

# THE WORLD OF WARCRAFT: GOLD GUIDE



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Game Guides Online.com**

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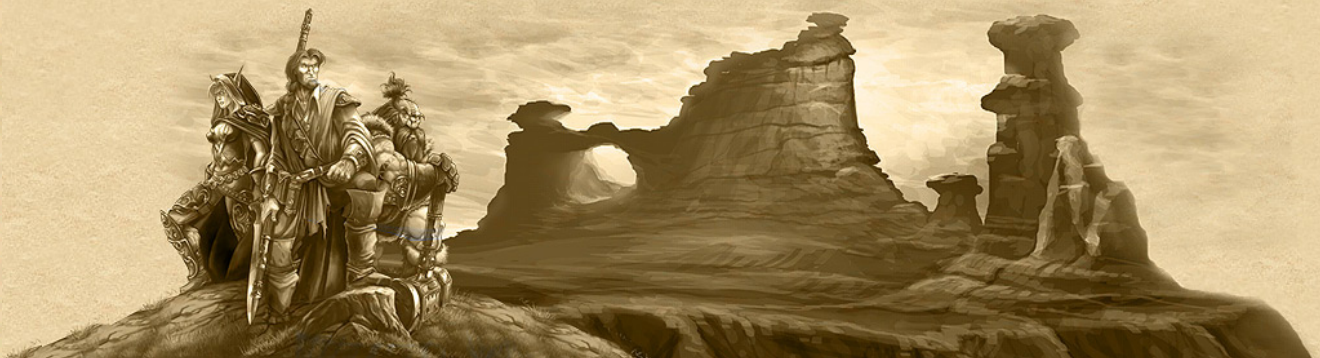
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# WELCOME TO



**F**our years have passed since the aftermath of Warcraft III: Reign of Chaos, and a great tension now smolders throughout the ravaged world of Azeroth. As the battle-worn races begin to rebuild their shattered kingdoms, new threats, both ancient and ominous, arise to plague the world once again.

**W**orld of Warcraft is an online role-playing experience set in the award-winning Warcraft universe. Players assume the roles of Warcraft heroes as they explore, adventure, and quest across a vast world. Being "Massively Multiplayer," World of Warcraft allows thousands of players to interact within the same world. Whether adventuring together or fighting against each other in epic battles, players will form friendships, forge Alliances, and compete with enemies for power and glory.

## -WoW OFFICIAL SITE

The two of us have been MMORPG players since the original release of EverQuest. We have been writing strategy guides for MMORPG's for over four years and have a combined experience level of eight years. We are both owners and senior authors at Game Guides Online and together are the two most experienced MMORPG guide writers out there. We have experience in Ultima Online, EverQuest, Earth and Beyond, Eve, Warcraft 3 Multiplayer, Lineage 2, Star Wars Galaxies, City of Heroes, EverQuest Online Adventures, and EverQuest II. Together after four years of writing MMORPG guides we both agreed that we had become a bit jaded of the industry. That was before World of Warcraft came around. Originally we acquired only one beta account that we both had to share. Being on completely opposite time zones (Australia and Eastern United States) the instant one of us logged off the account to go to sleep the other one of us was waking up and waiting to play. Thankfully, we quickly got multiple beta accounts. Throughout this guide we will attempt to pass on the knowledge we have gained from our earliest days in the World of Warcraft beta, to the present. Enjoy.

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## INTRODUCTION



Success in World of Warcraft is defined by three things: Level, Equipment, and Wealth. Your level determines the overall power of your character. The higher your level the faster you can acquire wealth. As your level increases so does the power of the equipment available to you. Similarly your wealth determines the equipment and items that you can purchase. Once you reach the level limit your characters power and status can only be increased through increased wealth and therefore more powerful (uber) equipment.

This guide will instruct you on the quickest ways to produce gold at your current level. The guide will show you step by step the top ways to produce maximum gold output at numerous level ranges. We hope you enjoy the guide and if you have any questions, comments, or corrections please let us know. Remember to check back at the site from time to time as we are constantly updating our guides to compensate for the ever changing worlds of MMORPG's. You will also find some of the newest gold material on our online forums (also located on the website) before it is put into the guide. Be sure to register.





## THE OPEN MARKET

**I**n the early days of World of Warcraft the economy was based solely on trading. Someone would shout across a popular zone (usually a city such as Stormwind) that they have 50 copper bars at a starting price of 10 silver. Players throughout the zone would then raise the price. For example some person may shout 12 silver, then another 15 silver, then someone else may shout 2 gold (20 silver). The seller would then shout 2 gold going once, going twice, sold; at which point the buyer and seller would meet in a mutual location and use the trade interface to exchange 50 copper bars for 2 gold.

The World of Warcraft economy has evolved a long way since then. Currently most transactions take place in what are known as auction houses. These auction houses are located in three major cities throughout the world and are places where you can put your goods up for auction (similar to EverQuest's Bazaar system). This allows you to put your goods up for auction for lets say eight hours, and then go to sleep, go out adventuring, etc. This has made trading easy for both the powergamer and casual gamer alike. It also allows players to quickly search through the thousands of items that are available for sale at any time (and compare prices).

World of Warcraft is mostly a player-driven economy. Most of the exchanges are between players and not NPC's (non player characters). Since this is a player driven economy your money will hold its value longer then in most other MMORPG's which are rampant with inflation due to an emphasis on a NPC-driver economy (which creates an unlimited demand since NPC's will always buy your item for a set price therefore causing rampant inflation).

The economy in World of Warcraft used to be dominated by those with the most time to auction goods, and find good deals. With the implementation of the auction houses this once limited market was available for everyone to make money.

The economy is no longer ruled by those with the most time (although it still does play a factor), but those with the most World of Warcraft "smarts". This section of the guide will educate you on how to play the World of Warcraft economy to your benefit while amassing a small fortune.





## THE AUCTION HOUSE

**E**ver since auction houses entered World of Warcraft the economy has never been the same. Auction houses are an NPC service offered in World of Warcraft's three major cities. Ironforge houses the Alliance-specific auction house while Orgrimmar runs the Horde-specific auction house. Alliance players can not use the Orgrimmar auction house and Horde players can not use the Ironforge auction house. The one auction house that is an exception to this is the Gadgetzan auction house. The Gadgetzan auction house is run by the greedy Goblins and allows trade between Alliance and Horde players (they don't care what faction you are, only if you have money). The advantages and disadvantages to using the different auction houses will be discussed later.

Auction houses do not come without their risks. To place an item up for auction you will have to pay a deposit fee. If you sell the item the deposit fee is returned to you, but if the item fails to sell you lose the deposit fee. The deposit fee is based on three values: *Base Value* of an item, *Starting Price*, and the *Duration* of the auction. The goal is to manipulate these values so that you gain the most profit from the sale of an item while limiting the risks of losing a large deposit fee. The art of managing these risks and overall seller strategies will be discussed in the section titled *The Art of Selling*.



If you wish to sell or buy an item the first step is to visit your nearest auction house. The auction houses are usually filled with people and located close to a bank and a mailbox. The more lag you get, the closer you are to finding an auction house. Once you find the auction house you should see a number of vendors. You simply need to click on one of these auctioneers to open up the auction interface.



The auction interface is composed of three main tabs:

**Browse:** Allows you to search through all the auctions that are currently open for bidding.

**Bids:** Allows you to track all the auctions that you have bid on (and up your bid if outbid).

**Auctions:** This allows you to track any items that you have put up for auction.

The final part of any auction is retrieval. In the old World of Warcraft economy both players had to be logged in and meet in a central location. Using auction houses the product is automatically mailed to the buyer and the currency is



automatically mailed to the seller. If your item does not sell and the auction duration ends it is automatically sent back to your mailbox (the deposit fee is lost).

## LOCATION, LOCATION, LOCATION

**I**n World of Warcraft the location of where you sell is almost as important as what and how you sell. What are the three most important factors in real estate? Location, Location, Location. There are currently three auction houses in World of Warcraft and each has its pros and cons. Since your character is either Horde or Alliance you actually only have two auction house choices. The following will help you make that choice:

### IRONFORGE



This dwarven stronghold is built in the mountain peaks of Dun Morogh where it's always cold. Ironforge serves as the central flight path for all of northern Azeroth. The gnomes accidentally released a deadly plague in their capital city (which is now an instanced dungeon) and are currently rooming with their dwarven friends. Ironforge serves as the Alliance auction center and is constantly crowded.

