World Of Warcraft Mastery

Exploits Guide

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60k XP for Mages (level 52 or Over)

In the very beginning of the first Dire Maul instance are a group of 7 non-elite mobs bunched together, all level 54. Killing them at level 53, they each give me 488xp (rested). They have less health than normal everyday level 54 mobs, but they still give the same xp. If you do this right, and can find people to invite you to groups to reset the instance, you can do it every 3 minutes, meaning 20 times an hour.

At level 53, 20 times x 7 mobs x 488xp each = 68,320 xp an hour.

It really really helps to have improved arcane explosion, presence of mind, arcane power, and the increased range of fire spells.

There are 4 things to keep in mind here.

1) Have rest stored up.
2) Getting into Dire Maul without being killed.
3) Killing these things before they kill you.
4) Having people reset the instance.

Number 1 is self-explanatory.

Number 2

For those who don't know, Dire Maul is in Feralas. To get into the instance, go up the ramp into the fortress like building. There will be low 50's elites. You can dodge and weave through them inside the first hallway that takes a right then a left turn. While in there, groups of dogs will walk down the center, so watch out for them too. When you get to the fork in the hallway, take a right.

This is where you get to a part where it is impossible to dodge a couple ogres. Look for ways around until you come to one right in the middle where there is no room to go around. Polymorph him and run like the wind. I try to blink when I get near one so I get extra distance from them chasing me. Once you get to the end of that hallway the instance will be to the left in a smaller hallway.

I do realize if you are in a PvP server there is the chance to get killed by the opposite faction on the way in. There is nothing you can do about it as a mage, especially if you are 52 and they are a group of 60's, but they generally won't hang around long since they want to do their own instance.

Number 3

Now that you are in the instance, you will be at the end of that small hallway that opens up to a big room with treant looking things everywhere. Luckily for you, this group of mobs are right in the beginning. They are whip lashers. You just have to be careful not to agro anything but these 7. There are a couple groups of elite wanderers, but they won't get in the way of you and the mobs if you wait for them to walk away.

To kill them, what I do is set myself just out of the hallway to be able to flamestrike the back of them. You want to hit as many as possible with it, but on the back end, so that they all come at you at once. You will need to frost nova them all together to gain time, because you will lose health quick.

So, my order is set myself up, turn on arcane power, flamestrike, turn on presence of mind and flamestrike again. Now they will be on me. Frost nova, step just away and spam arcane explosion until they are dead. If you don't think you can finish them off, blink towards the door and run through the entrance.

Number 4

To reset the instance, find someone to invite you to a group. Once they invite, step outside the instance, accept the invite, and walk back in. Tah-dah, repeat number 3. If you can't find any guildies to invite you, use " /who ironforge" or whatever the horde city is. It will give you a list of people there that you can politely ask for invites real quick.

One last note, at level 54, you get the next arcane explosion. This makes it so much easier. If you can find people fast, you won't have to wait for arcane power and presence of mind to reload.

When I don't have them ready, I mana shield. Stand just far enough away to flamestrike the middle of the group. As soon as the first one goes off, have that second one ready to go right at your feet. You need to be fast, if they interrupt it, just frost nova and get out and try again (or wait for your arcane power and PoM to reload) If you do get it off, frost nova, and spam arcane explosion. You may need to use your mana citrine to get the last 1 or 2 explosions off.

Good luck to those who try it.

Edit Addition: This is not the best place to get gold if that is what you are looking for. A little more than half of the lashers won't drop anything. You can get 0 items worth anything, or you can get a group that will total 50 silver.

Most common drops: (Values are of 1 of the item to vendors)

Raw Black Truffle –

Food that heals 1392 health over 30 seconds. worth 1 silver

Heart of the Wild –

Used for some tailoring items and an engineering item. worth 4 silver

Lasher Root –

Useless. worth 17 silver 28 copper

Thorny Vine –

Useless. - worth 30 silver 70 copper

Serrated Petal –

Useless. worth 61 silver 42 copper

Random herbs drop. I have gotten silverleaf, peacebloom, earthroot, dreamfoil, goldthorn, gromsblood, ghost mushroom, and sungrass as well as swiftthistle and stranglekelp. They usually drop 1 at a time. I have also picked up 3 living essences from all of my runs (and I did enough runs to get through all of lvl 54 in less than 3 hours)

I have had 5 green items drop (besides the essences), 2 were good enough for me to replace what I was wearing.

Infinite Money on Test Server

Have you ever wanted to buy that Epic mount, just to try out, and have nothing near 900G?

Well now is your chance.

The Test Server is open with the new patch. Go to the main webpage www.worldofwarcraft.com and check out details there.

The requirements to get your max amount of money are your main character and at least 1 Alt.

