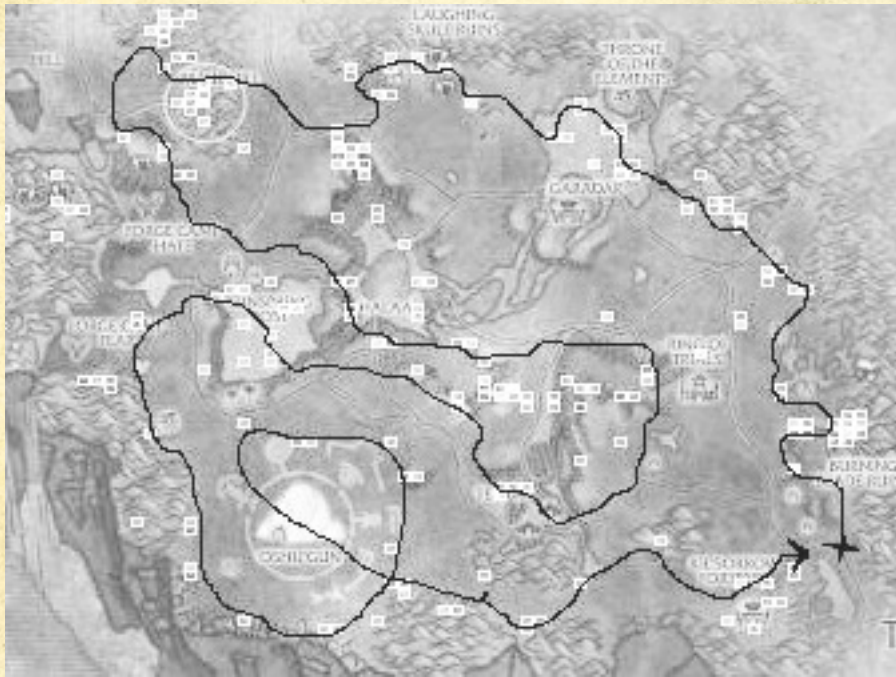
Fel Iron is amazing for prospecting as it yields Star of Elune, Living Ruby, Talasite, Nobel Topaz, Dawnstone, and Nightseye each of which sell between 20 and 60 gold a piece with a downside of only having a 1% chance for them to be prospected from the ore. A skill of 300 is required to mine Fel Iron; Hellfire Peninsula has the highest spawn rate at 40.6%.



Adamantite will carry you on next and it will last until 375 in terms of skill progression. This ore is highly valuable and has no problem clearing for 30 gold per stack of 20. This ore is very useful amongst all professions who use metal ore at higher levels, especially Jewelcrafters and Blacksmiths. For Adamantite Deposits, Nagrand is the place to be!

Nagrand (levels 66-70)

<http://www.thottbot.com/z3518>.



The Nagrand route carries you through a lot of interesting areas such as Oshu'Gun where you can farm items for Consortium and Aldor reputation. Generally follow the path set out here and enjoy! You will find yourself having a maximum mining skill and bags full of Adamantite in no time. With this being such a valuable ore a flying mount is now easily in your grasp, congratulations!

The above route for Nagrand will also take you across a few Khorium spawns; this rare ore can sell for 60 gold per stack of 20, easily taking you to 100 gold per hour along this route without even breaking a sweat. It shares the quality of being rare and non-prospectable like Gold and Silver, keep this in mind when bartering with a Jewelcrafter.

Once you achieve level 70 and have a flying mount, mining becomes much easier in Outland because you have the ability to fly over and spot ore with ease. This saves a lot of time and unwanted mobs having agro on you.

Now for a recap.

Ore Type/ Mining Skill	Preferred Location	Stone from Mining	Gems From Mining
Copper Ore Mining Skill 1	Elwynn Forest, Barrens	Rough Stone	Tigerseye, Malachite
Tin Ore Mining Skill 65	Redridge, Barrens	Rough Stone Course Stone	Moss Agate, Tigerseye, Malachite
Silver Ore Mining Skill 75	Redridge, Arathi, Barrens	Course Stone	Moss Agate, Shadowgem
Iron Ore Mining Skill 125	Arathi, Thousand Needles	Course Stone Solid Stone	Moss Agate, Shadowgem
Gold Ore Requires Mining 155	Arathi, Badlands, Stranglethorn Vale	Solid Stone	Jade, Citrine, Aquamarine
Mithril Ore Requires Mining 175	Badlands, Stranglethorn Vale	Solid Stone Heavy Stone	Jade, Citrine, Aquamarine, Lesser Moonstone
Dark Iron Ore Requires Mining 230	Burning Steppes	Heavy Stone	Aquamarine, Jade, Lesser Moonstone
Thorium Ore Mining Skill 250	Burning Steppes, Un'Goro, EPL	Heavy Stone	Arcane Crystal, Blood of the Mountain, Azerothian Diamond
Fel Iron Ore Requires Mining 300	Hellfire Peninsula	Mote of Fire, Mote of Earth	Talasite, Draenite, Living Ruby...
Adamantite Ore Requires Mining 330	Nagrand	Mote of Earth	Talasite, Draenite, Star of Elune...
Khorium Vein Requires Mining 350	Nagrand	Mote of Earth	Arcane Crystal, Star of Elune...

Herbalism

Herbs are valuable not unlike ore. Usually players go with a combination of Mining/Skinning or Herbalism/Skinning if they are making a character who is a gatherer. Herbalism and mining both require a tracking skill but you can still mine ore and pick herbs if tracking is not on.

Route's to run for Herbs

First we will run down exactly what your Herbalism skill needs to be in order to gather the herbs, then their usual prices in the auction house per stack of 20 and preferred picking locations.

Herb	Skill level	Approximate Value	Preferred Location
Peacebloom http://www.thottbot.com/i2447	1	3-15 Silver	Teldrassil, Elwynn, Durotar, Tirisfal
Silverleaf http://www.thottbot.com/i765	1	3-20 Silver	Teldrassil, Elwynn, Durotar, Tirisfal
Earthroot http://www.thottbot.com/i2449	15	25-75 Silver	Teldrassil, Dun Morogh, Durotar
Mageroyal http://www.thottbot.com/i785	50	60S-1G 50S	Loch Modan, Silverpine, Barrens
Briarthorn http://www.thottbot.com/i2450	70	1-3 Gold	Loch Modan, Silverpine, Barrens
Stranglekelp http://www.thottbot.com/i3820	85	2-5 Gold	Stranglethorn Vale, Wetlands
Bruiseweed http://www.thottbot.com/i2453	100	1-4 Gold	Duskwood, Stonetalon, Barrens

Herb	Skill level	Approximate Value	Preferred Location
Wild Steelbloom http://www.thottbot.com/i3355	115	3-6 Gold	Arathi, Badlands, Stranglethorn Vale
Grave Moss http://www.thottbot.com/i3369	120	2-7 Gold	Wetlands, Duskwood, Arathi, Barrens
Kingsblood http://www.thottbot.com/i3356	125	1-8 Gold	Wetlands, Alterac, Badlands, Arathi
Liferoot http://www.thottbot.com/i3357	150	1-8 Gold	Wetlands, Arathi, Swamp of Sorrows
Fadeleaf http://www.thottbot.com/i3818	160	3-9 Gold	Badlands, Swamp of Sorrows, Arathi
Goldthorn http://www.thottbot.com/i3821	170	4-7 Gold	Alterac, Badlands, Stranglethorn Vale
Khadgar's Whisker http://www.thottbot.com/i3358	185	3-8 Gold	Badlands, Stranglethorn Vale
Wintersbite http://www.thottbot.com/i3819	195	4-7 Gold	Alterac
Firebloom http://www.thottbot.com/i4625	205	5-10 Gold	Tanaris, Blasted Lands
Purple Lotus http://www.thottbot.com/i8831	210	4-12 Gold	Tanaris, Azshara
Sungrass http://www.thottbot.com/i8838	230	9-16 Gold	Hinterlands, Feralas
Blindweed http://www.thottbot.com/i8839	235	7-12 Gold	Swamp of Sorrows, Un'Goro Crater
Ghost Mushroom http://www.thottbot.com/i8845	245	10-20 Gold	Hinterlands

Herb	Skill level	Approximate Value	Preferred Location
Gromsblood http://www.thottbot.com/i8846	250	6-13 Gold	Desolace, Felwood
Arthas' Tears http://www.thottbot.com/i8836	250	7-14 Gold	Felwood, Western & Eastern Plaguelands
Golden Sansam http://www.thottbot.com/i13464	260	9-17 Gold	Azshara, Un'Goro Crater
Dreamfoil http://www.thottbot.com/i13463	270	12-20 Gold	Azshara, Un'Goro Crater
Mountain Silversage http://www.thottbot.com/i13465	280	10-18 Gold	Azshara, Un'Goro Crater, Winterspring
Plaguebloom http://www.thottbot.com/i13466	285	9-18 Gold	Felwood, Western & Eastern Plaguelands
Icecap http://www.thottbot.com/i13467	290	10-18 Gold	Winterspring
Black Lotus http://www.thottbot.com/i13468	300	15-100 Gold	Winterspring, Eastern Plaguelands
Felweed http://www.thottbot.com/i22785	300	10-20 Gold	All of Outland
Dreaming Glory http://www.thottbot.com/i22786	315	12-23 Gold	All of Outland
Ragveil http://www.thottbot.com/i22787	325	8-17 Gold	Zangarmarsh
Flamecap http://www.thottbot.com/s28714	335	15-22 Gold	Zangarmarsh
Terocone http://www.thottbot.com/i22789	325	15-30 Gold	Terokar Forrest

Herb	Skill level	Approximate Value	Preferred Location
Ancient Lichen http://www.thottbot.com/i22790	340	20-30 Gold	Coilfang Reservoir and Auchindoun
Nightmare Vine http://www.thottbot.com/i22792	365	20-30 Gold	Shadowmoon Valley
Mana Thistle http://www.thottbot.com/i22793	375	15-25 Gold	Flying Mount accessible areas
Netherbloom http://www.thottbot.com/i22791	375	20-40 Gold	Netherstorm

Now we will list a chart for herbs and what type of terrain they grow upon.

Herb	Where to Look For Herb
Ancient Lichen	This herb grows in the instances listed above.
Arthas' Tears	Look on hillsides for this herb.
Blindweed	This herb grown along river banks.
Briarthorn	Look for this herb on hillsides
Bruiseweed	Look for this herb on hillsides.
Black Lotus	Very rare, almost anywhere within the specified zones, random.
Dreamfoil	Look for this herb in open areas.
Dreaming Glory	Look for this herb in open areas.
Earthroot	Look on hillsides for this herb.
Fadeleaf	Look for this herb in open areas.
Felweed	Look for this herb in open areas.

Herb	Where to Look For Herb
Firebloom	This herb grows in desert areas and hillsides.
Flamecap	Search under trees and shady areas for this herb.
Ghost Mushroom	Grows in a specific area near the lake in Hinterlands.
Golden Sansam	Look for this herb in open areas.
Goldthorn	Look on hillsides for this herb.
Grave Moss	This herb grows in graveyards and tombs.
Gromsblood	Look on hillsides and southern Desolace near Mannoroc.
Icecap	Look for this herb in open areas.
Khadgar's Whisker	This herb grows in shady areas and under trees.
Kingsblood	Look for this herb in open areas.
Liferoot	This herb grows along beaches and the banks of rivers.
Mageroyal	Look for this herb in open areas.
Mana Thistle	Check hillsides and open areas for this herb.
Mountain Silversage	Look on hillsides for this herb.
Netherbloom	This herb grows in open areas.
Nightmare Vine	Look around hillsides for this herb.
Peacebloom	Look for this herb in open areas.
Plaguebloom	This herb grows in shady areas and under trees.
Purple Lotus	Look on hillsides for this herb.
Ragveil	Search under trees and shady areas for this herb.
Silverleaf	This herb grows in shady areas and under trees.

Herb	Where to Look For Herb
Stranglekelp	This herb grows underwater.
Sungrass	Look for this herb in open areas.
Terocone	This herb grows under trees and in shady areas.
Wild Steelbloom	Look for this herb on hillsides.
Wintersbite	Look for this herb on snowy hillsides.

Making maps for routes to run for herbs would be a rather difficult task as herbs spawn locations vary greatly and could waste more of your time than it could help by you possibly chasing down wrong locations. Use the above listed charts and explore these zones in the type of terrain specified for each herb and you are sure to succeed with great speed. If you are looking to raise your Herbalism skill hunt down the herbs in the order they are listed and within the zones listed, soon you will find your herb pouch full and you will be rushing back to the trainer to pick up the next level of Herbalism.

Skinning

Skinning is the art of taking a creature's hide after it is slain, if the creature is able to be skinned. Good enemies to grind on are things like wolves, turtles, dragonkin (whelps), or anything else with a furry or leathery coat/skin.

Turtles are a valuable target to skin and there are a couple of good places to find them. The first is outside of Theramore, when you exit the city and cross the bridge go to your right and down the coast. Many turtles are here and re-spawn decently fast. The second is down the coast near Steamwheedle Port in Tanaris, turtles are everywhere here so have fun!