Ironforge houses the most active auction house in all of World of Warcraft. There are a larger number of Alliance players than Horde players on each server which makes the Alliance run auction house the largest. You would think that the neutral faction auction house would be the largest, but it is not. This is partly due to the higher fees it charges, its out of the way location, and the difficulty in traveling there (level 40+ monsters outside the city). As an Alliance player Ironforge should be your number one choice for most of your auction items. There are some exceptions such as what I would call high level "ticket items". These are rare items that sell for over one hundred gold. When selling high level ticket items you will want to make sure you set a long duration and if you are going to set a buyout price make it astronomical. These high level ticket items will be bid up to huge amounts if they are rare and in high demand. Other than that Ironforge is already the largest auction house and gives you a wonderful market to sell your goods.



## ORGRIMMAR



Orgrimmar is the Orcs stronghold named after the famous Orgrim Doomhammer. The Orcs share the city with the Horde aligned Trolls. Orgrimmar is the Stormwind of Kalimdor resting in the middle of the continent. Orgrimmar is known as the greatest warrior city in the world and also holds the Horde-specific auction house making it quite a popular city indeed.

Orgrimmar houses the second most popular auction house in World of Warcraft right behind Ironforge. The Horde population is a bit smaller than the Alliance population creating a bit smaller auction house. Nonetheless both faction auction houses are relatively huge and will provide you an ample market to become rich playing the World of Warcraft economy.

As a Horde player you have to decide between selling your wares at your hometown or making them available to the large Alliance population by outsourcing them to Gadgetzan. Not an easy decision and the best option is a combination of both. When selling higher level items, or items that would appeal to an Alliance only class (such as an item that can only be worn by a paladin) you should choose Gadgetzan. If you are selling cheaper more available wares such as tradeskill items then you should stick to Orgrimmar. If Alliance players **can** buy it at Ironforge they usually will. If you are going to sell in Gadgetzan you need to sell rare “ticket items” that are not readily available at Ironforge.



### NOTE:

**A Blast from the Past: 7/07/04**  
Auctioneer NPCs have been placed in each major city (Stormwind, Ironforge, Darnassus, Orgrimmar, Thunder Bluff and The Undercity). The Auctioneer's are faction specific, allowing Alliance characters to trade with other Alliance characters and Horde characters to trade with other Horde characters.



## GADGETZAN



Gadgetzan is a neutral faction town in the middle of a desert (Tanaris). It is a fully equipped town with an inn, auction house, and bank. The town constantly faces the threat of droughts. The Jungle Troll city instance of Zul'Farrak is only a short run away. A nearby mountain pass leads to the shimmering flats (which houses a Goblin racing track). In Gadgetzan your race or color doesn't matter, only your pocketbook.

Gadgetzan is one of the few non-partisan towns in all of Azeroth. This neutrality doesn't come without a price. In this case that price is the increased fees on all auctions. You only get hit with these fees if your item doesn't sell. Gadgetzan is the place for high ticket items and usually higher level items. This is due to the fact that Gadgetzan is hard to reach for lower level players and all of the content around it is for those level 40+. The high fees and inconvenience often discourages players from selling smaller items in Gadgetzan. At the same time Gadgetzan has the possibility of reaching the richest market. Players under level 40 rarely have the money to buy larger items at an auction house so not being able to reach them is not really a lost if you are selling higher level expensive items.

Over time as the average level of the player base increases so will Gadgetzan's popularity. Gadgetzan is the perfect place to sell items that your faction can not use. For example if you are an Alliance player and have a pair of gloves that can only be used by a ShadowKnight (Horde only class) they are not going to sell very well in Ironforge. Remember only sell items in Gadgetzan that players can not easily get from their hometowns.



**Sprinkle:** One of the many wacky locals you will find in Gadgetzan

### NOTE:

Originally the neutral auction house was located in the pirate town of Booty Bay. This was later changed to Gadgetzan, a higher level zone. This change has made Gadgetzan's auction house a place for the rich and high level (famous).



## ITEM VALUE



One of the most important parts of playing the World of Warcraft economy is evaluating items. You have to be an expert at placing a monetary value on an item so that you can figure out how to sell it for the greatest profit. An item value is dependant on three factors: Level, Rarity (supply), and Usefulness (demand).

### LEVEL

There are actually two different level scales of items. The first is based on World of Warcraft's color coded item rarity system. You may think that this color system would determine the rarity of an item, but it really doesn't.

**Poor Quality:** These items are not worth selling in the auction house. Sell any of these items directly to an NPC if you can't use them.

**Common Quality:** These items are once again not worth selling in the auction house. Dispose of them at your nearest NPC.

**Uncommon Quality:** These items have a chance at selling at an auction house. It depends how useful they are. These are great items to sell to lower level characters in your Alliance specific auction house.

**Rare Quality:** Now we are getting somewhere. Most of these items are worth selling at the auction house.

**Epic:** Many of these items will go for over 100 gold. If you have one of the most useful and rare Epic items you may consider putting it up for auction in Gadgetzan. I have seen certain Epic items for over 1,000 gold in extreme cases.

The two missing sections of color coded level are **Legendary** & **Artifact**. As these items enter the game and become more prominent this guide will be updated to go over the changes. For now, little is known about them.

The second form of level ranking is an item's level requirement. A level requirement is the level your character has to be at or above to use a certain item. This is an attempt to prevent "twinking" (giving powerful high level gear to low level characters). The higher the level requirement of an item the more powerful it is, and therefore more valuable. Remember in World of Warcraft wealth increases exponentially with character level. You will make the most money off rich high level players who are in a hurry.



## RARITY (SUPPLY)

The rarity of an item is equivalent to the items supply. To determine the rarity of an item I would suggest you use a website called Thottbot. Whenever trying to determine the rarity of an item head over to: <http://www.thottbot.com/>



Upon arriving at the website type the name of the item you are looking for in the search box. Hit “go” to search for that item. Thottbot should then pull up the item that you are searching for. It will display a picture, item name, and other numerous statistics.

### Binds When Equipped

The first line tells you what type of item it is. Items that are bind when equipped can only be sold to one person (once you equip it, you can no longer trade it). You can only sell items that are not bound to you.

### Dropped By

The dropped by section lets you know what creatures have been recorded as dropping this item and the chance that the item will drop after each kill. The lower the drop % the rarer the item is.

### Profiles

The profiles section lets you know how many characters are recorded having this item equipped. The percentage shows the percent of players who are wearing this item when compared to the entire profile database. The lower the percentage the rarer the item is. The percentage can sometimes be misleading as if the item has a low value of usefulness then many players will not equip it. You can research the profiles further by clicking on the link (and being presented with the profile of every player that currently is recorded as having the item equipped). If the players have high stats and decent equipment for their class then this is most likely a valued item. If the majority of the players have second rate equipment then the low profile percent may be just caused by this being a second rate item.

Staff of Jordan

Two-Hand Staff

119 - 180 Damage (40.4 damage per second)

+11 Intellect

+11 Spirit

Requires Level 35

Equip: Increases damage and healing done by magical spells and effects by up to 13.

Sells for 2 Gold 17 Silver 70 Copper to vendors

First contributed by anonymous

Dropped by					
Level	Name	Zone	React	Kills	Drop% Options
43	<a href="#">Dustbelcher Shaman</a>	<a href="#">Badlands</a>	AH	985	0.1% <a href="#">Map</a>
44	<a href="#">Fire Roc</a>	<a href="#">Tanaris</a>	AH	627	0.2% <a href="#">Map</a>
44	<a href="#">Gordunni Warlock</a>	<a href="#">Feralas</a>	AH	1630	0.1% <a href="#">Map</a>
42	<a href="#">Vicious Owlbeast</a>	<a href="#">The Hinterlands</a>	AH	1312	0.1% <a href="#">Map</a>
46	<a href="#">Vilebranch Axe Thrower</a>	<a href="#">The Hinterlands</a>	AH	1097	0.1% <a href="#">Map</a>
40	<a href="#">Witherbark Scalper</a>	<a href="#">The Hinterlands</a>	AH	3429	0.0% <a href="#">Map</a>

Profiles

[Worn by 37 profiles \(0.07%\)](#)



By viewing the profiles you can also see who your target audience is for this item. If it seems like only Horde players buy this item, and you are an Alliance player then perhaps you may want to sell it in Gadgetzan. Remember with the implantation of the auction houses World of Warcraft went from a time based economy to a knowledge based economy. **Those who know how to play the market will rule the market.**

## USABILITY (DEMAND)

The usability of an item is equivalent to the items demand. To determine the rarity of an item I would suggest you use a website called Thottbot. Whenever trying to determine the usability of an item head over to:

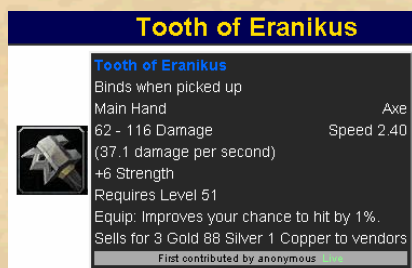
<http://www.thottbot.com/>



Upon arriving at the website type the name of the item you are looking for in the search box. Hit “go” to search for that item. Thottbot should then pull up the item that you are searching for. It will display a picture, item name, and other numerous statistics.