1. Perform the copy for your main character to the test server. You have to be logged off to do the copy. Refer to the link on the WoW homepage for that, requires account login.

2. Now log back into the game and mail all your main's money to your alt Character.

3. Log on the alt and get the mail.

4. Now copy the Alt character over to the test server.

5. Install the 1.4.0 Patch. It installs in its own folder now called WoWtest inside the WoW folder.

6. Now log into the Test server and have your alt mail all his money to your main. You can even sell all your bank items, inventory, and Armour to get even more, squeeze every last penny.

7. Now log into the main and claim the money.

8. Logout to the character select screen and delete your alt.

9. Logout completely.

10. Go back to the website and copy you alt character again.

11. Repeat from step 6.

It might be a tedious task and you don't get to keep it, but you can feel rich until the server gets wiped, again

150 Gold Per Hour

You do need mobius and a working knowledge of it.

1. MOBIUS

2. How to reset instance- leave instance, group invite from your friend/extra account/ whatever, accept, leave group, return to instance -RESET

3. Mobius coordinates we use (if you don't know, don't ask. You shouldn't hack if you can't figure this out)

```
<location>
<name>outside Scholomance</name>
<x>-2552.398</x>
<y>1275.896</y>
<z>89.45779</z>
</location>
<location>
<name>loot this chest</name>
<x>100.8887</x>
<y>166.0359</y>
<z>104.7426</z>
</location>
<location>
<name>Scholomance exit</name>
<x>126.329</x>
<y>190.819</y>
<z>137.227</z>
</location>
```

see where this is going.....

NOTE: must be in eastern kingdom to port to scholo entrance, its behind the locked door.

This can be done with a level 1 if you so choose. It's up to you and it's totally safe.

1. port to scholo entrance
2. go into instance
3. port to the chest
4. loot the chest (this is totally safe, no mobs... chest contains two uncommon loot items ALWAYS- level 54-58 I believe. BOE items
5. can sell on AH or just go to vendor 60s-2g each)
6. port to exit
7. leave instance
8. reset the instance with your friend, zone back in.
9. rinse and repeat
10. fill bags and get rich to your hearts content.

All this takes no longer than maybe 20-30 seconds each time. at just 1g a pop that's 120g an hour at the least.. I say you can average closer to 200g easily once you get into the groove.

Easy Farming For Your Epic Mount

For level 54 and above, when you begin farming for your "epic mount" (you know the super fast mount which costs a whopping 1000 gold) the initial idea of farming for this amount of money is overwhelming. I've found an area which is PERFECT for this task.........tons of money via drops and a high rate of "major healing potion" drops which sell regularly in the AH for 1 gold a piece.

Here's the deal. Head to Felwood (province just east of Auberdine on Kalimdor).

Hunt the following mobs, which both have high drop rates (10-15% drop rate) for major healing potions. In addition these mobs are humanoids, so they also drop large stacks of high level herbs with each kill (heart of the wild, blindweed, arthas tears). Stacks of these herbs go for as high as 10 gold on the AH!

Again, here are the mobs.

Withered Protectors
Warpwood Shredders

Both of these mobs can be found in the northern section of Felwood. The area has a large amount of them, can't be missed. Now go farm for that Epic mount!

Unlimited Money As An Engineer

Ok this guide is for Engineers so for anyone else I'm sorry.

Ok this has a little bit of a gamble in it, but odds are in your favor.

First you need to be able to make Heavy Dynamite. For HD you need

2 Heavy Blasting Powder or 2 Heavy Stones

1 Wool Cloth

So if you buy 20 Heavy Stone at 70s and a stack of wool for 20s that is 90s spent with possibility to yield somewhere around 3.0g

Usually you will make around 1.9-2.3 so that is like double

Money from Blue Pearls

This is not for everybody because of the time investment and the need for underwater breathing but I enjoy it so its worth it to me.

NOTE: You can do this without underwater breathing but it will be VERY DIFFICULT/time consuming because of the depth of most of the clams.

In STV at the Vile Reef you can dive for blue pearls. They have only one purpose and that is for a quest that start all the way in the badlands where you have to bring 9 blue pearls to a goblin there. Most guildies I talked to dropped this quest because frankly its a MAJOR pain in the ass for the effort it requires.

Figure in the travel, time and cost most just give up. People are lazy and want the easy way out.

I have a Hydrocane so I can stay underwater indefinitely but if you're a mage with water breathing or have the engineered dive helm you can do this too. Just dive....Dive...DIVE!!! Collect as many pearls as you can in sets of 9. I picked up my 9 for the quest play another 27 for resale. It took me about an hour to get all 36 but I think now that I have a routine I can do it quicker. All you do is swim near the surface and scan the water below till you see a giant clam. There are level 35-36 Elite Murloks in the area but you can completely avoid them and still get the pearls. The fights I got into...I started.