Yetis are another valuable target for skimmers. A cave of them with a great re-spawn rate is located above Southshore near the Alterac Mountains. Go from Southshore and start heading north, you will see a cave surrounded by 5 yetis. Simply farm this location and collect your skins and hides. This is a well known farming location for skimmers of both horde and alliance so keep your eyes about if you are on a PVP server.

Hellfire Peninsula in Outland is a great location for higher level characters. The Hellboars here are plenty and remotely easy kills since you should play your character well at this point. This is easy to do while questing and just for grinding as they can also drop greens at a tolerable rate most of the time.

Nagrand is another great location for max level characters looking to do some skinning. Here you can hunt Clefthoof which are some of the highest leveled mobs you can skin and the leather you receive from such is very valuable. These beasts roam the open areas of the zone and sometimes in packs, think oversized kodo beasts. From hunting these beasts and skinning them you receive Knothide Leather.

Fishing

"Teach a man to loot and he can eat for a day, teach a man to fish and he can eat for a lifetime." This is very true in World of Warcraft. Fishing is very useful in getting food for your hunters pet, materials for alchemists, tailors, and engineers, and even a peaceful way to pass the time away from the battles and wars raging over the worlds.

Fishing Gear and You!

While fishing is a relatively easy task in casting your line and clicking a bobber when it splashes, the gear you equip to fish with can make a large difference in how well and where you can do so. Always have a lure on hand and use the highest level lure possible as you level your fishing. Seeking out better fishing poles will help your chances of success as well or any applicable enchants to a pair of gloves.

Big Iron Fishing Pole
<http://www.thottbot.com/i6367> is a needed piece of gear for those looking to max out their fishing skill. You can find one of these in traps littering the ocean floor in Desolace. Go toward the horde town in Desolace somewhat near the Gelkis Centaur clan. You will come into a green and grassy area unlike the rest of the zone, simply go into the water and when you can dive down you will start seeing traps littering the ocean floor. You can receive a variety of effects here ranging from looting seashells to an enemy spawning or even receiving the Big Iron Fishing Pole. You can also try and farm these as they sell for around 15-30 Gold in the auction house.

The Fish Worth Catching

Deviate Fish

<http://www.thottbot.com/i6522>.

Deviate Fish is the main course in a Savory Deviate Delight that chefs cook up. These fish can be easily caught in Wailing Caverns located in The Barrens. You should catch one of these fish once about every five casts. They can be caught anywhere from the pool outside the cavern to the streams within. You should average about 30 fish an hour here and they sell for about 8-13 gold per stack of 20.

Firefin Snappers

<http://www.thottbot.com/i6359>.

Firefin Snappers are another valuable asset to a fisher as they are needed by alchemists to make potions that grant resistance to fire. You may catch these wondrous creatures in Booty Bay and Stranglethorn Vale, in Wetlands, and even Azshara. Like Deviate Fish you should be able to capture one once in about every 5 casts within these areas. These fish sell for around 2-6 gold per stack of 20.

Stonescale Eels

<http://www.thottbot.com/i13422>.

Stonescale Eels grant extra armor when used by alchemists to brew some potions after being made into oil for the potion. Feralas is the prime fishing spot for these and as the other two above they are fairly easy to catch. They sell for 10-20 gold per stack of 20.

Oily Blackmouth

<http://www.thottbot.com/i6358>.

Oily Blackmouth is a fish that can be caught early on and sells between 1-4 gold per stack of 20. There are schools of Oily Blackmouth in Darkshore, Ratchet, Westfall, and Wetlands. These are needed by alchemists to produce items like Elixir of Water Breathing.

Pearls <http://www.thottbot.com/?s=pearl>.

Pearls, magnificent jewels of the deep, can also be captured through fishing. This can be a way to turn a lot of gold since fishing can also yield clam which could contain a black pearl or even a golden pearl. Winterspring and Feralas seem to be prime locations for clam fishing and with the Feralas location also having the possibility of Stonescale Eels you could have the gold piling up in no time.

Furious Crawdad

<http://www.thottbot.com/i27439>.

These fish may be caught in the raised pools in the Terokar Forest zone; Blackwind Lake, Lake Ere'Noru, and Lake Jorune. You must have a flying mount to reach these bodies of water and cast your line within the Highland Mixed School of fish. A stack of 20 crawdad can yield about 40 gold and the crawdad has a 30% drop rate, making this a great target for fishing. A fishing skill of 500 (with buffs) is recommended when fishing for the crawdad.

Mr. Pinchy

<http://www.thottbot.com/i27388>.

This unique item is caught from the Highland School Fish mentioned above for the Furious Crawdads. His catch rate is 0.2% and he is BoP so be careful if you are in a group fishing for him, you may want autoloot turned off. This magical crawdad has the power to grant to angler three wishes which could be a variety of effects, after each wish there is a two day cooldown. The wishes range from; a non-combat crawdad pet, a level 70 elite guardian to fight by your side for ten minutes, an attack from Mr. Pinchy himself, or even a 1200 health flask

type buff. Make sure to keep your eye out for Mr. Pinchy as he is rare and well worth the effort (especially if you are a critter pet collector).

Stranglethorn Vale Fishing Competition

This contest is announced within the neutral town of Booty Bay by Riggle Bassbait. The contest is two hours long and the goal is to bring Riggle 40 Speckled Tastyfish (<http://www.thottbot.com/i19807>) first. These fish spawn in pools along the entire coastline of Stranglethorn Vale, your bobber MUST land inside of the fish pool, you will have about five casts before a pool disappears and a new one spawn close by, then turn your 40 fish in and see if you won. This is a competition between you and your entire server so be fast and be prepared.

There are a couple handy rewards which are either Arcanite Fishing Pole <http://www.thottbot.com/i19970> or Hook of the Master Angler <http://thottbot.com/i19979>.

PRODUCTION PROFESSIONS, THE ART OF MAKING AND IMPROVING ITEMS.

Production professions involve the making of or the improving of items through different processes and abilities. Every production profession in World of Warcraft is unique in its own rite and each can be a valuable skill to have when it comes to making gold. Here we will talk about the most profitable aspects of these skills.

Professions Within Professions

Some players consider the following skills professions within a profession because they are very unique and can easily bring in a lot of gold when used correctly. Some even take up their host profession just so they may take advantage of these secondary skills.

Disenchanting

Disenchanting requires destroying a green quality item or better to get materials for enchanting abilities. This is invaluable when farming instances because of the amount of BoP items you pick up that most likely will be of no use to you. This following chart shows what you may get from the quality of item you disenchant.

Item Color	Disenchanted Items (Most Likely)
Green	Dust
Blue	A Shard
Purple	Essence, Shard(s), and/or Dust(s)
Orange	Likely multiple shards
Red	Unknown, items are rare and not yet DE'd

This next chart will be explaining what your enchanting skill needs to be before you can disenchant higher level equipment. The higher your enchanting skill goes you can DE higher level items, Enchanting was not always based like this but it was done to keep a balance within the trade skill so you actually had to invest in an enchanter to take advantage of its secondary skill.

Enchanting Skill	Item Level	Disenchanted Materials
Enchanting 1	Level 1-15	Strange Dust, Lesser or Greater Magic Essence, and Small Glimmering Shard
Enchanting 25	Level 16-20	Strange Dust, Lesser Astral Essence, and Small Glimmering Shard
Enchanting 50	Level 21-25	Soul Dust, Greater Astral Essence, and Large Glimmering Shard
Enchanting 75	Level 26-30	Soul Dust, Lesser Mystic Essence, and Small Glowing Shard
Enchanting 100	Level 31-35	Vision Dust, Lesser or Greater Mystic Essence, and Large Glowing Shard
Enchanting 125	Level 36-40	Vision Dust, Lesser Nether Essence, and Small Radiant Shard
Enchanting 150	Level 41-45	Dream Dust, Greater Nether Essence, and Large Radiant Shard
Enchanting 175	Level 46-50	Dream Dust, Lesser Eternal Essence, and Small Brilliant Shard
Enchanting 200	Level 51-55	Illusion Dust, Greater Eternal Essence, and Large Brilliant Shard
Enchanting 225	Level 56-60	Illusion Dust, Greater Eternal Essence, Large Brilliant Shard, and Nexus Crystal
Enchanting 250	Level 61-65	Arcane Dust, and Large Prismatic Shard
Enchanting 275	Level 66-70	Arcane Dust, and Large Prismatic Shard

The above chart only outlines the items that are possible to receive through disenchanting and these items are not guaranteed to drop off of disenchanted items but give you a great idea of what you might obtain. The reason for this is each item has a separate value for what will drop from it being disenchanted. Using the above 2 charts together should give you a great idea of what your disenchanted item may yield.

Prospecting

Prospecting is the ability to take 5 ore of almost any type and pull powders and/or gems from it. The higher level ore, the better gems you receive, the chart below outlines what gems are extracted from which ore and the powder for that ore.

Ore Type	Prospected Powder	Prospected Gems
Copper Ore (5) Requires Jewelcrafting 20 http://www.thottbot.com/i2770	Copper Powder (99%) http://www.thottbot.com/i24186	Tigerseye (54%) http://www.thottbot.com/i818 Malachite (45%) http://www.thottbot.com/i774 Shadowgem (9%) http://www.thottbot.com/i1210
Tin Ore (5) Requires Jewelcrafting 50 http://www.thottbot.com/i2771	Tin Powder (99%) http://www.thottbot.com/i24188	Moss Agate (44%) http://www.thottbot.com/i1206 Shadowgem (40%) http://www.thottbot.com/i1210 Lesser Moonstone (35%) http://www.thottbot.com/i1705 Citrine (7%) http://www.thottbot.com/i3864 Jade (3%) http://www.thottbot.com/i1529 Aquamarine (3%) http://www.thottbot.com/i7909
Iron Ore (5) Requires Jewelcrafting 125	Iron Powder (100%) http://www.thottbot.com/i24190	Jade (46%) http://www.thottbot.com/i1529

Ore Type	Prospected Powder	Prospected Gems
http://www.thottbot.com/i2772		Lesser Moonstone (39%) http://www.thottbot.com/i1705 Citrine (34%) http://www.thottbot.com/i3864 Star Ruby (10%) http://www.thottbot.com/i7910 Aquamarine (4%) http://www.thottbot.com/i7909
Mithril Ore (5) Requires Jewelcrafting 175 http://thottbot.com/i3858	Mithril Powder (100%) http://thottbot.com/i24234	Star Ruby (87%) http://www.thottbot.com/i7910 Citrine (68%) http://www.thottbot.com/i3864 Aquamarine (53%) http://www.thottbot.com/i7909 Azerothian Diamond (30%) http://thottbot.com/i12800
Thorium Ore (5) Requires Jewelcrafting 250 http://www.thottbot.com/i10620	Thorium Powder (100%) http://www.thottbot.com/i24235	Blue Sapphire (87%) http://www.thottbot.com/i12361 Azerothian Diamond (72%) http://thottbot.com/i12800 Star Ruby (33%) http://www.thottbot.com/i7910 Huge Emerald (17%) http://www.thottbot.com/i12364 Large Opal (15%) http://www.thottbot.com/i12799
Fel Iron Ore (5) Requires Jewelcrafting 275 http://www.thottbot.com/i23424	Fel iron Powder (100%) http://www.thottbot.com/i24242	Shadow Draenite (15%) http://www.thottbot.com/i23107 Flame Spessarite (15%) http://www.thottbot.com/i21929 Deep Peridot (15%) http://www.thottbot.com/i23079 Azure Moonstone (13%) http://www.thottbot.com/i23117

Ore Type	Prospected Powder	Prospected Gems
		Blood Garnet (12%) http://www.thottbot.com/i23077 Golden Draenite (10%) http://www.thottbot.com/i23112 Dawnstone (1%) http://www.thottbot.com/i23440 Nightseye (1%) http://www.thottbot.com/i23441 Living Ruby (1%) http://www.thottbot.com/i23436 Talasite (1%) http://www.thottbot.com/i23437 Noble Topaz (1%) http://www.thottbot.com/i23439 Star of Elune (1%) http://www.thottbot.com/i23438
Adamantite Ore (5) Requires Jewelcrafting 325 http://www.thottbot.com/i23425	Adamantite Powder (100%) http://www.thottbot.com/i24243	Shadow Draenite (22%) http://www.thottbot.com/i23107 Flame Spessarite (20%) http://www.thottbot.com/i21929 Deep Peridot (20%) http://www.thottbot.com/i23079 Azure Moonstone (19%) http://www.thottbot.com/i23117 Blood Garnet (19%) http://www.thottbot.com/i23077 Golden Draenite (17%) http://www.thottbot.com/i23112 Dawnstone (2%) http://www.thottbot.com/i23440 Nightseye (2%) http://www.thottbot.com/i23441 Living Ruby (2%) http://www.thottbot.com/i23436 Talasite (2%)

Ore Type	Prospected Powder	Prospected Gems
		http://www.thottbot.com/i23437 Noble Topaz (2%) http://www.thottbot.com/i23439 Star of Elune (2%) http://www.thottbot.com/i23438

Prospecting can turn into a lot of gold and this is why some people labor through the process of leveling Jewelcrafting to receive better quality gems. From a stack of Fel Iron Ore you can easily turn it into a Talasite and a Living Ruby along with some of the smaller gems while the above two items sell easily for 60 gold combined the rest is just easy money.