## Binding Status

The binding status of an item is important when determining its usability. Binding or “soulbound” items were put into the game to protect the economy and prevent twinkling and inflation. There are three different type of binding status.



### *Bind When Picked Up*

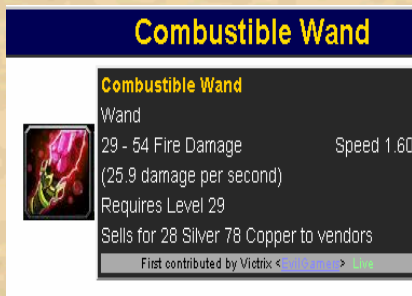
These items bind the second you pick them up. Items such as these have a usability value of zero because they can not be traded or sold to anyone else. You are the only one who can use this item. If you have a bind when picked up item that you can't use I suggest you sell it to a vendor.



### *Binds When Equipped*

These items are one step up from Bind When Picked Up. The second that you equip one of these items it will be bound to you and you will be unable to sell or trade it to other players. Bind When Equipped items are some of the most powerful in the game, almost as powerful as Bind When Picked Up items. Unlike Bind When Picked Up items these ones are actually marketable?





### *Never Binds*

Items that Never Bind can be equipped by any player, and then sold to another player at another time. Unfortunately most items that do not bind are the least powerful of the three types and should be the most useful of the three types are the least powerful. The one exception here is tradeskill materials which can be extremely useful and Never Bind. Other than tradeskill materials most never bind objects should be sold to your nearest vendor.





## THE ART OF BUYING



Although the Art of Buying is not nearly as important as the Art of Selling it still carries some relevance. Some players like to focus on “farming” the gear that they sell; others buy it cheap and resell it for a profit. Which you choose to do is dependant on your playing style.

As I said before you can still become extremely wealthy with limited or no buying. Then again you can also become wealthy with limited or no farming. Using the farming method the more powerful of a character you have the more you will make. Using the buying method the more gold you have, the more you will make. So why should you buy?

Most of the time you do not search for something to buy, you instead find an awesome buy out of nowhere while you are doing something else. Buying takes a feel for the market. To develop that feel for the market you will have to do more then read this guide, you will have to apply the principals in the guide and test them on your server. The more you play the game, the more you will know the market.

### Where to Buy

You will find most of your great deals in one of the three auction cities. In these auction cities not only is there a huge auction house for you to search through, but there is also a large number of people with wares to sell who want to sell them fast. It is these people who don't want to deal with the market side of the game and just want some quick money that you should buy for. Sometimes these people will broadcast across the auction city that they are selling “Sword of Might” for 2 gold flat. If you know that Sword of Might is a hot seller for lower level Rogues and will routinely go for 3-5 gold on the auction house then you should quickly contact the seller, purchase the sword and put it up on the auction house for a minimum bid of 2.1 gold and hope that someone bids it up to a higher price.

Besides looking for deals in the auction house and chat channel auction “spam” (the text that spews across your chat bar from all the people broadcasting the items they are selling) you should also go after those people who have something to sell, but are not broadcasting it. If you know the going price on Blackrock Depths Ore is 1 gold a piece you can offer to buy an unlimited amount of BRD (Blackrock Depths) ore for 60 silver a piece. Many players who don't want to deal with the auction houses or even sitting around spamming the chat channels will quickly send you a whisper because they want to get some of the ore off their hands. You save them time, and they in turn save you money.

Sometimes there are those who are too lazy to even make the journey to the popular cities. To target these people you will often want to go directly to them. For example if you are looking for a large amount of linen cloth then you should



head out to one of the newbie zones with a large number of humanoid monsters (they drop the cloth). Here sometimes hundreds of newbies will be fighting these monsters to gain experience and you can pay them just a little bit more than a vendor would for all of their useful tradeskill items. Or, let's say you are looking for Blackrock Depths Ore. One of the best places to go would be to hang outside the instance entrance itself (the ore is farmed in the instance) and let people know that you are buying the BRD ore. The people who want quick money, and don't want to spend the time going to the auction cities to try to peddle it off will gladly sell it to you for a discounted price. Once again you save them time, they save you money.

## When to Buy

Knowing when to buy all has to do with appraising items. You will develop a general feel for the value of items the more you play and explore the auction house. Figuring out how much an item is worth is all about item value (covered in a previous section). When determining how much an item is worth I quickly run through all the item value questions in my head and combine that with what the general feel/market value for the item is. Some questions to ask yourself are:



**Is it worth the time, effort, and risk?** If you are planning on only making a 30 silver profit is it really worth the time? Remember there is also a chance that the item you just purchased will not sell, or that you incorrectly appraised it. If you are going to buy items make sure you are making a decent profit doing it.



**What is the item level?** World of Warcraft allows the hyperlinking of items (so that you can click an item name in your text bar and see all of the item's stats). You will want to check the item's level (color and level limit).



**How rare is this item?** Is this a rare item and the seller just doesn't know it? A number of times those who do not know the market economy will sell extremely rare expensive items for almost nothing because they think they are junk.



**What is the usability of this item?** What is the demand of this item? How many people can use it? Is it limited to high levels (rich) or lower levels (poor)? Is it class specific (limits your market)?



**What is the general market value of this item?** What is the general market price for this item? How much does the item usually go for in the auction houses? You can also determine market values by "polling" people in the popular trade centers. This is often called a price check. For example: "/shout Can I have a price check on [The Ugly Stick of Might](#)." Make sure that you always try to get a hyperlink of the item you are asking to get a price check for. If you don't have the item, you can usually find it at





the auction house. If you can't find it in the auction house look it up on Thottbot and list the stats in your request for a price check.

## **THE ART OF SELLING**



Learning the Art of Selling is the most important section of this guide. World of Warcraft is for the most part a player-driven economy. Learning how to sell to those players is where the majority of your profits will come. In some cases you will be selling directly to NPC's but for the most part you will be selling directly to players.

### **When to Sell?**

In short, whenever someone will buy. There really isn't a bad time to sell, but there are some optimum times to sell. When you are selling an item whether it be in the auction house, or you are trying to sell it by auctioning in the chat channels you want to be able to reach the largest market. Game Guides Online did some extensive research and surveying and found that the North American World of Warcraft servers are most populated during Television Prime time. For those of you unfamiliar with the TV prime times they are between seven to nine PM (based on your time zone). The North American World of Warcraft servers however are not broken up into EST, PST, and MST time zones. This actually means there is quite a range of prime times (starting at 7pm EST on the East Coast and ending at 12pm EST). You want your auction to be up during this five hour time period. Game Guides Online survey found that the servers are most populated between 9:30-10:30 EST. Knowing when to sell lets you plan your playtime accordingly. It is advised that you spend your market/trading time during the heat of primetime. Farming, trade runs, leveling, questing, etc. can be done during the off hours.

### **What to Sell?**

Now that you know when to sell, you need to figure out what you are going to be selling. The items that are generally sold are broken up into three main categories, Tradeskills, Farmed Equipment, and Questing Items.

### **Trade Skills**

Trade skill items are any item that is involved in a trade skill. These fall into the following subcategories:

#### **Resources and Materials**

Resources and Materials are all the items that are required in a trade skill recipe to create a product. For example a heavy linen bandage requires two piece of linen cloth to create the final product (a heavy linen bandage). The materials would be the two pieces of linen cloth. Tradeskill items are often



big sellers and you should always set a reasonable buy it now price in all of your auctions. Almost all of your tradeskill items will be purchased by someone trying to create a tradeskill product, and needs the tradeskill items **now**. You allow them to acquire the items instantly, and in return they pay a bit higher than the market value for the items. Tradeskill items are also sold for the most part in stacks (20 a stack). You may want to make a few of your auctions for half that for those who only need 10.

### **Tradeskill Learning Products**

To produce the higher level rare tradeskill products you will have to acquire special tradeskill plans and recipes to “learn” how to make the tradeskill product. A number of these plans are extremely rare, hard to find, and have a high usability. That means a number of these tradeskill learning products yield a high price. They yield such a high price because usually only a small number of people can produce the rarest tradeskill items and therefore have a monopoly on the market. Some of the richest players in World of Warcraft are high level tradeskillers who know how to play the economy. For this reason if you acquire one of those rare plans, in some cases it may be beneficial to invest in yourself. Instead of selling it you can learn how to produce that item yourself. In the long run this can net you a large profit. Then again you have a limited number of tradeskills that you can learn per character. Selling finished tradeskill products brings us to our next section...