Now that you have your pearls split them into stacks of 9 and head to IF. List them on the AH. Not one other person had sets of 9 listed. I saw 2 singles one was set at 1g and the other was 50s. Put your stack of 9 up for auction at what you think is fair. I used 4g and they sold like hot cakes. I could PROBABLY get 5g for a stack on the weekend. After I listed them I just posted in trade channel 3 times and they all sold.

So to recap....

Dive for pearls at the Vile Reef
Split them into stacks of 9 each
List on AH for 4-5 gold
Spam the trade channel that they are up for sale...use something catchy like I did "save time, travel and aggravation...

How to make 1g Every 10 Minutes

The second you turn 42 head on over to the SM graveyard. (Please do not do this in a group or you will greatly reduce the amount of loot dropped.)

Ok well at level 42+ your agro is small enough that you can sneak by all of the humans in the first part of the graveyard. Make sure to ignore them...there not worth your time. Ok well now you'll go up some stairs into the normal graveyard portion of the instance. Here's where the skill comes in. There are 3 main types of mobs here. Elite zombies (31-32), Elite poltergeists (32-33), and best of them all (non elite) Unfettered spirits (level 31).

Ok well ignore both the elites...there not worth your time. The spirits roam in groups of 3 and are very easy to defeat, the thing is these non-elites drop loot like elites. On average you'll get 5s a kill plus random loot that usually includes 1-3 silk.

In 2 hours I gained 18g and filled all my bags with uncommon and 2 rares. Plus over 150 silk cloth.

Over a few weeks I saved up over 150g...which I used to purchase my mount and some brand new equipment including an Icemail Jerkin epic for my shaman.

Ok this will clear up a lot of the confusion...

1. By level 42 you CAN bypass all the humans in the beginning of the instance (the roamer you may have to take out, but I never did). Try and stick to walls and avoid getting close to mobs. I learned how to avoid agro first run through.

2. SM graveyard is the furthest left instance. It is an open instance portal and does not have a door.

3. About the 1g every 10 mins: As a shaman I was able to kill up to 9 of the spirits at one time at level 42. At 5s a piece that's near 45s. Now to kill 9 spirits and rest up it takes less then 5 mins. Do that twice and you'll make 90s in less then 10 mins. Plus various loot that comes with the kills.

2.5 – 3.0 Gold every 20-30 minutes *(level 30-35)*

Specifically, I told a friend that I would help him do Van Cleef the other night. I am level 31 paladin, he was level 24 hunter. Had a level 29 priest with us too. We were waiting for a couple other people to join us just outside the instance when the priest had some emergency and had to log. My friend the hunter just disappeared (turns out it was ISP problems). I was left just outside the instance all alone. The other two guys didn't want to do it since the point was to help my friend. So, I said to myself, what the hell. I'm here, I'm just going to play around in the instance for a while to see how far I can get.

So I enter the instance and start killing stuff. Try to just kill the elite mobs, which for a level 31 aren't all that difficult, but of course got agro'd a lot by the miners and other lower level mobs. Got absolutely NO xp of course. However, taking my time, making sure I didn't agro 10 things at a time, I was able to make it through the shredder room no problem. After killing the shredder and operator, I looked in my inventory and, wow - my backpack and 4 10-slot bags were just about full already. Checked out what was there and found 10-12 "green" items and lots of other valuable grey items. I'm sure you could get the occasional blue item even from the early rooms. I deleted a few items that I knew were just about worthless to make room in my inventory and continued on. In the next room, I killed several more mobs when my inventory "full" message came on. I deleted a couple other things, but then I got careless. I agro'd too many mobs, including 5 elite mobs I think. I died.

Instead of running back and getting my body, I just rezed at the cemetery and sold everything. Total take, after repairing my items, was just under 4 gold. Now, some of the stuff in my inventory I had before I went into the Deadmines. So, between looting copper/silver and selling deadmines loot, I estimate that I

made about 3 gold from the deadmines itself. Conservatively, I would think you could easily make at least 2.5 gold this way each time.

Now this amount of gold is nothing when you get to higher levels - some of the drops can sell for over 1 gold each at higher level places. However, if you are between, say, level 30-35, this is a very good way to make money with little risk of dying (at least early on if you take your time). Also it is more fun, in my opinion, to be fighting something as compared to fishing, mining, grinding anything.

Therefore, in summary, if you have 30-40 mins to kill, and if you are of high enough level (easiest if at least over 30, I would guess), you can simply go to the deadmines and kill everything in sight, loot the mobs and sell everything you loot.