Transmutes

Transmutes require a Philosopher's Stone <http://www.thottbot.com/i9149> and have a cool down of 2 days. Items produced from transmutation are very valuable and usually highly needed. A good example of this is Arcanite Bar <http://www.thottbot.com/i12360> which is needed by Blacksmiths to make some items and Mercurial Stone <http://www.thottbot.com/i31080> which is needed by Jewelcrafters to produce Mercurial Adamantite for some of their higher level items. Before you start transmuting check your current markets needs or simply post in a main cities trade channel something like, "WTS Arcanite Transmute 3g with your mats!" The 3 gold is simply a tip, you will be burning a 2 day cool down so when you transmute make sure there is profit to be made.

Another strategy is to just buy or find the materials and transmute a valuable item yourself and as long as it is not BoP place it in the auction house and see what happens. I have been able to easily sell an Arcanite Bar for 30 gold on more than one occasion. The high value items that transmutation yields is why some players pick up Alchemy because you can also transmute lower selling items to higher profit items like Essence of Air to Essence of Fire or even transmute primal in the same way and save yourself some mote farming which we will be discussing later in the farming chapter.

Blacksmithing

Blacksmithing is the ability to use bars of metal to make armor, keys, counterweights, shield spikes, and using stones with cloth to produce items like sharpening or weightstones. High level blacksmiths can produce amazing epic quality BoP items like any other profession on the production side of things. Blacksmithing begins at mail armor later progressing to plate. It contains several specializations like Armorsmith, Axesmith, Swordsmith, Macesmith, and Weaponsmith; each of which has it's own unique BoP items of great power.

Any blacksmith can produce sharpening stones and weightstones. These items provide a passive way to add to a character's DPS (Damage per Second) and sell quite well when produced and placed up for auction. Below, I have provided a chart detailing skill needed, the item, materials required for production, and each items approximate auction house value.

Skill Level	Sharp/Grind Stone	Materials	Approximate Value
65	Coarse Sharpening Stone http://www.thottbot.com/i2863	1x Coarse Stone	20-50 Silver Per 10
65	Coarse Weightstone http://www.thottbot.com/i3240	1x Coarse Stone, 1x Wool Cloth	20-50 Silver Per 10
125	Heavy Sharpening Stone http://www.thottbot.com/i2871	1x Heavy Stone	80S-1G50S Per 10
125	Heavy Weightstone http://www.thottbot.com/i3241	1x Heavy Stone, 1x Wool Cloth	80S-1G50S Per 10
200	Solid Sharpening Stone http://www.thottbot.com/i7964	1x Solid Stone	1-3 Gold Per 10
200	Solid Weightstone http://www.thottbot.com/i7965	1x Solid Stone, 1x Silk Cloth	1-3 Gold Per 10
250	Dense Sharpening Stone http://www.thottbot.com/i12404	1x Dense Stone	2-5 Gold Per 10

Skill Level	Sharp/Grind Stone	Materials	Approximate Value
250	Dense Weightstone http://www.thottbot.com/i12643	1x Dense Stone, 1x Runecloth	2-5 Gold Per 10
350	Adamantite Sharpening Stone http://www.thottbot.com/i23529	1x Adamantite Bar, 2x Mote of Earth	12-20 Gold Per 10
350	Adamantite Weightstone http://www.thottbot.com/i28421	1x Adamantite Bar, 2x Netherweave	12-20 Gold Per 10

Alchemy

Alchemy is a powerful and needed profession as you can produce potions with various effects, flasks of great power, and transmute materials. Your potions vary from being able to heal, restore mana, give extra hit points, boost stats, grant invisibility, and much more. The flasks you produce have huge effects and greatly boost stats and have amazing effects. These even last through death while potions do not and this quality makes them very valuable especially in a raid environment. Transmutes were discussed earlier and can make you a lot of gold if used correctly.

Below, I have listed a chart of the best selling potions, alchemy skill needed, materials needed to produce the potion, and approximate auction house value.

Skill Level	Potion	Materials	Approximate Value
1	Minor Healing Potion http://www.thottbot.com/i118	1x Peacebloom, 1x Silverleaf, .1x Empty Vial	15-45 Silver Per 5
55	Lesser Healing Potion http://www.thottbot.com/i858	1x Minor Healing Potion, 1x Briarthorn	40 Silver-1G Per 5
110	Healing Potion http://www.thottbot.com/i929	1x Bruiseweed, 1x Briarthorn, 1x Leaded Vial	1G-1G30S Per 5

Skill Level	Potion	Materials	Approximate Value
155	Greater Healing Potion http://www.thottbot.com/i1710	1x Liferoot, 1x Kingsblood, 1x Leaded Vial	1G50S-2G50S
215	Superior Healing Potion http://www.thottbot.com/i3928	1x Sungrass, 1x Khadgar's Whisker, 1x Crystal Vial	3Gold-5Gold Per 5
275	Major Healing Potion http://www.thottbot.com/i13446	2x Golden Sansam, 1x Mountain Silversage, 1x Crystal Vial	5-10 Gold Per 5
310	Super Healing Potion http://www.thottbot.com/i22829	2x Netherbloom, 1x Felweed, 1x Imbued Vial	12-20 Gold Per 5

Healing potions are great but mana potions sell just as well. Below I have included a chart detailing skill required, the item, materials needed, and approximate auction house value.

Skill Level	Potion	Materials	Approximate Value
25	Minor Mana Potion http://www.thottbot.com/i2455	1x Mageroyal, 1x Silverleaf, 1x Empty Vial	20-50 Silver Per 5
120	Lesser Mana Potion http://www.thottbot.com/i3385	1x Mageroyal, 1x Stranglekelp, 1x Empty Vial	75S-2 Gold Per 5
160	Mana Potion http://www.thottbot.com/i3827	1x Stranglekelp, 1x Kingsblood, 1x Leaded Vial	1-3 Gold Per 5
205	Greater Mana Potion http://www.thottbot.com/i6149	1x Khadgar's Whisker, 1x Goldthorn 1x leaded Vial	2-5 Gold Per 5

Skill Level	Potion	Materials	Approximate Value
260	Superior Mana Potion http://www.thottbot.com/i13443	2x Sungrass, 2x Blindweed, 1x Crystal Vial	4-9 Gold Per 5
295	Major Mana Potion http://www.thottbot.com/i13444	3x Dreamfoil, 2x Icecap, 1x Crystal Vial	7-12 Gold Per 5
340	Super Mana Potion http://www.thottbot.com/i22832	2x Dreaming Glory, 1x Felweed, 1x Imbued Vial	10-20 Gold Per 5

Leatherworking

Leatherworking uses skins and hides taken from creatures killed and then skinned from a skinner. The specializations are Elemental, Tribal, and Dragonscale each which produce amazing armor depending on your character and sometimes the player's talent spec. Elemental and Tribal are leather armor used either by druids or rogues while Dragonscale is mail armor frequently used by hunters and shamans. BoP items made from these specializations are great until you can raid and get better equipment (sometimes).

Leatherworkers can produce armor kits which add extra armor or stats when applied. Below, I have included a chart detailing the skill needed, the item, materials required, and approximate auction house value.

Skill Level	Armor Kit	Materials	Approximate Value
1	Light Armor Kit http://www.thottbot.com/i2304	1x Light Leather	15-30 Silver Per 4

Skill Level	Armor Kit	Materials	Approximate Value
100	Medium Armor Kit http://www.thottbot.com/i2313	4x Medium Leather, 1x Coarse Thread	1-2 Gold Per 4
150	Heavy Armor Kit http://www.thottbot.com/i4265	5x Heavy Leather, 1x Fine Thread	3-4 Gold Per 4
200	Thick Armor Kit http://www.thottbot.com/i8173	5x Thick Leather, 1x Silken Thread	5-7 Gold Per 4
250	Rugged Armor Kit http://www.thottbot.com/i15564	5x Rugged Leather	8-15 Gold Per 4
300	Core Armor Kit http://www.thottbot.com/i18251	3x Core Leather, 1x Rune Thread	12-20 Gold Per 4
325	Magister's Armor Kit http://www.thottbot.com/i25652	3x Heavy Knothide, 1x Primal Mana	20-25 Gold Per 4
325	Vindicator's armor kit http://www.thottbot.com/i25651	3x Heavy Knothide, 1x Primal Earth	20-25 Gold Per 4
340	Arcane Armor Kit http://www.thottbot.com/i29488	4x Heavy Knothide, 4x Primal Mana	30-45 Gold Per 4
340	Flame Armor Kit http://www.thottbot.com/i29485	4x Heavy Knothide, 4x Primal Water	35-50 Gold Per 4
340	Frost Armor Kit http://www.thottbot.com/i29486	4x Heavy Knothide, 4x Primal Fire	40-60 Gold Per 4
340	Knothide Armor Kit http://www.thottbot.com/i25650	4x Knothide Leather	5-15 Gold Per 4
340	Nature Armor Kit http://www.thottbot.com/i29487	4x Heavy Knothide, 4x Primal Shadow	30-50 Gold Per 4
340	Shadow Armor Kit http://www.thottbot.com/i29483	4x Heavy Knothide, 4x Primal Life	40-60 Gold Per 4

Enchanting

This is the art of magically improving a currently existing item. Producing wands, or making magic oils; this is enchanting. High level enchantments are often sought after for improving end-game equipment and are very valuable. Enchanting is a gold mine in it's own right especially if you received your mats through disenchanting. You can easily make 100 gold from each high level enchant you do this way, plus possibly a tip. This is a very valuable profession to pick up but an expensive one to level as enchanting mats are rather expensive. This is an amazing profession if you already have a max level character to fund the leveling of this skill.

Engineering

Gadgets, Trinkets, and Bombs oh my! Engineering makes use of a variety of objects and turns them into ingenious inventions. With engineering you can produce battle ready pets, goggles, trinkets, gadgets, and even use a couple of teleporters. Gnomish and Goblin engineering are the specializations within this trade skill. Gnomish engineering is taken mainly for the trinkets and inventive gadgets it lets you make while Goblin is more for those with an aptitude for explosives and extra damage potential. Epic goggles ranging from cloth to plate are able to be made at an engineering of 375 and are very nice depending on what you are looking for.

Engineers are well known for their bombs, but the problem with most engineering goods is that only engineers may use them. EZ-Throw Dynamite is an exception to this rule and when placed on auction usually sells very well.

Item. Ez-Throw Dynamite <http://www.thottbot.com/i6714>

Skill Needed: 100

Materials: 4x Coarse Blasting Powder, 1x Wool Cloth

Approximate Value: 1-2 Gold per stack of 20

Recipe: Schematic: EZ-Throw Dynamite <http://www.thottbot.com/i6716>

Target: Druid of the Fang (Wailing Caverns, 0.2% drop rate, Normal Mode)

Defias Pirate (The Deadmines, 0.3% drop rate, Normal Mode)

Item. Ez-Throw Dynamite II <http://www.thottbot.com/i18588>

Skill Needed: 200

Materials: 1x Solid Blasting Powder, 2x Mageweave

Approximate Value: 4-6 Gold per stack of 20

Recipe: Schematic: EZ-Throw Dynamite II <http://www.thottbot.com/i18650>

Target: Vendor, Blizrik Buckshot (Tanaris, 50 Silver)

Vendor, Wrinkle Goodstell (Tanaris, 50 Silver)

Jewelcrafting

Jewelcrafting has a lot of gold making potential with the ability to make trinkets, cut gems, and prospect ore. Cut gems give a variety of effects from raising attack power, boosting stats, and even adding an extra oomph to your spells. Prospecting is discussed in a section earlier and is a profession all in its own. Jewelcrafters can also produce trinkets, ring, necklaces, and headpieces each of which has a unique effect. A jeweler's beginning rings and trinkets can be used by low level players and usually sell well since nothing else is available yet. As you grow in the art of jewelcrafting try to place blue quality items in the auction house and high usability greens. Cutting gems for other players will make you a lot of money at high levels (much like enchanting for an enchanter).

Cooking

Work your way from a kitchen monger to a five-star chef with cooking and fill your friend's stomachs with more than a Conjured Cinnamon Roll! Food produced by a chef in World of Warcraft has a variety of effects from turning you into a ninja to boosting your stats all while saving some money from food vendors and helping you recover your health a little faster. A marvelous feast has utility as well as whetting your appetite.

You will want to keep your eye out for Recipe: Savory Deviate Delight as a cook. This dishes holds the power to transform its eater into a pirate or a ninja for an amount of time. This dish can sell between 2 and 5 gold a serving.

First Aid

First Aid is a great way of reducing downtime by using cloth to make bandages that when used restores health. Seek out the vendor in Arathi Highlands to get some first aid training books and place them in the auction house for some profit as not many players venture out to the zone and purchase them from the vendor.

Here is a list of where to buy first aid manuals.