### **Finished Products**

The final types of tradeskill items are finished products. Finished products are the tradeskill items that are ready to be sold directly to the consumer for immediate use. Some examples are: finished swords, potions, equipment, backpacks etc. These items often command the highest price but also force you to acquire all the sub-items to create it. This often can take a considerable amount of time, or a considerable amount of money buying the sub products. Even though your “Uber Sword of Slaying” may sell for 75 gold. If it took you 70 gold in materials to make you are only making 5 gold. The key to selling finished tradeskill products is securing a cheap line of resources and materials. You will have to build contacts that routinely have the time to harvest all these materials. Once you acquire this network and become friends with your producers you can receive discounted bulk prices from them and ask for custom orders. Just as computer manufacturers outsource the labor of the parts of a computer, and then put them together to create a finished product; you will outsource the gathering of materials and put them together to create a finished product. You have to be a very social player to sell finished products. It is all about who you know.



## Quest Items

Unfortunately many of World of Warcraft's quests are considered collection quests. These quests go something like this:

**Angry Drunk Dwarf:** *"I want more beer! Unfortunately I am too drunk to gather the 10 blue Goblin spices to make some more. Can you please collect 10 spices for me, blue Goblins have been known to carry them.*

After you finish this part of the quest you will get Part II.



**Angry Drunk Dwarf:** *"Well those 10 spices were enough to make me one beer, but what I could really use is 10 beers! Go gather me 100 spices and I may have something for you..."*

So you have a lot of free time on your hands and decide to complete the second part in which case you are greeted with Part III

**Angry Drunk Dwarf:** *"You know that special something I had for you, well I still have it. I swear I will give it to you if you can collect enough spices for a huge Angry Drunk Dwarf party that I am throwing. There will be ten people there total. Each will want 10 drinks. So just bring me 1,000 spices and I will give you your reward.*

Frankly, killing a gazillion Goblins over and over again loses its fun after about the 30<sup>th</sup> Goblin. For this reason many people will flock to the auction houses to purchase quest items so that they can receive the quest experience and reward without any of the work. Many players who start alts (a second character) will already have a large bank account and will purchase quest items for their alternative characters instead of doing the same quests again. You in turn can supply these items. You want to pick popular quests that you can easily complete multiple times. Usually you want to be fighting mobs that are a much lower level than you so that you can take on ten at a time and quickly collect the required quest items.

## Farmed Equipment

The final and most popular category comes from the items and equipment that you farm. The vast majority of these items will come from the creatures and bosses in instances. Normal non-elite mobs can also drop useful items, but usually have a low drop percent. When you go through an instance (called a run) you are almost sure to get a rare item. If you are trying to farm gear that is equal to or above your character's level you will most likely need a group. This means most of your booty will be split five ways. Then again you will be able to kill



extremely powerful creatures with some of the best equipment in the game with five players. The key here is to find yourself an active guild or a group of friends that you always do instance runs with. Having a group that knows how everyone else in that group plays, and trusts them, can do truly amazing things compared to pickup groups (random people).

Well what happens if you can't find a group, or your guildmates or good group of instance friends aren't on? There are also many solo opportunities. There are many rare items that drop off common mobs in the regular world that you can farm. For example the [Staff of Jordan](#) drops off regular level 40 [Vilebranch Axe Thrower's](#) in the Hinterlands. If you are a high enough level you can also do solo instance runs. The higher level you are, the smaller a mobs attack radius becomes. At the higher levels you can practically slap lower level mobs in the face and they will not attack you. This means with some experience and careful movement you can navigate through most of the lower level instances and only have to fight one or two mobs to get to the boss. You can then kill the boss by yourself, loot the equipment and charge out of the instance. One of the best places to instance farm is the library section of the scarlet monastery. The boss there drops an average of 2 gold in items that can be sold directly to a vendor. The best thing about instances is that you can quickly reset them. To reset an instance you simply need to form a new group, with a new group leader. Just find a friend or random a player who is soloing to do this with you. For example:

1. You enter Scarlet Monastery without any groupmates. You are therefore the group leader. You navigate your way to the boss (Doan), kill and loot him, and then exit the instance.
2. To reset the instance so that you can farm Doan again you need to have your friend (Player B) invite you to form a group. Once Player B invites you, Player B is now the group leader. You can now enter the instance again and all the mobs and boss will be fully responded.
3. After you kill and farm the Doan again you should exit the instance and disband the group. Since you don't have any groupmates you are now once again registered as the group leader and the instance will be reset. Proceed to step 1 and repeat. You can repeat this process as many times as you have time for.

## CONCLUSION OF WoW MARKET SECTION



Using all of the previous methods will set you in the right path to becoming the Warren Buffet of World of Warcraft. Playing the World of Warcraft economy is surprisingly similar to playing the stock market. Although you can read thousands of articles and books about the stock market which serve as great pointers the only real way to learn it, is through experience. The same goes for World of Warcraft. You have to develop that feel for the market and general knowledge of item prices.



## PROFESSIONS

**P**rofessions are World of Warcraft's answer to a player-created economy. They allow dedicated crafters to create weapons, armor, potions, and various tools. Although selling your crafted goods at auction is the most obvious way to make money with professions, gathering ingredients needed to create items tends to be far more lucrative.



Game Guides Online will be releasing dedicated profession guides that concentrate on raising your skill quickly, so this guide will instead focus on making gold with professions.

In the beginning it's going to be very difficult for you to turn a profit with your created goods. Many new crafters will try and sell their mostly-useless trinkets at the auction house and flood the market. So for the purposes of this guide, we'll focus on gathering and farming.

Gathering includes mining and herbalism.

## HERBALISM

Herbalism is the art of picking flowers and herbs in the wilds. There are a large number of different kinds of herbs and some of the harder to find plants will go for dozens of gold pieces each. Many herbs have a preferred environment which allows you to search for specific herbs in an area.

All gathering skills scale with your level. You won't be able to run through high level areas and hope to get lucky picking a valuable herb. You have to build the skill (and your player) up before you'll be able to pick those golden plants. Although, the higher level plants are the most valuable, you can make a killing on easy-to-pick plants due to their demand.

To get started picking herbs, all you need to do is visit an herbalism trainer and buy the skill. You'll then be given access to the *Find Herbs* skill which you can use to spot herbs on the mini-map.

Remember, even though you may be a low level, people will generally pay a pretty penny (or in this case, copper) for large quantities of herbs.

### NOTE:

If you're serious about bringing in the gold by gathering herbs, get a head start on everyone else by starting a Tauren. Tauren get a 15 point passive bonus to their herbalism skill.



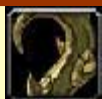
You'll want to scale your herbalism skill with your level. You'll be most efficient if you can pick the herbs in the zone you're questing in.

Of course, there is nothing stopping you from leveling up first, then going back to the lower level zones and raising your herbalism skill. It's just more time efficient to keep your herbalism skill in check with your level.

Below is a list of every known herb in World of Warcraft, the minimum skill required to pick it, the areas where you can find it, and where it likes to grow. I've also bolded the most popular zones to collect the herb.

	<b>Herb</b>	<b>Minimum Skill</b>	<b>Location</b>
	Peacebloom	1	Grows in open areas.
<b>Zones</b>	Dun Morogh, <b>Durotar</b> , Elwynn Forest, The Barrens, Teldrassil, Mulgore, <b>Tirisfal Glades</b> , Loch Modan, Westfall, Darkshore, Silverpine Forest		
	Silverleaf	1	Grows in shady areas and under trees.
<b>Zones</b>	Darkshore, Dun Morogh, Durotar, <b>Elwynn Forest</b> , Loch Modan, Mulgore, Loch Modan, Silverpine Forest, Teldrassil, The Barrens, <b>Tirisfal Glades</b> , Westfall		
	Earthroot	15	Grows on hill sides.
<b>Zones</b>	Darkshore, <b>Dun Morogh</b> , Durotar, Elwynn Forest, Loch Modan, Mulgore, Redridge Mountains, Silverpine Forest, Teldrassil, The Barrens, Tirisfal Glades, Wailing Caverns, Westfall		
	Mageroyal	50	Grows in open areas.
<b>Zones</b>	Ashenvale, Darkshore, Durotar, Duskwood, Hillsbrad Foothills, <b>Loch Modan</b> , Redridge Mountains, <b>Silverpine Forest</b> , Stonetalon Mountains, Teldrassil, <b>The Barrens</b> , Wailing Caverns, Westfall, Wetlands		





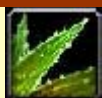
Briarthorn

70

Grows on hill sides.