Easy XP vs. Crabs

This must be done underwater. You will find this a LOT easier if you're undead or are a class that can cast Underwater Breathing. If you don't it's not that big of a deal as there are fissures around that you can camp to get breath when you need it. The Drysnaps around the northern part of Desolace by the sunken ship will probably be best for people who can't stay under long, as it's relatively shallow there. Also, if you're Alliance, I would recommend that area too, as the ones to the south are off the coast of a Horde town. You might get PK'd if you're on a PvP server.

Basically, here's what you do: swim towards a crab, and as soon as he agros jump rapidly two or three times. When I say swim towards, try to say a bit above their head. Too low, and you might get hit before you get too high for him to hit you, and he will be able to hit you the rest of the fight. If you're too high on your approach, he will probably swim right up and hit you. I also wouldn't try pulling them from afar; they'll probably just go into "Evade" mode and ignore you. The basic thing to keep in mind here is if you get hit by a melee attack, the crab will be able to stay with you and you will keep getting hit until you kill him. What you need to try to do is agro the crab and then get out of his range vertically so he can't hit you. He'll get confused and won't swim up because he thinks you're supposed to be at his elevation. Keep in mind these guys do have a ranged attack which seems to happen pretty randomly. When it happens, it will probably be the only time he does it the whole fight, maybe twice, so it's not that big of a deal. It does like 140 damage. Like any good exploit, it takes a little bit of practice. Once you get this down though, grinding on these guys is cake.

Teleport, Floating and Underground Hack

DISCLAIMER! ONLY FOR YOUR INFORMATION PURPOSE. DO NOT USE THIS FOR IT IS LIKELY YOU WILL GET BANNED (AS MANY ALREADY HAVE BEEN)

If you have not heard of Mobius and Tsearch before, well Tsearch is a memory search/editing program that can be used to hack WoW, and Mobius is an open source .NET program created trainer utilizing the same techniques as Tsearch.

Both can be found on www.blizzhackers.com, in forum-> Hacks and bot section.

They work because Blizzard stores the character move speed, height, and X,Y coordinates on the client side to lower server stress. And through Tsearch you can locate the exact memory location and modify them, thus achieving high movement speed, or instantly teleport anywhere.

1. Download Mobius
2. Install .NET runtime package from Microsoft.com
3. Open/log into your WoW account
4. Turn up Mobius
5. Adjust movement speed, height, no fall damage, underground (you will be under the ground but you can attack other players while they cannot target you), and instant teleport
6. To teleport, first go to the position you want to save (say IF), click the save location button in Mobius. next time you want to return to this location just double click it in Mobius and BOOM you are there. (does not work cross continental)

Again, the purpose of this thread is not for you to hack for it is very obvious to anyone who's watching. But if you just want to know what's going on, learn to program/memory edit, writing a bot, or just sick and tired of traveling and doesn't' mind the risk, this is for you.

Both programs have been 100% verified

Pickpocket Exploit

1. pickpocket mob but don't loot

2. as soon an window pops up pickpocket again

3. when window shows up from second pickpocket loot immediately and pp immediately after you loot (don't even wait for the jingle or item to actually be looted...

4. loot immediately from the third pickpockets window that showed up with the loot and item even though you already have the silver and item...

This mostly works for just silver, I have found that items actually screw it up most of the time, but I have successfully PP 2 heavy jukeboxes and some healing potions from same mob..

Its not really worth the trouble of doing it on every mob... just the fluke mob you occasionally run into with 5x more silver then the ones around them...

Sweet Spot

WHERE/WHAT:

In Northweatern Westfall, running along the cliff, there is a lone windmill with a tiny shack at its base. It is surrounded by 6-7 Defias mobs, levels 12-13.

What's the catch?

They respawn immediately. Get the drift?

WHAT LEVEL YOU SHOULD BE:

I would suggest 24+, however I was 33 when I discovered it, and it is still extremely useful when you reach 60.

WHAT TO USE THIS SPOT FOR:

1) Grinding/Maxing new weapon proficiencies...
2) Leveling a toon (lvl 5-16)...and getting him rich, as well.
3) Farming Linen. (For you linen clowns, I easily loot 100 linen in about 5 minutes).
4) Farming these nice little nets that occasionally drop.

There are a lot of these little sweet spots in this game.

Dupe for Limited Items

Some items in the game are limited (i.e. you can only buy a certain amount from the vendor, then you have to wait for them to respawn). I've only tested this on single limited items (vendor only has 1) but it's worked for me the last 4-5 times I've done it right, and I assume it would work for the multiple limited items if there's only 1 left.

Basically all you do to setup is talk to the vendor and open up your bags. Then you right-click the item you want to buy, and then quickly drag the item to your backpack (both are acceptable ways to purchase an item). If you do it fast enough you will be able to get 2 of them even though the vendor says they only have a limited supply of 1. If you do it too slow it'll say "The item not found". It's also easier if you have large bags because then you don't have to drag the item as far to buy it right after you right-click it.