First Aid Recipe	Vendor	Vendor Location	Price
Expert First Aid – Under Wraps http://www.thottbot.com/i16084	Deneb Walker, Ghok’Kah	Arathi, Dustwallow Marsh	1 Gold
Manual – Heavy Silk Bandage http://www.thottbot.com/i16112	Deneb Walker, Ghok’Kah	Arathi, Dustwallow Marsh	22 Silver
Manual – Mageweave Bandage http://www.thottbot.com/i16113	Deneb Walker, Ghok Kah	Arathi, Dustwallow Marsh	50 Silver
Master First Aid – Doctor in the House http://www.thottbot.com/i22012	Arsella, Burko	Hellfire Peninsula	5 Gold
Manual – Netherweave Bandage http://www.thottbot.com/i21992	Arsella, Burko	Hellfire Peninsula	2 Gold
Manual – Heavy Netherweave Bandage http://www.thottbot.com/i21993	Arsella, Burko	Hellfire Peninsula	4 Gold

Tailoring

This is the technique of sewing together bolts of cloth with other materials to create clothing or special spellthread. Spellfire, Mooncloth, and Frozen Shadoweave are the specializations for tailoring and have BoP items very useful to their respective type of caster. A single spellthread can sell for around 60 gold and are rather useful to casters as they can work like armor kits and give a boost to certain spell types.

Tailoring is the only profession that has the ability to produce bags. This skill is extremely valuable because you only have to farm the mats and make the item and turn a profit. Higher level bags sell easily for 10 gold each and can roll in some cash. Below is a chart detailing what levels specific cloths drop and which bags need them as mats.

Cloth Type	Mob Type and Level	Bags Made with Cloth Type
Linen Cloth http://www.thottbot.com/i2589	Humanoids level 5-18	Linen Bags (6 slot) http://www.thottbot.com/i4238
Wool Cloth http://www.thottbot.com/i2592	Humanoids level 16-25	Woolen Bags (8 slot) http://www.thottbot.com/i4240
Silk Cloth http://www.thottbot.com/i4306	Humanoids level 25-40	Silk Bags (10 slot) http://www.thottbot.com/i4245
Mageweave http://www.thottbot.com/i4338	Humanoids level 43-51	Mageweave Bags (12 slot) http://www.thottbot.com/i10050
Runecloth http://www.thottbot.com/i14047	Humanoids level 50-60	Runecloth Bags (14 slot) http://www.thottbot.com/i14046
Netherweave http://www.thottbot.com/i21877	Humanoids level 60-70	Netherweave Bags (16 slot) http://www.thottbot.com/i21841
Imbued Netherweave http://www.thottbot.com/i31524	Requires Mana Loom, Tailoring Skill	Imbued Netherweave Bags (18 slot) http://www.thottbot.com/i21843
Primal Mooncloth	Requires Moonwell,	Primal Mooncloth Bags (20 slot)

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Cloth Type	Mob Type and Level	Bags Made with Cloth Type
http://www.thottbot.com/i21845	Tailoring Skill	http://www.thottbot.com/i21876



Lockpicking

Rogues of level 20 can complete a quest from their respective trainer to learn the art of picking locks. Lockpicking requires a set of thieves tools in order to use and of course a locked item as your intended target. As you level your lockpicking you can open different doors, lockboxes, and chests. Players may ask this service from you as a rogue and it is usually a good idea to ask for tips when opening lockboxes but you should not make it required. Tips are always appreciated but should not always be expected as there are poor players without this guide out there. When you are opening a chest for your group make sure to have auto loot turned off so you do not pick up loot which may not be yours and save yourself from others being very upset with you. Lockboxes can be received through pickpocketing oozes or humanoids and also through kills. A lot of rogues usually advertise in trade channel of the major cities which lockboxes they can open for players and say tips appreciated but not required. This is a good way of making friends and a solid profit to line your pockets with gold.

Here is a chart for a brief look at lockpicking skill progression.

Lockpicking Skill	Where to Raise Skill
1-100	Lockpicking Quest Chests
100-125	Poison Quest Chest
125-175	Wetlands Chests, Poison Quest Chests
175-180	Lockboxes from Ogre's in Tanaris
180-225	Scarlet Monastery Doors
225-280	Lockboxes, Searing Gorge, Chests
280-300	Blackrock Depths Doors
300-375	Lockboxes, Chests in Outland

LIMITED SUPPLY ITEMS AND HOW TO GET THEM



here are items vendors sell that have a limited quantity only refreshed every few hours and sometimes days. When browsing a vendors' inventory always keep an eye out for any of these. They can be gear, recipes, or even materials or potions.

An Overview And Things To Watch For

Limited supply items are needed supplies that you are not always guaranteed to obtain through a certain method. Whether it be purchasing from a vendor or killing for a quest there are many limited items waiting for you to make some profit with them. Light Feather is a notable one as it is needed by mages' to cast some of their spells like slow fall and usually sell between 3-6 gold per stack of 20. Keep in mind after server maintenance there is a window where all the limited supply items from a specific vendor are back in stock so if there is something you want to turn a profit off of jump online fast and rush to said vendor.

A strong point on limited supply items is patch release day. Before a new patch is released keep an eye out on what content is added and what may be needed for attunement or maybe a change in a profession or class. Stock up on these items as they will be cheaper now than when the patch or expansion releases. After the said content is released inflation will hit almost immediately and this is your opportunity to exchange your foresight into gold. Never underestimate this tactic as it can prove very valuable to the vast amounts of gold it can yield.

With the evolution of World of Warcraft gear has changed and grown with it, this is very true for class armor or weapon sets. Anytime you pick up gear that is part of a set or for a specific class and you can not use it, and it is not BoP, there is much profit for your taking. Keep these items set aside and always try and sell them for as much as possible because they are rare and valuable to the majority of characters.

Limited Supply Profession Items

Most limited supply profession items are recipes or materials used for producing items. Most of these can be found in vendors in main cities or from vendors of specific factions. As you explore the wilds you may come across wondering or exiled merchants (usually they are goblins or gnomes) that have these.

Here are some charts with the locations of some limited items.

Alchemy.

Target Item	Vendor	Location	Price
Recipe: Elixir of Camouflage http://www.thottbot.com/i22900	Daga Ramba, Leeli Longhaggle	Blade's Edge, Terokar Forrest	3 Gold
Recipe: Elixir of Demonslaying http://www.thottbot.com/i9300	Nina Lightbrew	Blasted Lands	90 Silver
Recipe: Elixir of Major Defense http://www.thottbot.com/i22909	Noraani	Zangarmarsh	5 Gold
Recipe: Elixir of Major Frost Power http://www.thottbot.com/i22902	Noraani	Zangarmarsh	4 Gold
Recipe: Elixir of Superior Defense http://www.thottbot.com/i13478	Kor'Geld, Vosur Brakthel	Orgrimmar, Ironforge	1G 30S
Recipe: Fire Protection Potion http://www.thottbot.com/i6055	Jeeda, Nandar Branson	Stonetalon, Hillsbrad	15 Silver
Recipe: Free Action Potion http://www.thottbot.com/i5642	Kor'Geld, Vosur Brakthel	Orgrimmar, Ironforge	18 Silver
Recipe: Frost Oil http://www.thottbot.com/i14634	Bro'Kin	Alterac	25 Silver

Target Item	Vendor	Location	Price
Recipe: Frost Protection Potion http://www.thottbot.com/i6056	Drovnar Strongbrew, Glyx Brewright	Arathi, Stranglethorn Vale	20 Silver
Recipe: Great Rage Potion http://www.thottbot.com/i5643	Hagris, Ulthir	Orgrimmar, Darkshore	20 Silver
Recipe: Major Dreamless Sleep Potion http://www.thottbot.com/i22911	Daga Ramba, Leeli Longhaggle	Blade's Edge, Terokar Forrest	5 Gold
Recipe: Major Healing Potion http://www.thottbot.com/i13480	Evie Whirlbrew	Winterspring	1G 50S
Recipe: Major Mana Potion http://www.thottbot.com/i13501	Miranda Breechlock	Eastern Plaguelands	36 Silver
Recipe: Nature Protection Potion http://www.thottbot.com/i6057	Bronk, Glyx Brewright	Feralas, Stranglethorn Vale	20 Silver
Recipe: Sneaking Potion http://www.thottbot.com/i22901	Fabian Lanzonelli	Terokar Forrest	3 Gold
Recipe: Super Mana Potion http://www.thottbot.com/i22907	Daga Ramba, Haalrun	Blade's Edge, Zangarmarsh	5 Gold
Recipe: Superior Mana Potion http://www.thottbot.com/i13477	Ulthir	Darkshore	1G 20S
Recipe: Transmute Mithril to Truesilver http://www.thottbot.com/i9305	Alchemist Pestlezugg	Tanaris, Swamp of Sorrows	80 Silver
Recipe: Transmute Primal Might http://www.thottbot.com/i23574	Skreah	Shattrath City	8 Gold

Blacksmithing.

Target Item	Vendor	Location	Price
Plans: Adamantite Breastplate http://thottbot.com/i23596	K. Lee Smallfry, Loolruna	Zangarmarsh, Shattrath City	6 Gold
Plans: Adamantite Rod http://thottbot.com/i25846	Aaron Hollman	Shattrath City	4 Gold
Plans: Eternium Rod http://thottbot.com/i25847	Rohok, Mari Stonehand	Hellfire Peninsula, Shadowmoon Valley	12 Gold
Plans: Golden Scale Coif http://thottbot.com/i6047	Krinkle Goodsteel, Trenton Lighthammer	Tanaris	44 Silver
Plans: Hardened Iron Shortsword http://thottbot.com/i12162	Hank the Hammer, Sumi	Stormwind, Orgrimmar	30 Silver
Plans: Massive Iron Axe http://thottbot.com/i12164	Hemet Nesingwary, Vharr	Stranglethorn Vale	44 Silver
Plans: Mithril Scale Bracers http://thottbot.com/i7995	Gharash, Harggan	Swamp of Sorrows, Hinterlands	60 Silver
Plans: Moonsteel Broadsword http://thottbot.com/i12163	Zarena Cromwind	Stranglethorn Vale	44 Silver
Plans: Solid Iron Maul http://thottbot.com/i10858	Jazzrik, Riggelfuzz	Badlands	30 Silver

Enchanting.

Target Item	Vendor	Location	Price
Formula: Enchant Chest – Minor Mana http://thottbot.com/i6342	Malij	Netherstorm	3 Silver
Formula: Enchant Shield – Major Stamina http://thottbot.com/i28282	Madame Ruby	Shattrath City	3 Gold
Formula: Large Prismatic Shard http://thottbot.com/i22565	Madame Ruby	Shattrath City	3 Gold
Formula: Runed Adamantite Rod http://thottbot.com/i25848	Vodesiin, Rungor	Hellfire Peninsula, Terokar Forrest	10 Gold
Formula: Runed Eternium Rod http://thottbot.com/i25849	Madame Ruby	Shattrath City	3 Gold
Formula: Superior Mana Oil http://thottbot.com/i22562	Madame Ruby	Shattrath City	3 Gold
Formula: Superior Wizard Oil http://thottbot.com/i22563	Madame Ruby	Shattrath City	3 Gold

Engineering.

Target Item	Vendor	Location	Price
Schematic: Adamantite Rifle http://thottbot.com/i23799	Viggz Shinesparked	Shattrath City	8 Gold
Schematic: Adamantite Scope http://thottbot.com/i23807	Mixie Farshot	Hellfire Peninsula	6 Gold
Schematic: Adamantite Shells http://thottbot.com/i23815	Wind Trader Lathrai	Shattrath City	6 Gold
Schematic: Cogspinner Goggles http://thottbot.com/i23803	Mixie Farshot, Lebowski	Hellfire Peninsula	6 Gold
Schematic: EZ-Throw Dynamite II http://thottbot.com/i18650	Blizrik Buckshot	Tanaris	50 Silver
Schematic: Fel Iron Toolbox http://thottbot.com/i23816	Wind Trader Lathrai	Shattrath City	4 Gold
Schematic: Goblin Jumper Cables http://thottbot.com/i7561	Super-Seller 680, Zixil	Desolace, Hillsbrad	20 Silver
Schematic: Gnomish Universal Remote http://thottbot.com/i7560	Gearcutter Cogspinner	Ironforge	12 Silver
Schematic: Truesilver Transformer http://thottbot.com/i18651	Mazk Snipeshot	Booty Bay	1G 20S
Schematic: Ultra-Spectropic Detection Goggles http://thottbot.com/i23805	Captured Gnome, Lebowski	Zangarmarsh, Hellfire Peninsula	6 Gold
Schematic: White Smoke Flare http://thottbot.com/i23811	Captured Gnome, Wind Trader Lathrai	Zangarmarsh, Shattrath City	8 Gold

Jewelcrafting.

Target Item	Vendor	Location	Price
Design: Amulet of the Moon http://thottbot.com/i20854	Arred	The Exodar	18 Silver
Design: Bold Blood Garnet http://thottbot.com/i23131	Kalaen	Hellfire Peninsula	5 Gold
Design: Bright Blood Garnet http://thottbot.com/i28596	Kalaen	Hellfire Peninsula	5 Gold
Design: Brilliant Golden Draenite http://thottbot.com/i23148	Kalaen	Hellfire Peninsula	4 Gold
Design: Glinting Flame Spessarite http://thottbot.com/i23137	Kalaen	Hellfire Peninsula	6 Gold
Design: Glowing Shadow Draenite http://thottbot.com/i23144	Kalaen	Hellfire Peninsula	4 Gold
Design: Heavy Golden Necklace of Battle http://thottbot.com/i20856	Arred	The Exodar	15 Silver
Design: Inscribed Flame Spessarite http://thottbot.com/i23135	Kalaen	Hellfire Peninsula	4 Gold
Design: the Jade Eye http://thottbot.com/i20975	Arred	The Exodar	25 Silver
Design: Solid Azure Moonstone http://thottbot.com/i23152	Kalaen	Hellfire Peninsula	5 Gold

Leatherworking.