**Zones**

Ashenvale, Darkshore, Duskwood, Hillsbrad Foothills, **Loch Modan**, Ogrimmar, Razorfen Kraul, Redridge Mountains, **Silverpine Forest**, Stonetalon Mountains, **The Barrens**, Westfall, Wetlands



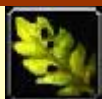
Swiftthistle

N/A

Is collected with Briarthorn and ...?

**Zones**

Same as Briarthorn and ...?



Stranglekelp

85

Grows underwater.

**Zones**

Alterac Mountains, Arathi Highlands, Ashenvale, Blackfathom Deeps, Darkshore, Desolace, Dustwallow Marsh, Hillsbrad Foothills, Silverpine Forest, **Stranglethorn Vale**, Swamp of Sorrows, Westfall, **Wetlands**



Bruiseweed

100

Grows on hill sides.

**Zones**

Alterac Mountains, Arathi Highlands, Ashenvale, Blackfathom Deeps, Darkshore, Desolace, **Duskwood**, **Hillsbrad Foothills**, Loch Modan, Redridge Mountains, Silverpine Forest, **Stonetalon Mountains**, **The Barrens**, Thousand Needles, Wailing Caverns, Westfall, Wetlands



Wild Steelbloom

115

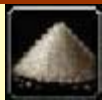
Grows on hill sides.

**Zones**

Alterac Mountains, **Arathi Highlands**, Ashenvale, **Badlands**, Desolace, Duskwood, Hillsbrad Foothills, Stonetalon Mountains, **Stranglethorn Vale**, The Barrens, Thousand Needles, Wetlands







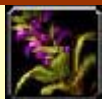
Gravemoss

120

Grows near grave yards.

**Zones**

Alterac Mountains, Arathi Highlands, Desolace, **Duskwood**, Razorfen Downs, Scarlet Monastery, The Barrens, Wetlands



Kingsblood

125

Grows in open areas.

**Zones**

**Alterac Mountains, Arathi Highlands**, Ashenvale, **Badlands**, Desolace, Duskwood, Dustwallow Marsh, **Hillsbrad Foothills**, Stonetalon Mountains, **Stranglethorn Vale**, Swamp of Sorrows, The Barrens, Thousand Needles, Wailing Caverns, Wetlands



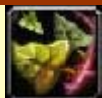
Liferoot

150

Grows along the banks of rivers and on beaches.

**Zones**

**Alterac Mountains, Arathi Highlands**, Ashenvale, Desolace, Dustwallow Marsh, Feralas, Hillsbrad Foothills, Scarlet Monastery, **Stranglethorn Vale, Swamp of Sorrows**, The Hinterlands, Wailing Caverns, Wetlands



Fadeleaf

160

Grows in open areas.

**Zones**

Alterac Mountains, Arathi Highlands, **Badlands**, Dustwallow Marsh, Razorfen Kraul, Scarlet Monastery, Stranglethorn Vale, **Swamp of Sorrows**, The Hinterlands



Goldthorn

170

Grows on hill sides.

**Zones**

**Alterac Mountains, Arathi Highlands, Badlands**, Dustwallow Marsh, Feralas, Razorfen Downs, Scarlet Monastery, **Stranglethorn Vale**, Swamp of Sorrows, The Hinterlands





Khadgar's  
Whisker

185

Grows in shady  
areas and under  
trees.

**Zones**

Alterac Mountains, Arathi Highlands, **Badlands**,  
Dustwallow Marsh, Feralas, Hillsbrad Foothills,  
**Stranglethorn Vale**, Swamp of Sorrows, The Hinterlands



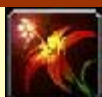
Wintersbite

195

Grows on snowy  
hillsides.

**Zones**

**Alterac Mountains**



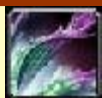
Firebloom

205

Grows in desert  
areas and  
hillsides.

**Zones**

**Tanaris**, **Blasted Lands**, Badlands, Searing Gorge



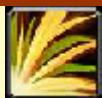
Purple Lotus

210

Grows on  
hillsides.

**Zones**

Ashenvale, Azshara, Badlands, Feralas, Stranglethorn Vale,  
**Tanaris**, The Hinterlands



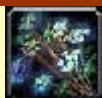
Sungrass

230

Grows in open  
areas.

**Zones**

Azshara, Blasted Lands, Burning Steppes, Eastern  
Plaguelands, Felwood, Feralas, **The Hinterlands**, Un'Goro  
Crater, Western Plaguelands



Blindweed

235

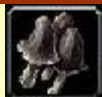
Grows along river  
banks.

**Zones**

**Swamp of Sorrows**, Un'Goro Crater



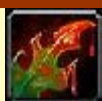




Ghost Mushroom 245

Grows in a specific area south-east of the lake.

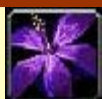
**Zones** The Hinterlands



Gromsblood 250

Grows on hillsides. Look in south Desolace.

**Zones** Blasted Lands, **Desolace**, Felwood



Arthas' Tears 250

Grows on hillsides.

**Zones** Eastern Plaguelands, Felwood, Razorfen Downs, **Western Plaguelands**

Golden Sansam 260

Grows in open areas.

**Zones** Azshara, Burning Steppes, Eastern Plaguelands, Felwood, Feralas, The Hinterlands, **Un'Goro Crater**

Dreamfoil 270

Grows in open areas.

**Zones** Azshara, Burning Steppes, Eastern Plaguelands, Felwood, **Un'Goro Crater**, Western Plaguelands

Mountain Silversage 280

Grows on hillsides.

**Zones** Azshara, Burning Steppes, Eastern Plaguelands, Felwood, Western Plaguelands, **Un'Goro Crater**, Winterspring

Plaguebloom 285

Grows in shady areas and under trees.

**Zones** **Eastern Plaguelands**, Felwood, Western Plaguelands



	Icecap	290	Grows in open areas.
<b>Zones</b>	<b>Winterspring</b>		

	Black Lotus	300	Currently very rare!
<b>Zones</b>	Burning Steppes, Eastern Plaguelands, <b>Winterspring</b>		

Let's face it; no one wants to run around these zones looking for pretty little plants to brew into concoctions. That's where you come in. Even the most common herbs are almost always in demand for aspiring alchemists. The harder to find herbs go for a fortune for a single herb, so it pays to raise your skill.





## MINING



ining is a gathering skill similar to herbalism. Instead of picking interesting looking plants, you're mining ore out of convenient ore veins jutting out of the landscape. It's easier to find an ore vein than it is to find herbs though because you only need to check a few geographical locations for veins (where you have to look all over the place for herbs depending on the type.)

You can find ore veins in any hilly or mountainous area, but they're especially prominent in caves and lairs that are scattered around the world.

The blacksmithing and engineering skills are highly dependent on ore and crafters will pay a handsome sum for large loads of ore. Ore doesn't stack well, so for common ore, it pays to smelt it first. Then you can sell stacks of refined ore at the auction house.

Mining isn't as profitable as herbalism early on, but later on it picks up the slack with hard to find ore going for a king's ransom.

### NOTE:

Smelting and mining go hand in hand. If you can mine it, you can also smelt it. This is a quick way to raise your mining skill early. Mine as much copper ore as you can, then smelt it for double the skill raises. This only works in the early mining skill levels though.

To be most efficient, you should raise your mining skill to a level where you can mine the veins you find when leveling. If you out-level your mining skill, you'll have to go back to low level zones to catch up.

While mining you might also get various kinds of stones and gems. The stones are used to make different grades of blasting powder for engineering and the gems are used to make less common items in crafting.

### Gathering Runs:

Regardless if you're picking herbs or mining rock veins, there is one universal truth: no location is random. Herb and vein locations are called nodes, and they were probably hand-placed by the World of Warcraft development team. Since nodes aren't random, they'll eventually re-spawn given enough time.

This is where a run comes in handy. A run is basically a path you take around a zone that connects known node locations. It has to be long enough for the nodes to re-spawn. The idea is that once you have a run down, you won't be left aimlessly wandering around a zone trying to find a resource.





Most likely, you're not going to be able to memorize every node location, so I find that it's best to connect general areas that are known to have a lot of nodes. Another limitation is you can only have either Find Herbs or Find Minerals active – not both.

With all that in mind, a perfect run would be connecting two or more features (like a cave or lair for mining) with herb collecting in between.

This technique can be used in many zones throughout the World of Warcraft.

### **Bloodstone Mine in Arathi Highlands:**

This is one mine that stands out from the rest in pure profitability. It's inhabited by gnolls around level 37 that can easily be cleared out by a single player.

Inside you'll find two to three iron veins, at least two mithril veins, and three bloodstone veins. There is also a Solid Chest spawn if you take the path on the right that leads down a small slope (there is a bloodstone ore vein next to it and the path leads to a dead end.)