Target Item	Vendor	Location	Price
Pattern: Black Dragonscale Breastplate http://thottbot.com/i15759	Plugger Spazzrig	Blackrock Depths	2G 20S
Pattern: Blue Dragonscale Breastplate http://thottbot.com/i15751	Blimo Gadgetspring	Azshara	2 Gold
Pattern: Chimeric Gloves http://thottbot.com/i15729	Blimo Gadgetspring	Azshara	1G 20S
Pattern: Corehound Boots http://thottbot.com/i17022	Lokhtos Darkbargainer	Blackrock Depths	15 Gold
Pattern: Green Dragonscale Breastplate http://thottbot.com/i15726	Masat T'ander	Swamp of Sorrows	1G 20S
Pattern: Living Shoulders http://thottbot.com/i15734	Jangdor Swiftstrider, Pratt McGrubben	Feralas	1G 40S
Pattern: Molten Helm http://thottbot.com/i17023	Lokhtos Darkbargainer	Blackrock Depths	16 Gold
Pattern: Shadowskin Gloves http://thottbot.com/i18239	Rikqiz	Stranglethorn Vale	35 Silver
Pattern: Stormshroud Pants http://thottbot.com/i15741	Leonard Porter, Werg Thickblade	Alterac, Tirisfal Glades	1G 60S
Pattern: Warbear Woolies http://thottbot.com/i15754	Meilosh	Felwood	2G 28S
Pattern: Wicked Leather Gauntlets http://thottbot.com/i15725	Leonard Porter, Werg Thickblade	Alterac, Tirisfal Glades	1G 20S

Tailoring:

Target Item	Vendor	Location	Price
Pattern: Bolt of Soulcloth http://thottbot.com/i21894	Borto	Nagrand	4 Gold
Pattern: Enchanted Mageweave Pouch http://thottbot.com/i22307	Johan Barnes, Dealer Malij	Hellfire Peninsula, Netherstorm	60 Silver
Pattern: Heavy Knothide Leather http://thottbot.com/i25720	Cro Threadstrong, Haferet	Shattrath City, The Exodar	5 Gold
Pattern: Imbued Netherweave Bag http://thottbot.com/i21893	Mathar G'Ocher	Nagrand	4 Gold
Pattern: Primal Mooncloth http://thottbot.com/i21895	Gidge Spellweaver	Shattrath City	4 Gold
Pattern: Shadowcloth http://thottbot.com/i30483	Adrion Darkspinner	Shattrath City	4 Gold
Pattern: Spellcloth http://thottbot.com/i24316	Gidge Spellweaver	Shattrath City	4 Gold

Limited Supply Quest Items


The main things to watch for here are items for raising reputation and items for certain quests such as Stranglethorn Fever and Green Hills of Stranglethorn.

Here is a chart showing some reputation items you may run across while hunting.

Reputation Items	Target Mobs	Preferred Location	Faction
Mark of Kil'Jaeden http://www.thottbot.com/i29425	Demons, Undead	Oshu'Gun, Bone Wastes	The Aldor
Mark of Sargeras http://www.thottbot.com/i30809	Shadow Council, Demons, Deathforge...	Legion Hold, Forge Camps	The Aldor
Fel Armament http://www.thottbot.com/i29740	Shadow Council, Demons, Deathforge...	Legion Hold, Forge Camps	The Aldor
Unidentified Plant Parts http://www.thottbot.com/i24401	Umbrafen Eel	Umbrafen Lake	Cenarion Expedition
Coilfang Armament http://www.thottbot.com/i24368	Random	Steam Vaults	Cenarion Expedition
Oshu'Gun Crystal Fragments http://www.thottbot.com/i25416	Ethereals	Oshu'Gun in Nagrand	Consortium
Arakkoa Feathers http://www.thottbot.com/i25719	Dreadhawks, Windrippers, Talonites, Wing Guards	Terokar Forrest, Veil Skith and Veil Reskk	Lower City
Firewing Signet http://www.thottbot.com/i29426	Warlocks, Defenders	Firewing Point	The Scryers

Reputation Items	Target Mobs	Preferred Location	Faction
Sunfury Signet http://www.thottbot.com/i30810	Knights, Researchers, Warders	Mana Forges	The Scryers
Arcane Tome http://www.thottbot.com/i29739	Knights, Researchers, Warders	Mana Forges	The Scryers
Fertile Spore http://www.thottbot.com/i24449	Bats, Marsh Walkers, Fen Striders	Zangarmarsh	Sporegggar
Glowcap http://www.thottbot.com/i24245	Picked up	Between Sporegggar and Zabra'jin	Sporegggar

FARMING, HOW TO MAKE THE MOST OF IT

ithin this chapter we will be covering the basics and some more advanced sides of farming. Most of this is for higher level characters as it is much easier to run around the world and farm at max level versus anytime before that point.

Non-Instance Farming

It's time to trek the globe in search of treasure and glory as we move on to farming the overworld. This includes hunting specific groups of mobs and slaying them for their loot so that you can turn your time played into gold for whatever your heart desires. Keep in mind that the listed Coordinates are for that specific zone.

Azeroth

The Barrens (levels 14–23)
(13 Gold per hour)

<http://thottbot.com/z17>

Map Coordinates: 55,42. 46, 39. 44,22.

Grinding List: Centaurs, Turtles, Raptors

Location: For lower level members of the horde try your hand in barrens. Many mobs spawn near the oasis of the area and make for great farming with the turtles and humanoids surrounding them. Humanoids have a 34% drop rate on their cloth pieces and the turtles are great for any skinner to raise their skill from.

Westfall (levels 15–20) (13 Gold per hour)

<http://thottbot.com/z40>

Map Coordinates: 43,69.

Grinding List: Defias Pillagers, Defias Looters, Carrion Birds

Location: For lower level alliance characters Moonbrook located in south-western Westfall is wonderful to farm as cloth drops a lot and so does some silver. These mobs of Defias casters and looters are easy kills around levels 20 so you should be able to easily harvest their cloth pieces and turn it into gold. The cloth drop rate here is about 40% and humanoids always drop some silver which makes this a prime location to farm/grind for lower levels. There is also a

healthy stock of Carrion Birds in the graveyard beside Moonbrook which drop Light Feathers at a 20% rate, since mage's need these items for some of their spells they sell between 5-20 Gold per stack of 20.

Wetlands (levels 23-32), Badlands (levels 40-50) (40 Gold per hour)

<http://thottbot.com/z11>

<http://www.thottbot.com/z3>

Map Coordinates. Westlands; 68,45.

Badlands; 80, 52.

Grinding List. Crimson and Flamesnorting Whelps (Wetlands), Black Whelps (Badlands)

Location. Whelps are always a solid target for any daring adventurer. There are, notably, a couple of location that drops their Whelpling counterparts, a small pet that follows you around. At level 24 you can start farming the crimson and Flamesnorting whelps located in wetlands near Dun Modr. At later levels you can farm the scalding whelps located in badlands. Each of the whelplings they drop average for selling around 100 gold and they are all skinnable. Whelpling drop rates are roughly 2% each from both types of whelps. These dragonkin also drop money and are easy kills for anyone looking to grind/farm.

**Stranglethorn Vale (levels 30-45)
(45 Gold per hour)**

<http://thottbot.com/z33>

Map Coordinates. 42, 35. 32, 69.

Grinding List. Mistvale Gorillas,
Skullsplitter Trolls

Epic /Expected Drops.

Staff of Jordan

<http://www.thottbot.com/i873>

Dazzling Longsword

<http://www.thottbot.com/i869>

Mageweave

<http://www.thottbot.com/i4338>

Location. For Moderate level characters Stranglethorn Vale is the place to be as there are a couple of epics that drop here and will easily sell for 100 gold each or more. The Skullsplitter troll tribe and the Mistvale Gorillas here should be your target so make sure you are at least level 40 or have a partner to group with for hunting. Staffs of Jordan and Dazzling Longsword each have about a 0.5% drop rate and these groups of mobs also drop a host of blues from time to time. Other items of interest here are the cloth from the humanoids and the gorilla fangs from the mistvales. Cloth is always a good farming target as it is always needed and the fangs are needed for the Stranglethorn fever quest and sell well to people looking to complete it.

Felwood (levels 52–60) (50 Gold per hour)

<http://thottbot.com/z361>

Map Coordinates. 40, 80.

Grinding List. Furbolg Tribes other than Timbermaw

Reputation Target. Timbermaw Hold

Expected Drops. Runecloth

<http://www.thottbot.com/i14047>

Location. One of your first late level experiences with reputation farming will be in Felwood with Timbermaw Hold. Hunt down the other Furbolg tribes in the area and complete the quests from Timbermaw in the northern section of the zone as they become available. This reputation will need to be raised to gain easy entrance into Winterspring and Moonglade. Also in Felwood are Angerclaw Maulers, these respawn fairly quick and you should have no trouble mowing down groups of them for some quick cash and cloth (33% drop rate).

Feralas (levels 44–50) (60 Gold per Hour)

<http://www.thottbot.com/z357>

Map Coordinates. 70, 62.

Grinding List. Bears, Wolves

Epic Drops. Boots of Avoidance

<http://www.thottbot.com/i14549>

Location. Near the Writhing Deep, Below the Woodpaw Gnoll camps you will find a lot of bears and wolves roaming around. Not many people farm or grind here so you

should find it quite peaceful, but the enemies are closely packed and adds can be a problem. Boots of Avoidance have a 0.3% drop rate here, but selling for 200 Gold they are definitely worth your time. There is also a healthy host of green items and a good variety of vendor trash here making this a good place to grind and farm at the same time.

Tanaris (levels 46–50) (60 Gold per hour).

Map Coordinates. 40, 54. 46, 64. 40, 72.

Grinding List. Dunemaul Ogres

Expected Drops. Mageweave

<http://www.thottbot.com/i4338>

Location. Southmoon Ruins, Eastmoon Ruins, and Dunemaul Compound are all amazing spots to find and hunt Dunemaul Ogres. These ogres are easy kills but provide a good mix of caster and melee opponents, make sure to keep an eye out for any adds. Every second to third kill you should have at least three Mageweave cloth drop, this high drop rate allows the cloth to stack very fast so make sure your bags will have enough room. If you are on a PvP server also keep an eye out for members of the opposite faction as these places are well known for grinding experience within this level bracket.

Winterspring (levels 55–60)
(75 Gold per hour)

<http://thottbot.com/z618>

Map Coordinates. 67, 41.

Grinding List. Yetis

Expected Drops. Stockade Pauldrons

<http://www.thottbot.com/i14552>

Location. Winterspring is a snowy playground for those of higher strength, full of adventure and a couple of solid places to farm. There is a yeti cave above Everlook in Winterspring, you will notice it from the road heading left from Everlook, yetis are everywhere. There is a 3% drop rate for blue items and even some epics such as Stockade Pauldrons (1% drop rate on epics). These yetis are also nice for a skinner and have a solid profit margin for using your time to hunt them down. For herbalists, a Black Lotus spawns outside of the yeti cave quite often, more so than other places. All classes should find this area quite fun but classes like warlocks and hunters will be able to kill faster and more efficiently, thus getting the better side of any drops in this area.

Map Coordinates. 51, 42.

Grinding List. Wailing Highbourne

Quests Needed. The Ruins of Kel'Thril

<http://www.thottbot.com/q5244>

Location. Wailing Highbourne are another mob for hunting. There is a quest in Everlook (<http://www.thottbot.com/q5244>) you can pick up to gather things from the Ruins of Kel'Thril, when you use your pick to mine the quest item a couple of mobs automatically agro on you. Simply do not pick up the quest items after mining and keep killing the Highbourne here in rapid succession. They drop a lot of runecloth and a healthy selection of greens and blues. Paladins will have a blast going up against the undead here and should tear through this area very fast, all others should just act like they are fighting humanoids and enjoy themselves on this fast re-spawn rate and easy kills.

Map Coordinates. 49, 10.

Reputation Target. Wintersaber Trainers

<http://www.thottbot.com/f589>

Location. There is a special Frostsaber mount players of the alliance can obtain in Winterspring. Rivern Frostwind <http://www.thottbot.com/?n=57000> is the vendor you will purchase this mount from but you have to be exalted with him before you may purchase it. Becoming exalted with

the Wintersaber Trainers faction requires a lot of work and you must be level 58 before you can even attempt the faction quests. Humans will have a much easier time with this quest because of their 10% reputation boost, raising your faction can take anywhere from one week to a month so be prepared to put some time in for this one of a kind mount. The following link is a great resource for those looking into this faction, <http://www.thottbot.com/i13086>.

**Western Plaguelands (levels 60–70)
(95 Gold per hour)**

<http://thottbot.com/z139>

Map Coordinates. 44, 17.

Grinding List. Members of the Scarlet Crusade

Expected Drops.

Formula: Enchant Weapon–Crusader

<http://www.thottbot.com/i16252>

Runecloth

<http://www.thottbot.com/i14047>

Location. The Formula: Enchant Weapon–Crusader is one of the most sought after recipes in World of Warcraft. There is only once place this can be found and that is hunting the mobs in Hearthglen located in WPL. The enemies here are much like Tyr's Hand and also drop a healthy stock of green and blue items. Within a few hours you could have the formula and a lot of other loot

easily making around 100 gold or more per hour. The formula itself has about a 1% drop rate so make sure to keep your eyes open while hunting. Runecloth also has a 40% drop rate here and the blue items average out at a 4% drop rate.

Class Advantages. Rogues will have an easy time here as will almost any other class as this area is very general with a mix of melee and caster enemies.

**Eastern Plaguelands (levels 60–70) (80 Gold
per hour)**

Map Coordinates. 83, 82.

Grinding List. Members of the Scarlet Crusade

Location. For high level characters Tyr's Hand is a hovel of Scarlet Crusade members awaiting their doom. These fanatics are convinced that everything not wearing a tabard of the scarlet crusade is an undead and needs to be slaughtered. Not only can farming this place make you feel like you are further protecting the general populace of your faction but it can yield a good haul of blue items and sometimes even epics for your selling pleasure. Re-spawn timers here are fairly low and this is somewhat of a large area located in Eastern Plaguelands south-eastern corner so you should stay busy almost the whole time you are in this area.

Class Advantages. Rogues and Paladins will be able to tear this area to pieces, Warriors need to be careful of the abundant caster population here, Hunters and Warlocks should make strategic use of their pets as this area can have a lot of adds, all other classes should have a fair time here but not the easiest just make sure to watch your back for any additional mobs that may run your way or re-spawns.

Outland

Welcome to Outland, a place of wonders and beauty, a place infested with demons, and an adventure waiting for the taking. Farming here is relatively easy as greens are not hard drops to come by and you can farm motes which turn into a primal once you have 10 of the same type. We will mainly be discussing mote farming since it is heavily done and the primal are needed by all high level production professions.

Elemental Plateau (level 70, requires flying mount) (250 Gold per hour)

<http://thottbot.com/z3518>

Map Coordinates. 67, 22.

Grinding List. Earth, Fire, Water and Wind Elementals

Expected Drops. Mote of Earth

<http://www.thottbot.com/i22573>

Mote of Fire

<http://www.thottbot.com/i22574>

Mote of Water

<http://www.thottbot.com/i22578>

Mote of Air

<http://www.thottbot.com/i22572>

Location. The greatest place to farm motes is on the Elemental Plateau which you need a flying mount to reach. Elemental Plateau is located in north-eastern Nagrand and the elementals here drop a mote almost every third kill and sometimes more often. The nice thing is elementals of nearly every type spawn here thus adding to the places profit potential. Simply run around and slay as many elementals as possible. The re-spawn timers are not too long and so it should keep you running around this place without much time where there is nothing to kill. Wait until you have 10 motes and right-click them to turn your small stack into a primal of its type then place it in the auction house or use it, its that simple! Farming here may be a little difficult for rogue's but is easy as a mage, warlock, and even a hunter. Rogue's have their own special trick when they obtain a flying mount and it is detailed in the Outland instance farming section. All other classes should be

able to farm this area fairly well and if you have abilities useful against certain elements make sure to use them accordingly to maximize your effectiveness.

Optional Areas for Farming Primals (level 70) (200 Gold per hour).

The Elemental Plateau located in Nagrand is the most well known area for farming your primals to bring in gold but there are a few more locations worth mentioning. All of the following areas may be difficult for a rogue but other classes should not have much trouble at all.

Primal Air.

Map Coordinates. 62, 58.

Grinding List. Enraged Air Spirits

Expected Drops. Mote of Air

<http://www.thottbot.com/i22572>

Location. Any mob that looks like a cyclone in Outland has a good chance of dropping a mote of air, keep this in mind while hunting. Shadowmoon Valley is a great place to find Mote of Air (<http://www.thottbot.com/i22572>) these motes drop from Enraged Air Spirits located southeast with the Netherwing Fields area. Another good place to find Enraged Air Spirit spawns is also north of the Altar of Shatar. Mote of Air has a 34% drop rate from this type of mob.

Primal Earth.

Map Coordinates.

Nagrand; 35, 69.

Shadowmoon Valley; 48, 33.

Grinding List. Shattered Rumblers, Enraged Earth Spirits

Expected Drops. Mote of Earth

<http://www.thottbot.com/i22573>

Location. Mote of Earth (<http://www.thottbot.com/i22573>) can drop from any enemy that looks like a pile of rocks (earth elemental), that also includes from mining veins and deposits in Outland. There is almost a 40% drop rate for miners pursuing this mote. Nagrand has a healthy stock of veins and Shattered Rumblers which drop this mote at a 31% rate. Shattered Rumblers may be found in the area surrounding Oshu'Gun and make easy kills for most classes (rogues may have trouble with elementals...). Shadowmoon Valley is once again another area deserving of our attention with its stock of Enraged Earth Spirits located at the Hand of Gul'Dan. Enraged earth spirits drop a green item usually 16% of the time and motes at about a 27% rate. Happy hunting!

Primal Fire.

Map Coordinates. Balde's Edge; 71, 22.
Shadowmoon Valley; 51, 35.

Grinding List. Vile Fire Souls, Searing Elementals

Expected Drops. Mote of Fire
<http://www.thottbot.com/i22574>

Location. Primal Fire is a much needed item and usually sells for about 40 gold each. Mote of Fire(<http://www.thottbot.com/i22574>) is in healthy stock with the Elemental Plateau but any fire type elemental in Outland has the possibility of dropping these, generally with a 23% drop rate. Vile Fire Souls are a prime target for hunting when seeking Motes of Fire. Vile Fire Souls are located within Blade's Edge Mountains near Forge Camp Terror. Searing Elementals also located in Blade's Edge Mountains spawn at Skald and are easier kills than the Vile Fire Souls because other enemies are not packed so close by. If you are still hanging around Shadowmoon Valley make sure to check out the Enraged Fire Spirits located at the Hand of Gul'Dan. Hand of Gul'Dan in Shadowmoon Valley is a prime target for farmers because of the variety of mobs and the ease with which they are slain, if you didn't notice already.

Primal Life.

Map Coordinates. Zangarmarsh; 80, 48.
Terokar Forrest; 27, 53 – 28, 65 – 50, 53.

Grinding List. Withered Bog Lords, Infested Root-Walkers

Expected Drop. Mote of Life
<http://www.thottbot.com/i22575>

Location. Withered Bog Lords are located in the Dead Mire within Zangarmarsh. Withered Bog Lords have a 36% drop rate on Mote of Life and are around levels 61-63, they are tightly clustered and are fairly easy kills. This area usually does not have a lot of other players in it, coupled with the high drop rate, this is a prime spot for you to farm. Infested root-walkers can be found along the forest edges of The Bone Wastes inside the Terokar Forest zone. Infested root-walkers have a 24% drop rate for Mote of Life and are around level 62-65. If you happen to find competition with others in the Dead Mire hunt the Infested root-walkers. You will have to travel a little further to hunt each mob but it makes up for the time you would be spending fighting over spawns with others in the Dead Mire.

Primal Mana.

Map Coordinates: 33, 69 – 38, 65; 56, 87.

Grinding List: Mana Wraiths, Mageslayers, Mana Seekers

Expected Drop: Mote of Mana

<http://www.thottbot.com/i22576>

Location: Mana Wraiths are between level 67 and 68, they can be found around Area 52 located within Netherstorm. The drop rate for Mote of Mana from the Mana Wraiths is 35%. Be wary when fighting Mana Wraiths as they are immune to ALL arcane effects. Other than their immunity to the arcane they tend to be easy kills. Mageslayers and Mana Seekers can be found wondering Wizard's Row in Netherstorm. Mageslayers have a 35% drop rate for Mote of mana and Mana Seekers also have a 35% drop rate. Not many other players roam around this spot in Netherstorm so it may be easier than farming Mana Wraiths. Going between these two areas you could easily farm 5 or 6 Primal Mana within an hour.

Primal Shadow.

Map Coordinates: Hellfire; 39, 32. Netherstorm; 51, 22.

Grinding List: Terrorfiends, Hound of Culuthas

Expected Drop: Mote of Shadow

<http://www.thottbot.com/i22577>

Location: Terrorfiends are located at the Pools of Aggonar within Hellfire Peninsula. They have a 35% drop rate for Mote of Shadow and are around levels 60 and 62, making this an easy hunt. When farming at the Pools of Aggonar, be careful, this area is heavily inhabited by Slimes and Terrorfiends so additional enemies jumping into your battle could easily happen. Hound of Culuthas is a much higher level mob located in the Ruins of Farahlon within Netherstorm. Hound of Culuthas has a 51% drop rate on Mote of Shadow and is around level 68. If you are level 70 feel free to hunt the hounds to your hearts content and fill your bags with Primal Shadow.

Primal Water.

Map Coordinates. Terokar Forrest; 39, 10.
Nagrand; 44, 46.

Grinding List. Muck Spawns, Skettis
Surgers

Expected Drop. Mote of Water
<http://www.thottbot.com/i22578>

Location. Mote of Water
(<http://www.thottbot.com/i22578>) is dropped by any water elemental mobs located in Outland and can also become yours while fishing (though at a low drop rate of about 25%). Mining around the coastline of a lake in Outland may also yield Mote of Water at a 30% drop rate if you happen to be a miner. Silmyr Lake located in Terokar Forrest is a great place to put both of these professions to use. At Silmyr Lake there is also a mob named Shimmerscale Eel that drop this mote at a 23% rate, they are easy kills especially for a high level character. At the lake surrounding Halaa you will find Muck Spawns which have a 24% drop rate for mote of water, with the slaying of these mobs and fishing you will have a lot of primals at a fast rate. Skettis Surgers roaming around Blakwind Lake located in Terokar Forest also make great hunting for a farmer, they have a 45% drop rate for mote of water. Feel free to check these venues out when adventuring in Outland and line your pockets with gold!

**Blade's Edge (levels 65-70)
(110 Gold per hour)**

<http://thottbot.com/z3522>

Map Coordinates. 44, 75. 41, 52.

Grinding List. Ogres

Expected Drops. Netherweave
<http://www.thottbot.com/i21877>

Location. Ogres in Blade's Edge are easy kills with a max level character and drop a piece or more of cloth almost every third kill and you will see the stacks and thus the gold add up quick.

Class Advantage. This technique is a little easier for melee classes than the Elemental Plateau can be. Melee classes will find solace in Blade's Edge more easily with the almost zero population of casters and weak melee enemies.

Manaforges (level 70) (110 Gold per hour):

<http://thottbot.com/z3523>

Map Coordinates. 23, 73. 49, 85. 59, 68.

Grinding List. Blood Elves

Expected Drops. Sunfury Signet
<http://www.thottbot.com/i30810>
Arcane Tome
<http://www.thottbot.com/i29739>

Location. The Blood Elves at the manaforges located within Netherstorm are relatively easy kills and drop a Sunfury Signet about every fourth kill. These signets sell anywhere from 2-5 gold a piece, they also drop Arcane Tome at about a 10% rate and these sell for close to 20 gold.

Class Advantages. Paladins, rogues, and mages will find an easy time within the Manaforges hunting down Blood Elves.

Nagrand (levels 68-70) (160 Gold per hour)

<http://thottbot.com/z3518>

Map Coordinates. 40, 70.

Grinding List. Clefthoof, Ethereals, Demons

Expected Drops. Netherweave
<http://www.thottbot.com/i21877>

Mark of Kil'Jaeden
<http://www.thottbot.com/i29425>

Location. Nagrand is also a well known farming location and is easily the most scenic area of Outland. This is a great location for skimmers with its healthy spawn of Clefthoof and also for those looking to raise Aldor reputation. Oshu'Gun is where you should go if you want some quick kills and solid loot potential. Around Oshu'Gun there are ethereals that are fairly easy kills if you are at their level or higher and within it there are demons which drop Mark of Kil'Jaeden at about a 30% rate along with pieces of

Netherweave Cloth. Paladins will find farming in Nagrand much easier than most other classes because of their efficient playstyle and effectiveness when fighting demons.

Class Advantages. Rogues and hunters should enjoy the hunting of Clefthoof and the massive ogre population while other classes will find this zone has a nice balance for them with just a moderate level of difficulty.

Shadowmoon Valley (levels 66-70) (130 Gold per hour)

<http://thottbot.com/z3520>

Map Coordinates. 24, 36. 39, 51.

Grinding List. Demons, Hellboars

Expected Drops. Mark of Sargeras
<http://www.thottbot.com/i30809>

Fel Armament

<http://www.thottbot.com/i29740>

Location. When your reputation rises and you are in need of items to reach those higher levels of respect among the Aldor you will need Mark of Sargeras (25% drop rate) and Fel armament (15% drop rate). These can be found amongst Outlands Forge Camps and places with higher ranking servants of the demons such as Legion Hold in Shadowmoon Valley. Within Legion Hold you will find many members of the Shadow Council and their demon counterparts.