Iron bars sell for a little more than 2 gold per stack, heavy stones for about 2.5 gold per stack, mithril for over 5 gold per stack, solid stones for about 2 gold per stack, and bloodstone ore goes for around 1.5 gold per stack. Considering you'll be leaving with tons of bloodstone, iron, and mithril, not to mention whatever is in the chest, you're looking at very worthwhile excursion!



Bloodstone is needed for a quest from Booty Bay in Stranglethorn Vale and since only a handful of players are miners, it can sell quite well in the Auction House. Players only need four bloodstone ore, so don't bother selling it in stacks larger than that.

You'll find another mine with mithril just a bit south of the bloodstone mine in the troll camp. Alternate between these two mines and you'll make out like a bandit!

### **Instance Gathering Runs:**

Instances are a special case in regards to gathering. Although, you're more likely to find high level plants and veins in instances, there are a few catches. For one, nodes don't re-spawn in instances. And two, you generally have to be quite a high level over the instance to be able to roam freely.



Although nodes don't re-spawn, you can simply exit the instance and re-enter to get a fresh load of nodes.

Instance gathering can be quite lucrative over normal gathering because you have absolutely no competition for nodes. Anytime you enter an instance, its contents are created for you only (or your group.) That feature alone is worth the effort involved in charting out an instance run.

### **Farming:**

Farming items used in professions is one of the best ways to make gold. There are two main types of craft items you can farm for consistent profit: cloths and skins. Of those two, the various types of cloth are more valuable, easier to get, and don't require any kind of profession investment. Let's start with those.

### **Farming cloth:**

Linen, wool, silk, and mageweave are worth their weight in gold and crafters can never seem to get enough of them.

While linen isn't worth much at all, it still pays to save it up and sell it stacks when you're a low level. Wool can go for a surprising amount given how common it is, but the real winners are silk and mageweave.

Any humanoid can (and will) drop one of these types of cloth regularly. What they drop depends entirely on their level. The higher level they are, the more likely they are to drop a more valuable cloth.

Selling silk, mageweave, and even wool will earn you several gold a day. You can find it on any humanoid and there are humanoid camps in nearly every zone in World of Warcraft.

### **Farming leather:**

Skinning is another form of farming but it isn't as profitable as farming cloth and you need to use one of your valuable profession slots to raise the skill. By skinning animals you kill in combat, you'll amass a large collection of leather. The main problem with farming leather is that it's by far the easiest thing to collect so prices will be low.

#### **NOTE:**

To really stock up on leather, kill elite monsters. You'll get about twice as much leather per kill. Early instances like Wailing Caverns and Shadowfang Keep where nearly everything is skinnable (and elite) are perfect places to fill your inventory with light leather. We're talking hundreds of leather per trip.



There is still quite a demand for higher level leather (like thick leather) so skinning for profit is viable.

Like farming cloth, there are different grades of leather which is only dependent on the level of the monster being skinned. The grades are: ruined leather scraps, light leather, medium leather, heavy leather, and thick leather. You won't get anything for the scraps, but you can reasonably sell light leather and up.

The best part about farming leather is that it's so quick and easy to collect. Once you have a high skill, you can bring in a lot of gold selling stacks of thick leather.

## **HUNTING FOR FUN AND PROFIT**

One thing that World of Warcraft implements that many other games don't is the ability to make a significant amount of money just by murdering monsters. It's that simple. You might be skeptical, but "just-plain-killing"<sup>TM</sup> is as viable of a money maker as many of these other methods.

There is one aspect of this type of wealth generation that has an undeniable appeal: merchants. When you've stocked up on heads, limbs, shells, bones, or whatever else you hacked off your hapless foes, you don't need to try and sell it in the auction house. Just head over to the nearest merchant, offload all the junk, and get paid - a lot.

This section of the guide will list every zone in World of Warcraft and the best things to kill for merchant profit. No need to worry about market prices, inflation, supply or demand. You'll always be able to make a healthy coin just killing the right things. Not everything in World of Warcraft nets a nice profit though, so use this section to find the diamonds in the rough.

I'll be blunt; this section took me several days to complete. I'm pretty happy with the result, but it just might look like a lot of tables to you. That's mainly because World of Warcraft has a whole lot of different areas. I organized all the zones in alphabetical order.

By about the 10<sup>th</sup> hour of writing down profitable merchant junk, I started noticing a trend. There are only a select few types of monsters that are really profitable and these are repeated time and time again throughout the zones (just with different names.) Elementals, turtles, high level bears, some spiders, some birds, and some cats seem to be the best things to kill for vendor sellable trash.

Some zones are just too low of a level for there to be anything worthwhile, and some zones are the right level range, but just don't have the right monsters. I've made a note of all the special cases I came across.

Trade skill items are omitted (these tend to be worth more to players.)



I only listed common grey drops - items that have no other use than to be sold to a merchant. Some of the best monsters to kill also drop a number of other objects, but these could be used in professions, so I omitted them from the list.

### Alterac Mountains [Levels 30-40]:

**Monster**

Elemental Slave

**Drop**

Lifeless Stone

**Chance to Drop**

50%

**Value**

3 silver, 60 copper

Jagged Piece of Stone

20%

4 silver, 11 copper

Rock Chip

50%

1 silver, 11 copper

**Monster**

Snapjaw

**Drop**

Speckled Shell Fragment

**Chance to Drop**

20%

**Value**

9 silver, 3 copper



### Arathi Highlands [Levels 30-40]:

**Monster**

Burning Exile

**Drop**

Burning Pitch

**Chance to Drop**

35%

**Value**

5 silver, 77 copper

Burning Charm

33%

1 silver, 78 copper

**Monster**

Elder Mesa Buzzard

**Drop**

Vibrant Plume

**Chance to Drop**

20%

**Value**

8 silver, 25 copper



**Monster**

Giant Plains Creeper

**Drop**

Hard Spider Leg Tip

Dripping Spider

Mandible

**Chance to Drop**

30%

15%

**Value**

4 silver, 91 copper

5 silver, 83 copper

**Monster**

Rumbling Exile

**Drop**

Lifeless Stone

Jagged Piece of Stone

Smooth Stone Chip

**Chance to Drop**

50%

20%

50%

**Value**

3 silver, 60 copper

4 silver, 11 copper

5 silver, 30 copper

**Ashenvale [Levels 15-30]:**

Ashenvale has its fair share of animals, but none of them drop anything noteworthy.

**Azshara [Levels 50-60]:****Monster**

Coralshell Turtles (all types)

**Drop**

Thick Scaly Tail

Speckled Shell Fragment

**Chance to Drop**

30%

40%

**Value**

1 silver, 55 copper

9 silver, 3 copper

**Badlands [Levels 30-45]:****Monster**

Buzzard / Giant Buzzard

**Drop**

Vibrant Plume

**Chance to Drop**

20%

**Value**

8 silver, 25 copper

**Monster**

Enraged Rock Elemental / Greater Rock Elemental

**Drop**

Lifeless Stone

Shiny Polished Stone

Smooth Stone Chip

**Chance to Drop**

50%

15%

40%

**Value**

3 silver, 60 copper

7 silver, 8 copper

5 silver, 30 copper



**Monster**

Lesser Rock Elemental / Rock Elemental

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Lifeless Stone	50%	3 silver, 60 copper
Jagged Piece of Stone	25%	4 silver, 11 copper
Smooth Stone Chip	10%	5 silver, 30 copper

**Monster**

Ridge Huntress / Ridge Stalker Patriarch

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Long Soft Tail	25%	8 silver, 6 copper

**Blasted Lands [Levels 40-55]:****Monster**

Black Slayer

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Vibrant Plume	20%	8 silver, 25 copper

**Monster**

Felbeast / Felhound / Snickerfang Hyena / Starving Snickerfang

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Thick Furry Mane	25%	8 silver, 12 copper
Large Trophy Paw	10%	9 silver, 37 copper



**Monster**

Redstone Basilisk

**Drop****Chance to Drop****Value**

Prismatic Basilisk Scale

20%

12 silver, 96 copper

Large Basilisk Tail

15%

7 silver, 13 copper

Squishy Basilisk Eye

10%

6 silver, 76 copper

**Burning Steppes [Levels 50-60]:****Monster**

Obsidian Elemental / Greater Obsidian Elemental

**Drop****Chance to Drop****Value**

Lifeless Stone

85%

3 silver, 60 copper

**Monster**

War Reaver

**Drop****Chance to Drop****Value**

Smooth Stone Chip

85%

5 silver, 30 copper

Shiny Polished Stone

10%

7 silver, 8 copper

**Darkshore [Levels 10-20]:**

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

**Desolace [Levels 30-40]:**

Desolace is mainly populated with humanoids. It does have its fair share of annoying animals but none of the drop anything of value. Especially the scorpids. Yuck!