When taking down Forge Camps keep in mind their construction as these places can be rather difficult, just find one you enjoy hunting in and have fun. Hellboars are also a healthy stock in this zone for any skimmers looking to gain some leather for their troubles. All classes can easily find a niche in this zone, but be wary when hunting within a forge camp as mobs are tightly packed which could lead to your quick death.

Class Advantages. Paladins will find forge camps much easier because they are usually infested with demons.

Terokkar Forrest (levels 65–70)
(140 Gold per hour)

<http://www.thottbot.com/z3519>

Map Coordinates. 58, 41.

Grinding List. Warp Stalkers, Basilisks, Wolves

Location. Terokkar Forrest is lush and the zone home to the neutral city of Shattrath, a refuge for citizens of demon infested Outland. Exploring this forest you will see plenty of skinnable creatures (mostly basilisks and wolves) that are fun to hunt while wondering around. If you are a hunter seeking a Warp Stalker for a pet there are plenty here to choose from, these pets are unique and have the ability to blink (like the mage spell). Also herbalists will enjoy themselves in the lush wilds of Terokkar, the

home of Terocone which can easily sell for 20 gold per stack of 20. Fill your herb pouch, grab some skins, and take a new pet for a ride and turn this zone into gold.

Map Coordinates. 70, 37.

Grinding List. Blood Elves (Firewing Clan)

Expected Drops. Firewing Signet

<http://www.thottbot.com/i29426>,

Arcane Tome

<http://www.thottbot.com/i29739>

Location. Firewing Point is located in the Northeast section of Terokkar Forest and is a great place to farm for snyder reputation. The enemies here drop Firewing signet at a 30% drop rate and arcane tome at about a 6% drop rate. These items are used for Snyder reputation boosts. The enemies within Firewing Point are easily slain but are also closely clustered so be careful when you pull. The Firewing Warlocks will attempt to run when near death but the Bloodwarders and Defenders will stand their ground. If you use caution when farming here you should be safe. Also keep a careful eye out for other players as this place is used in a couple of quests for the Alliance.

Map Coordinates. 47, 59. 52, 70.

Grinding List. Undead, Skettis

Location. Within Terokar Forrest there is a section called the Bone Wastes, formerly home the city of Draenei city of Auchindoun. In the northern and north-western section of this area you will find more of Kil'jaeden's minions waiting to be hunted down for the Mark of Kil'Jaden (30% drop rate) they carry and their cloth pieces of Netherweave (35% drop rate) and Runecloth (20% drop rate). Items that raise faction sell quite well in the auction house and almost any place with a good drop rate for them is a prime location for your farming pleasure. The Bone Wastes are mostly infested with undead which makes this a paladins playground. DPS classes will also find these easy kills especially if they are at level 70. Warriors should not find too much trouble besides needing to bandage about every third kill and priests can cut that downtime with being able to heal themselves and just needing to drink and restore mana.

New Darkmoon Faire Card

Sets

The following items are one's that can make you a lot of gold. They are very rare drops and can be a farming target if you have a lot of time to spend hunting them down. They will not net you the gold per hour that other techniques will but the following section gives you insight where to find these cards. Either to sell them or for your own use.

Blessings Set

Reward.

Darkmoon Card: Crusade

Bind on Pickup

Unique-Trinket

Requires Level 70

Equip: Each time you deal melee damage to an opponent you gain 6 attack power for the next 10 seconds stacking up to 20 times. Each time you land a harmful spell on an opponent you gain 8 spell damage for the next 10 seconds stacking up to 10 times.

Blessings Deck Set Pieces.

Ace of Blessings

<http://www.thottbot.com/i31882>.

Auction house value. 200-300 Gold

The Ace of Blessings drops from bosses in select high-end instances located within Outland. Heroic dungeons have a much higher drop rate but are also much more difficult.

Target. Aeonus (Black Morass, 0.2% drop rate, Normal Difficulty).

Warlord Kalithresh (Steamvaults, 0.4% drop rate, Heroic Difficulty)

Two of Blessings

<http://www.thottbot.com/i31889>.

Auction House Value. 50-70 Gold

Two of Blessings is a world/instance drop and has a healthy list of mobs that may drop it.

Target. Skettis Wing Guard (Terokar Forest, 0.2% drop rate, World Drop)

Furnace Guard (Blade's Edge Mountains, 0.2% drop rate, World Drop)

Three of Blessings

<http://www.thottbot.com/i31888>.

Auction House Value. 50-70 Gold

Three of Blessings is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Skettis Talonite (Terokar Forest, 0.2% drop rate, World Drop)

Skettis Wing Guard (Terokar Forest, 0.2% drop rate, World Drop)

Four of Blessings

<http://www.thottbot.com/i31885>.

Auction House Value. 60-80 Gold

Four of Blessings is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Skettis Soulcaller (Terokar Forest, 0.2% drop rate, World Drop)

Warmaul Shaman (Nagrand, 0.1% drop rate, World Drop)

Five of Blessings

<http://www.thottbot.com/i31884>.

Auction House Value. 100-150 Gold

Five of Blessings is a world/instance drop that has a small list of mobs that may drop it and a lesser drop rate than some other card, making it more valuable.

Target. Phantom Guest (Karazahan, 0.1% drop rate, Raid Dungeon)

Phasing Sorcerer (Auchenai Crypts, 0.4% drop rate, Heroic Difficulty)

Six of Blessings

<http://www.thottbot.com/i31887>.

Auction House Value. 150-200 Gold

Six of blessings drops mostly within higher level Outland instances, mostly from bosses which makes this card more valuable than cards two through five.

Target. Shattered Hand Assassin (The Shattered Halls, 0.1% drop rate, Normal Mode)

Mechanar Driller (The Mechanar, 0.1% drop rate, Heroic Difficulty)

Seven of Blessings

<http://www.thottbot.com/i31886>.

Auction House Value. 150-200 Gold

Seven of Blessings drops mostly within higher level Outland instances, mostly from bosses which makes this card more valuable than cards two through five.

Target. Mekgineer Steamrigger (Steamvaults, 0.2% drop rate, Normal Mode)

Rift Lord (Black Morass, 0.1% drop rate, Normal Mode)

Eight of Blessings

<http://www.thottbot.com/i31883>.

Auction House Value. 150-200 Gold

Eight of Blessings drops mostly within higher level Outland instances, mostly from bosses which makes this card more valuable than cards two through five.

Target. Cabal Ritualist (Shadow Labyrinth, 0.3% drop rate, Normal Mode)

Mekgineer Steamrigger (Steamvaults, 1.8% drop rate, Heroic Mode)

Furies Set

Reward.

Darkmoon Card: Vengeance

Bind on Pickup

Unique-Trinket

Requires Level 70

+51 Stamina

Equip: You have a 10% chance when hit by an attack or harmful spell to deal 95 to 115 holy damage to your attacker.

Furies Deck Set Pieces.

Ace of Furies

<http://thottbot.com/i31901>.

Auction House Value. 200-300 Gold

Ace of Furies drops from bosses in select high-end instances located within Outland. Heroic dungeons have a much higher drop rate but are also much more difficult.

Target. Kargath Bladefist (The Shattered Halls, 0.3% drop rate, Normal Mode)

Pathaelon the Calculator (The Mechanar, 0.4% drop rate, Heroic Mode)

Two of Furies

<http://www.thottbot.com/i31909>.

Auction House Value. 20–50 Gold

Two of Furies is a world/instance drop with a healthy list of mobs that may drop it.

Target: Skettis Reaper (Terokar Forest, 0.1% drop rate, World Drop)

Warmaul Brute (Nagrand, 0.1% drop rate, World Drop)

Three of Furies

<http://www.thottbot.com/i31908>.

Auction House Value. 30–60 Gold

Three of Furies is a world/instance drop that has a healthy list of mobs whom may drop it.

Target: Zaxxis Raider (Netherstorm, 0.1% drop rate, World Drop)

Gordunni Back-Breaker (Terokar Forest, 0.1% drop rate, World Drop)

Four of Furies

<http://www.thottbot.com/i31904>.

Auction House Value. 30–60 Gold

Four of Furies is a world/instance drop with a healthy list of mobs that may drop it.

Target:

Crazed Murkblood Miner (Shadowmoon Valley, 0.1% drop rate, World Drop)

Shadowmoon Slayer (Shadowmoon Valley, 0.1% drop rate, World Drop)

Five of Furies

<http://www.thottbot.com/i31903>.

Auction House Value. 30–60 Gold

Five of Furies is a world/instance drop that has a healthy list of mobs that may drop it.

Target:

Shadowsworn Drakonid (Shadowmoon Valley, 0.2% drop rate, World Drop)

Sethekk Prophet (Sethekk Halls, 0.1% drop rate, Normal Mode)

Six of Furies

<http://www.thottbot.com/i31906>.

Auction House Value. 130–200 Gold

Six of Furies is an instance drop which makes it worth more than Furies cards two through five.

Target: Shattered Hand Champion (The Shattered Halls, 0.1% drop rate, Normal Mode)

Cabal Cultist (Shadow Labyrinth, 0.1% drop rate, Normal Mode)

Seven of Furies

<http://www.thottbot.com/i31905>.

Auction House Value. 140–200 Gold

Seven of Furies is an instance drop which makes it worth more than furies cards two through five.

Target.

Cabal Executioner (Shadow Labyrinth, 0.1% drop rate, Normal Mode)

Arcatraz Defender (The Arcatraz, 1.5% drop rate, Heroic Mode)

Eight of Furies

<http://www.thottbot.com/i31902>.

Auction House Value. 140–200 Gold

Eight of Furies is an instance drop which makes it worth more than furies cards two through five.

Target. Shattered Hand Centurion (The Shattered Halls, 0.1% drop rate, Normal Mode)

Shadowmoon Darkcaster (The Shattered Halls, 0.3% drop rate, Heroic Mode)

Lunacy Set

Reward.

Darkmoon Card: Madness

Bind on Pickup

Unique-Trinket

Requires level 70

+51 Stamina

Equip: Each time you land a killing blow on an opponent you gain the power of Madness.

The Madness buff changes according to your class and each buff lasts for 30 seconds. Below is a list of the class-specific effects of gaining Madness.

Delusional. +70 attack power (Druid, Hunter, Paladin, Rogue, Warrior)

Dementia. Every 5 seconds either gives you +5% or –5% damage/healing. (Druid, Mage, Paladin, Priest, Shaman, Warlock)

Kleptomania. +35 agility (Druid, Hunter, Paladin, Rogue, Warrior)

Manic. +35 Haste Rating (spell, melee and ranged) (All Classes)

Martyr Complex. +35 stamina (All Classes)

Megalomania. +41 damage/healing (Druid, Mage, Paladin, Priest, Shaman, Warlock)

Narcissism. +35 Intellect (Druid, Hunter, Mage, Paladin, Priest, Shaman, Warlock)

Paranoia. +35 spell/melee/ranged critical strike rating (All Classes)

Sociopath. +35 Strength (Druid, Paladin, Rogue, Warrior)

Lunacy Deck Set Pieces.

Ace of Lunacy

<http://www.thottbot.com/i31910>.

Auction House Value. 170–230 Gold

Ace of Lunacy drops from bosses in select high-end instance located within Outland. Heroic dungeons have a much higher drop rate but are very difficult.

Target. Nexus-Prince Shaffar (Mana Tombs, 7.3% drop rate, Heroic Mode)

Warlord Kalithresh (The Steamvault, 2.3% drop rate, Heroic Mode)

Two of Lunacy

<http://www.thottbot.com/i31918>.

Auction House Value. 30–60 Gold

Two of Lunacy is a world/instance drop that has a healthy list of mobs that may drop it.

Target.

Dragonmaw Transporter (Shadowmoon Valley, 0.1% drop rate, World Drop)

Skettis Wing Guard (Terokar Forest, 0.1% drop rate, World Drop)

Three of Lunacy

<http://www.thottbot.com/i31917>.

Auction House Value. 40–60 Gold

Three of Lunacy is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Demon Hunter Initiate (Shadowmoon Valley, 0.1% drop rate, World Drop)

Skettis Wing Guard (Terokar Forest, 0.1% drop rate, World Drop)

Four of Lunacy

<http://www.thottbot.com/i31913>.

Auction House Value. 40–60 Gold

Four of Lunacy is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Nethermine Flayer (Shadowmoon Valley, 0.1% drop rate, World Drop)

Warmaul Reaver (Nagrand, 0.1% drop rate, World Drop)

Five of Lunacy

<http://www.thottbot.com/i31912>.

Auction House Value. 40–60 Gold

Five of Lunacy is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Phantom Guest (Karazahan, 0.1% drop rate, Raid)

Shattered Hand Brawler (The Shattered Halls, 0.2% drop rate, Normal Mode)

Six of Lunacy

<http://www.thottbot.com/i31916>.

Auction House Value. 120–200 Gold

Six of Lunacy is an instance drop which makes it more valuable than cards two through five of the Lunacy set.

Target: Cabal Acolyte (Shadow Labyrinth, 0.1% drop rate, Normal Mode)

Shattered Hand Reaver (The Shattered Halls, 0.3% drop rate, Heroic Mode)

Seven of Lunacy

<http://www.thottbot.com/i31915>.

Auction House Value. 150–220 Gold

Seven of Lunacy is an instance drop which makes it more valuable than cards two through five of the Lunacy set.

Target: Cabal Ritualist (Shadow Labyrinth, 0.2% drop rate, Normal Mode)

Sunseeker Astromage (The Mechanar, 0.1% drop rate, Heroic Mode)

Eight of Lunacy

<http://www.thottbot.com/i31911>.

Auction House Value. 150–220 Gold

Eight of Lunacy is an instance drop which makes it worth more than cards two through five of the Lunacy set.

Target: Ethereal Spellfilcher (Karazahan, 0.1% drop rate, Raid)

Sethekk Guard (Sethekk Halls, 0.3% drop rate, Heroic Mode)

Storms Set

Reward.

Darkmoon Card: Wrath

Bind on Pickup

Unique-Trinket

Requires Level 70

Equip: Each time one of your direct damage skills does not critically strike you gain 17 critical strike rating and 17 spell critical strike rating for the next 10 seconds, this effect is consumed upon landing a critical strike.

Storms Deck Set Pieces.

Ace of Storms

<http://www.thottbot.com/i31892>.

Auction House Value. 170–230 Gold

Ace of Storms is a card that drops from select high-end instances located within Outland. Heroic dungeons have a much higher drop rate but the difficulty is not for the meek.

Target: Quigmirren (The Slave Pens, 10.00% drop rate, Heroic Mode)

Warlord Kalithresh (The Steamvault, 10.00% drop rate, Heroic Mode)

Two of Storms

<http://www.thottbot.com/i31900>.

Auction House Value. 40–60 Gold

Two of Storms is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Talonpriest Skizzik (Terokar Forest, 0.2% drop rate, World Drop)

Gordunni Head-Splitter (Terokar Forest, 0.1% drop rate, World Drop)

Three of Storms

<http://www.thottbot.com/i31899>.

Auction House Value. 40–60 Gold

Three of Storms is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Unliving Resident (Deadwind Pass, 0.1% drop rate, World Drop)

Boulderfist Warrior (Nagrand, 0.1% drop rate, World Drop)

Four of Storms

<http://www.thottbot.com/i31895>.

Auction House Value. 40–60 Gold

Four of Storms is a world/instance drop that has a healthy list of mobs that may drop it.

Target.

Mo'Arg Weaponsmith (Shadowmoon Valley, 0.1% drop rate, World Drop)

Zaxxis Raider (Netherstorm, 0.1% drop rate, World Drop)

Five of Storms

<http://www.thottbot.com/i31894>.

Auction House Value. 50–80 Gold

Five of Storms is a world/instance drop that has a healthy list of mobs that may drop it.

Target. Cabal Cultist (Shadow Labyrinth, 0.1% drop rate, Normal Mode)

Cabal Fanatic (Shadow Labyrinth, 0.1% drop rate, Normal Mode)

Six of Storms

<http://www.thottbot.com/i31898>.

Auction House Value. 160–200 Gold

Six of Storms is an instance drop which makes it more valuable than card two through five of the Storms set.

Target. Cabal Acolyte (Shadow Labyrinth, 0.1% drop rate, Normal Mode)

Mechanar Driller (The Mechanar, 0.2% drop rate, Heroic Mode)

Seven of Storms

<http://www.thottbot.com/i31896>.

Auction House Value. 160–200 Gold

Seven of Storms is an instance drop which makes it more valuable than cards two through five of the Storms set.

Target: Cabal Zealot (Shadow Labyrinth,
0.1% drop rate, Normal Mode)

Shattered Hand Houndmaster (The
Shattered Halls, 0.7% drop rate, Heroic
Mode)

Eight of Storms

<http://www.thottbot.com/i31893>.

Auction House Value: 160-200 Gold

Eight of Storms is an instance drop which
makes it more valuable than cards two
through five of the Storms set.

Target: Cabal Cultist (Shadow Labyrinth,
0.2% drop rate, Normal Mode)

Instance Farming

Many things are accomplished through farming instances and the most important one with the advancements of the Burning Crusade expansion is reputation farming. Rep farming is needed by many new factions for some wondrous items and gear as well as some attunements for instances pertaining to that faction. While rep farming may be a major part there is still a great deal of good loot so grab a group and get ready to slay some bosses.

Azeroth

Azeroth has existed for many centuries and fallen age-old societies are ready for your looting pleasure, Dire Maul being one of great interest.

Deadmines (levels 16–22), Ragefire Chasm (levels 12–22) (20 Gold per hour)

<http://www.thottbot.com/z1581>

Target Items. Boss Loot and anything else that drops (Greed Run)

Location. Deadmines and Ragefire Chasm are usually farmed by alliance or horde characters at least level 40. At 40 a character can solo these instances and take all loot for their own to either auction off or disenchant for great profit. In each of these instances there are a couple of BoE blue items, but sadly they only have about a 1% rate in dropping, but could be sold for 15 gold or more!

Scarlet Monastery (levels 33–40) (60 Gold per hour)

<http://www.thottbot.com/z796>

Target Items. Chain of the Scarlet Crusade Armor Set

Location. Scarlet Monastery is another place of interest as it can be fairly easy to solo at level 60 and above. In Scarlet Monastery's graveyard there is always a chest that spawns in the torture chamber and this is a great target for higher level rogues. Other can simply progress through the different areas of Scarlet Monastery and rack up the gold from the cloth and items which drop from its mobs inside. When farming Scarlet Monastery make sure to keep an eye out for the armor set "Chain of the Scarlet Crusade", below is a detailed chart to let you know where the armor pieces drop and their rate. Not all of these items are BoP and can be auctioned. If you are farming Scarlet Monastery for things like cloth or items to DE this chart will show you some items that may drop and are things to keep your eyes open for.

Armor Piece	Target Mob	Drop Rate
Scarlet Belt http://thottbot.com/i10329	Scarlet Myrmidon Scarlet Defender	1.3%
Scarlet Boots http://thottbot.com/i10332	Scarlet Gallant Scarlet Monk	0.5%
Scarlet Chestpiece http://thottbot.com/i10328	Scarlet Champion	0.2%
Scarlet Gauntlets http://thottbot.com/i10331	Scarlet Centurion	1.4%
Scarlet Leggings (BoP) http://thottbot.com/i10330	Herod Scarlet Commander Mograine	11.8% 10.9%
Scarlet Wristguards http://thottbot.com/i10333	Scarlet Protector Scarlet Guardsman	1.4%

The armor set bonuses are as follows:

- 2 pieces equipped: +10 Armor
 - 3 pieces equipped: +2 Defense Rating
 - 4 pieces equipped: +5 Shadow Resistance
 - 5 pieces equipped: +15 Attack Power, when fighting undead
 - 6 pieces equipped: +10 Hit Rating
 - Dire Maul (levels 56–70) (80 Gold per hour)
- <http://www.thottbot.com/z2557>

Target Items. Thorium Ore, Boss Chest Loot

Location. Dire Maul East is a Thorium Emporium since after killing its last boss you have access to 2–3 Rich Thorium Veins. A strategy of great interest when it comes to Dire Maul is a stealth run. Stealth runs include usually 2 druids and 3 rogues stealthing their way past all enemies to the last boss of the chosen wing, killing it, and taking the boss loot chest that spawns for great profit. Each boss you skip in an instance with a boss loot chest at the end adds more loot to that chest. This is why it is essential to skip as many bosses as possible unless someone needs that boss specific loot that may drop from the kill.

Strategy. Usually a good set up for this technique is 1 restoration druid, 1 feral druid, and three rogues of any chosen spec in talents. This way you have a solid tank, proficient healer, and more DPS than any 5-man boss can withstand.

Outland

Outland instances were built for farming and you will be spending a lot of time within them doing just that. Rep farming is a major part of end-game content here and needed to purchase some factions advanced items. There are also great equipment sets along with other loot waiting to be pilfered for your use or profit. Once you achieve revered with an instances governing faction you can buy keys for the instances Heroic difficult mode and is your gateway to even greater treasure and gear. Time to fill our pockets with gold and make sure the denizens of Outland are aware of our deeds.

Outland instances are rather straight forward and currently difficult to farm solo. Grab a group and start running dungeons you need reputation for. There is however one trick for rogues you should be aware of.

A trick for rogues (level 70, flying mount required) (200 Gold per hour).

<http://www.thottbot.com/z3848>

Target. Treasure Chest

Location. The Arcatraz, near first boss.

Strategy.

There is a chest waiting for your taking in The Arcatraz. This instance requires a flying mount to reach and either the key or a max level pick lock skill to enter. The chest may also be locked so remember to bring your Thieves Tools. Upon entering the instance go into stealth and UN-equip your weapons and armor as these will take damage when or if you die.

Go forward, wait beside the left hand side of the door you see the Protean mobs coming out of, simply wait for an opening and enter that hallway sticking to one side or the other all the way against the wall. Progress to the second section and wait for another opening. The go into the room ahead and be careful as Proteans can spawn on top of you. Go into the next hallway dodging the fallen guards and into the next room.

Simply dodge the mobs here, on the far side of the room near a floating eyeball creature you may see the chest, this is the one we are after. If it is not there exit the instance and reset it. Ok now go onto the walkway that will take you to the next floor, usually there is a protean running up and down this ramp, when it is gone come out of stealth, sprint, and jump onto the rail next to the wall. Enter stealth or vanish if need be. Now line yourself up with the chest, go to your left a little and it may look like you will jump onto the ledge above the chest, jump, and take yourself back into the corner.

When in the corner wait for any Proteans to pass if need be, come out of stealth, open chest. You will get agro but nothing will be able to attack you. Simply keep clicking on the chest and when you exit combat (this will happen automatically after a few seconds, maybe up to a min.) you will open the chest, get your loot, and if you can vanish. If not just die because the mobs will now teleport to your location... Repeat...

You can only try this 5 times per hour as there are limits on instances you can enter. This chest almost always has a level 70 green but sometimes a level 68 or 69 blue, always has a little over 6 gold, sometimes it contains potions, and most of the time there will be a high level gem such as Star of Elune or Living Ruby. Enjoy rogues, as this can be rather difficult and takes a good deal of patience but the rewards are well worth it!

TIPS TO REMEMBER

There are several things to remember so you can maximize your gold earning potential with being frugal at the forefront. Always carefully consider your purchases so you do not waste more gold than you need to for example, on a weapon you will replace in two levels. If new equipment is right around the corner try to hold out until you can use it.

Between levels 60 and 70 the quests alone will bring you 1,000–2,000 gold depending on how much you may spend while leveling. Remember to be thrifty and you will be one step closer to your flying mount the moment you achieve level 70. It is very easy to achieve 100 gold per hour while questing in Outland and 5 gold for just a couple of minutes of hunting mobs.

Try to not skip purchasing the regular flying mount, it may be slow but the advantage of soaring over the land and easily collecting tracked herbs and ore is much easier this way than running through groups of angry mobs and possibly suffering that expensive repair bill.


Make a level 5 bank character and give them leatherworking and enchanting. The reason for this is so you can have extra bank space, have them placed in a major city while you are in Outland so you don't waste a lot of time going back and forth, leatherworking to turn Ruined Leather Scraps into Light Leather and enchanting to disenchant any low level items you may get while farming. A lot of players overlook the utility of having a bank to post your auctions with but once you start doing it you will see the gold roll in much faster and your time better spent acquiring wealth with your main character. This is also very helpful for new characters and having gold at lower levels, not only do you level faster by making more use of your time but you make use of otherwise useless items.

Try to avoid BoE Epics as these are rather pricey and can be easily replaced most of the time. Some of these epics are like low usage blues and should be avoided in most cases. There is usually gear from instances close to your level that are BoP blues and are better than most of those epics available to you at that point.

Scams are everywhere in World of Warcraft and you should try to avoid these at all costs, this includes some CoD (Cash on Delivery) items, be very cautious with CoD!



USEFUL LINKS

he following are links to websites you may find very helpful in your time playing World of Warcraft. These websites are ran by dedicated and hard working people whom supply reliable content.

<http://www.thottbot.com/> - Thottbot is one of the leading site and my most preferred to use because of its ease and honesty.

<http://www.wowhead.com/> - Wowhead is another great site I frequent, mainly because they have solid information and great talent calculators.

<http://wow.allakhazam.com/> - Allakhazam is one of the leading groups of MMO websites out there and this is a great source if you need information.

http://www.wowwiki.com/Main_Page - Wowwiki is great for things like lore or class information.

<http://wow-en.curse-gaming.com/> - Curse gaming is a great place to visit with constantly updated news and add-on submissions.

<http://www.warcraftmovies.com/> - If you love the movies people make using World of Warcraft make sure to visit this site.

<http://ui.worldofwar.net/> -A very good add-on and user interface site for World of Warcraft.

<http://www.worldofraids.com/> - If you need information on raids or attunements check here.

CONCLUSION



In conclusion, however you choose to use the knowledge within this guide is up to you. You can easily become rich using the techniques, charts, and maps listed here averaging anywhere from 10-200 gold per hour with ease. Your gold earning potential will rise as you gain levels and better gear, possibly exceeding the 200 gold per hour mark. Remember, if you are competing with other players in a zone, be polite. Also, please do not use bots or exploits in conjunction with this guide, not only could your account get banned but you are using an unfair advantage over honest and hard-working players.

Remember to have patience while farming gold, as nothing with true worth comes without hard work and an investment of time. Good luck and happy hunting!