**Dun Morogh [Levels 1-10]:**

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

**Durotaur [Levels 1-10]:**

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.



### Duskwood [Levels 20-30]:

**Monster**

Black Widow Hatchling / Carrion Recluse

Drop	Chance to Drop	Value
Spider Palp	30%	3 silver, 31 copper

### Eastern Plaguelands [Levels 55-60]:

**Monster**

Frenzied Plaguehound / Plaguehound / Plaguehound Runt

Drop	Chance to Drop	Value
Thick Furry Mane	25%	8 silver, 12 copper
Large Trophy Paw	20%	9 silver, 37 copper

**Monster**

Noxious Plaguebat / Plaguebat

Drop	Chance to Drop	Value
Sleek Bat Pelt	45%	12 silver, 5 copper
Bat Ear	30%	8 silver, 30 copper
Evil Bat Eye	30%	20 silver, 80 copper
Large Bat Fang	30%	15 silver, 92 copper

**Monster**

Putrid Gargoyle / Putrid Shrieker

Drop	Chance to Drop	Value
Smooth Stone Chip	40%	5 silver, 30 copper
Shiny Polished Stone	20%	7 silver, 8 copper



### Dustwallow Marsh [Levels 35-45]:

**Monster**

Darkfang and Darkmist Spiders (all types)

Drop	Chance to Drop	Value
Dripping Spider Mandible	40%	5 silver, 83 copper
Hard Spider Leg Tip	10%	4 silver, 91 copper



**Monster**

Mudrock Turtles (all types)

Drop	Chance to Drop	Value
Thick Scaly Tail	30%	1 silver, 55 copper
Speckled Shell Fragment	30%	9 silver, 3 copper

**Elwynn Forest [Levels 1-10]:**

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

**Felwood [Levels 50-60]:****Monster**

Angerclaw Bear / Angerclaw Grizzly / Angerclaw Mauler

Drop	Chance to Drop	Value
Bear Jaw	30%	8 silver, 98 copper
Bear Flank	30%	5 silver, 3 copper
Savage Bear Claw	20%	5 silver, 78 copper
Large Bear Bone	20%	14 silver, 84 copper

**Monster**

Entropic Beast / Entropic Horror

Drop	Chance to Drop	Value
Burning Pitch	60%	5 silver, 77 copper

**Feralas [Levels 40-50]:**

This is a pretty sad zone for merchant sellable monster junk. It has some of the normal winners (high level bears, elementals) but they have abnormally low drop rates. Of course, the zone is still great for gathering cloth, but nothing noteworthy as vendor trash.

**Hillsbrad Foothills [Levels 20-35]:****Monster**

Snapjaw

Drop	Chance to Drop	Value
Speckled Shell Fragment	20%	9 silver, 3 copper



### **Ironforge:**

Ironforge is a city zone.

### **Loch Modan [Levels 10-20]:**

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

### **Mulgore [Levels 1-10]:**

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

### **Orgrimmar:**

Orgrimmar is a city zone.

### **Redridge Mountains [Levels 15-25]:**

<b>Monster</b>	<b>Chance to Drop</b>	<b>Value</b>
Greater Taratula		
<b>Drop</b>		
Poisoned Spider Fang	35%	1 silver, 85 copper



### **Searing Gorge [Levels 40-50]:**

<b>Monster</b>	<b>Chance to Drop</b>	<b>Value</b>
Blazing Elemental / Inferno Elemental / Magma Elemental		
<b>Drop</b>		
Burning Pitch	35%	5 silver, 77 copper



**Monster**

Glassweb Spider / Greater Lava Spider / Searing Lava Spider

**Drop****Chance to Drop****Value**

Dripping Spider

40%

5 silver, 83 copper

Mandible

Hard Spider Leg Tip

10%

4 silver, 91 copper

**Silverpine Forest [Levels 10-20]:**

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

**Stonetalon Mountains [Levels 20-30]:**

I wasn't able to find anything noteworthy in Stonetalon.

**Stormwind City:**

This is a city zone.





### Stranglethorn Vale [Levels 35-45]:

**Monster**

Bloodscalp Tiger / Strangethorn Tiger

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Bristly Whisker	40%	7 silver, 33 copper
Retractable Claw	10%	2 silver, 43 copper

**Monster**

Elder Shadowmaw Panther / Shadowmaw Panther

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Long Soft Tail	25%	8 silver, 6 copper
Sabertooth Fang	10%	7 silver, 87 copper

**Monster**

Stranglethorn Tigress

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Long Soft Tail	20%	8 silver, 6 copper

### Swamp of Sorrows [Levels 35-45]:

**Monster**

Deathstrike Tarantula / Sorrow Spinner

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Dripping Spider	40%	5 silver, 83 copper
Mandible		
Hard Spider Leg Tip	10%	4 silver, 91 copper

**Monster**

Sawtooth Crocolisk

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Pointy Crocolisk Tooth	80%	3 silver, 16 copper

**Monster**

Shadow Panther / Swamp Jaguar

<b>Drop</b>	<b>Chance to Drop</b>	<b>Value</b>
Long Soft Tail	20%	8 silver, 6 copper





### Tanaris [Levels 40-50]:

**Monster**

All Hazzali and Centipar Sandreaver / Stinger / Swarmer / Tunneler / Wasp / Worker

Drop	Chance to Drop	Value
Delicate Insect Wing	30%	6 silver, 28 copper

**Monster**

Fire Roc / Roc / Searing Roc

Drop	Chance to Drop	Value
Vibrant Plume	20%	8 silver, 25 copper

### Teldrassil [Levels 1-10]:

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

### The Barrens [Levels 10-30]:

Although this is the right level range for interesting things to start popping up, there really isn't anything worthwhile in The Barrens to hunt specifically for money.

### The Hinterlands [Levels 40-50]:

**Monster**

Primitive Owlbeast / Savage Owlbeast / Vicious Owlbeast

Drop	Chance to Drop	Value
Vibrant Plume	20%	8 silver, 25 copper

**Monster**

Saltwater Snapjaw

Drop	Chance to Drop	Value
Thick Scaly Tail	40%	1 silver, 55 copper
Speckled Shell Fragment	40%	9 silver, 3 copper





### Thousand Needles [Levels 25-35]:

**Monster**

Silithid Hive Drone / Silithid Invader / Silithid Searcher

Drop	Chance to Drop	Value
Delicate Insect Wing	30%	6 silver, 28 copper

**Monster**

Sparkleshell Snapper / Sparkleshell Tortoise

Drop	Chance to Drop	Value
Thick Scaly Tail	20%	1 silver, 55 copper
Speckled Shell Fragment	20%	9 silver, 3 copper

### Tirisfall Glades [Levels 1-10]:

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

### Un'Goro Crater [Levels 45-55]:

**Monster**

Elder Diemetradon / Diemetradon / Fledgling Pterrordax / Frenzied Pterrordax / Pterrordax

Drop	Chance to Drop	Value
Seeping Gizzard	40%	3 silver

**Monster**

Ravasaur / Ravasaur Hunter / Ravasaur Matriarch / Ravasaur Runner / Venomhide Ravasaur

Drop	Chance to Drop	Value
Tribal Raptor Feathers	40%	8 silver, 7 copper
Pristine Raptor Skull	10%	9 silver

**Monster**

Scorching Elemental

Drop	Chance to Drop	Value
Burning Pitch	50%	5 silver, 77 copper





### Western Plaguelands [Levels 55-60]:

#### Monster

Carrion Lurker / Plague Lurker

Drop	Chance to Drop	Value
Dripping Spider	40%	5 silver, 83 copper
Mandible		
Hard Spider Leg Tip	10%	4 silver, 91 copper

#### Monster

Diseased Black Bear / Diseased Grizzly

Drop	Chance to Drop	Value
Bear Jaw	40%	8 silver, 98 copper
Bear Flank	30%	5 silver, 3 copper
Savage Bear Claw	20%	5 silver, 78 copper
Large Bear Bone	20%	14 silver, 84 copper

### Westfall [Levels 10-20]:

This is a very low level zone and it's difficult to determine if there is anything worth hunting here. These levels will go so fast for you that there is little reason to stick around and farm these monsters for wealth.

### Wetlands [Levels 15-25]:

#### Monster

Cave Stalker / Leech Stalker

Drop	Chance to Drop	Value
Spider Palp	20%	3 silver, 31 copper

#### Monster

Giant Wetlands Crocolisk / Wetlands Crocolisk

Drop	Chance to Drop	Value
Pointy Crocolisk Tooth	35%	3 silver, 16 copper





## Winterspring [Levels 50-60]:

### Monster

Berserk Owlbeast / Crazy Owlbeast / Moontouched Owlbeast / Ragged Owlbeast

Drop	Chance to Drop	Value
Mysterious Unhatched Egg	10%	19 silver

### Monster

Elder Shardtooth / Shardtooth Bear / Shardtooth Mauler

Drop	Chance to Drop	Value
Bear Jaw	30%	8 silver, 98 copper
Bear Flank	30%	5 silver, 3 copper
Savage Bear Claw	20%	5 silver, 78 copper
Large Bear Bone	20%	14 silver, 84 copper

### Monster

Frostsaber / Frostsaber Cub / Frostsaber Huntress / Frostsaber Pridewatcher / Frostsaber Stalker

Drop	Chance to Drop	Value
Sabertooth Fang	50%	7 silver, 87 copper
Long Soft Tail	40%	8 silver, 6 copper

## Skullsplitter trolls in Stranglethorn Vale:

Skullsplitter trolls drop two valuable trade skill items, but they're fairly rare. So to make this worthwhile, you need to be able to kill them quickly.

Skullsplitter trolls are around level 40 and drop wildvine and flasks of mojo rarely (along with silk and mageweave occasionally.) Wildvine is an ingredient in high level tailoring and leatherworking recipes, and flask of mojo is used in leatherworking and engineering. Wildvine is especially important in leatherworking because it allows the crafter to create leather armor with random attributes.

On my server, wildvine tends to go for about 1 to 3 gold each. The main reason I remember this method so clearly is because on my first trip out to the trolls (for quest purposes) I landed five wildvine in an hour which translated into about 15 gold.





Wildvine is a rare drop and you'll have good days and bad days, but if you're heading out there for quests or to collect cloth, you can't go wrong picking up the rogue wildvine here and there!

You'll also snag a handful of flasks of mojo. These aren't quite as valuable as wildvine, but they sell for around 50-70 silver each and you'll usually find more of them.

The combination of wildvine, flasks of mojo, and cloth make this camp extremely profitable for someone of the appropriate level range.

### **Spider's Silk in Arathi Highlands:**

Spider's silk is one of the most valuable commonly dropped items in World of Warcraft. Any spider from around level 18 to 36 can drop spider's silk when killed. Although some spiders don't like to part with silk very often you can still make out really well on their vendor trash.

Not all spiders are equal. Most spiders will drop silk once every 20 kills, but the Plains Creepers in Arathi Highlands drop it twice as often. So you're looking at one silk every 10 kills.

Considering that spider's silk sells for 60 silver to 1 gold per silk, you will make a ton of cash farming them. Don't fret if you're not a high enough level to kill spiders in Arathi Highlands because any spider can drop silk and they're all worthwhile to kill for profit.

You can find Plains Creepers literally anywhere in Arathi Highlands, but they tend to bunch up on the east side of the zone. If you have mining, bounce between the Bloodstone and troll mines while killing all the spiders in-between.





## LIMITED AVAILABILITY RECIPES

One of the most precious things in the world is time. Most players, especially high level ones, would rather buy a recipe they need on the auction house for a small premium than try and figure out where to get it themselves. This is one of the most consistently profitable methods to employ when you're trying to save gold.

The idea works like this: You run out to a location, find a special vendor, buy out a recipe that they're selling, and then sell it for profit on the auction house. Depending on the recipe, you can easily turn a 50 silver purchase into 3 gold profit (or more.) It's incredible, but it works.

The actual amount you can sell a limited recipe for on the auction house depends on how many people are trying to do the same thing on your server. Although, even items that have been around since World of Warcraft launched can still make a decent profit.

Let's get down and dirty with some details. Below are some NPCs to try out. Be sure to check the auction house on your server before setting out on a crusade to sell vendor-purchasable recipes. If you check the auction house and find that there no recipes for sale from that vendor you're about to be several gold richer.

One very important note of caution: You might not understand the rules of supply and demand, but trust me when I tell you that buying out a ton of the same recipe and trying to sell them on auction house all at once is going to hurt you. Instead, put them up one at a time and sell them for a higher premium. If you flood the auction house with recipes, people are going to pay less and less for the recipe over time. Eventually, if you're persistent with this practice, you'll run the price of the recipe right down to the vendor's cost. Which is absolutely tragic. So use moderation. This is going to make you money each and every day. It will build up over time if you're patient.

Limited availability recipes re-spawn over time, so you can just hang around the vendor and purchase another recipe after some time has elapsed.

Here are some recipes to try. Remember, check with your auction house first. If you see a lot of these recipes for sale, chances are you're not going to be able to cash in.



### **Zan Shivsproket:**

He sells the Gnomish Cloaking Device schematic. Zan is particularly good because he's not in an area most people would just stumble on him. I never see Gnomish Cloaking Devices for sale in the auction house on my server so this always earns me some gold.

You can find Zan in the hidden mountain rogue stronghold in Hillsbrad. He's at the bottom of the stairs in the engineering lab. You'll know you've found the right place when you see the various robots strewn around the room. Check the map for the general location.



You'll find the stronghold along a winding mountain road. If you've never been there before, look for the winding path on the west side of the mountain range near the river.

Interestingly, Zan built a robot too large to fit through the stairwell. Go gnomish engineering!

Hillsbrad Foothills is a relatively low level zone, so you could make the trek at a very early level indeed. It's a great way to bring in some serious cash at low levels.

### **Ruppo and Gigget Zipcoil:**



Ruppo lives in the Hinterlands which is a 40+ zone. You can still get to him early on, but you might die a lot if you're too low. Ruppo, like Zan, lives in an area not obvious on the in-game map. He's nestled between a few hills north east of Aerie Peak.

Ruppo sells the much coveted Mithril Dragonling engineering recipe. For only 40 silver, you can turn around and sell this recipe in the auction house for around 4 gold depending on your server.



The Mithril Dragonling schematic is one of the more popular buy-then-sell schematics, so you might find you're competing with a few other knowledgeable players. However, they tend to stop at the Mithril Dragonling schematic, where you'll also get the Ironfeather Shoulders pattern from Gigget standing nearby.

The Ironfeather Shoulders pattern, while expensive at 1 gold and 40 silver, can also be sold for a nice profit on the auction house, so be sure to pick it up too. You can usually get away with selling it for 3 to 4 gold making this location particularly profitable.

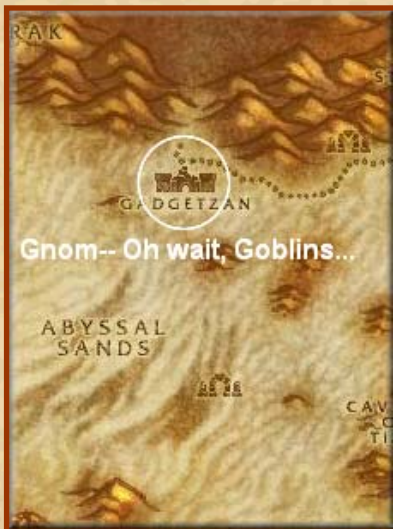
### **Knaz and Gnaz Blunderflame:**

Gnomes are the best! Knaz and Gnaz live in the hills in Stranglethorn Vale which is a 30+ zone. Their house is probably one of the least obvious, so you might have some trouble finding them initially. They're due east of the skullsplitter trolls, but the mountains in the area will appear to be too steep to climb. Keep trying and you'll eventually find a route that gets you to the (very) hidden winding path.



Knaz sells the Deadly Scope schematic and Gnaz sells the Mechanical Dragonling schematic. Of the two, the dragonling is actually more in demand on my server. Although, the purchase price is a steep 1 gold for the dragonling, you can easily turn around and sell it for 4. The Deadly Scope is a little cheaper, but it too can be sold for 3 to 4 gold.

### **Blizrik Buckshot:**



Blizrik is the first goblin pulling through for us. He sells guns in Gadgetzan in Tanaris. The best thing about Blizrik is the fact that since he isn't an engineer, most people aren't going to check him for limited engineering schematics. Purchase EZ-Thro Dynamite II from Blizrik, head a few doors down to the alchemy merchant and purchase Transmute Iron to Gold and Transmute Mithril to Truesilver.

**One word of caution:** The alchemy recipes tend to sell much slower than engineering recipes on my server, but they still pull through. Buy them once as an experiment and see how they do on your server.



## Conclusion on Limited Availability Recipes:

By now you should have realized that this indeed is a major source of gold for players of just about any level. Three days before writing this section I had 12 gold to my name. Now after running my route a few times, I have 109 gold, and I didn't have to kill anything, complete a difficult instance, or find any rare items. This is, hands down, the best method I have ever found for earning quick and easy gold in World of Warcraft. Now it's yours!

I haven't included every profitable recipe, so I encourage you to experiment. These are the main recipes I use to generate gold, but they are by no means the only ones...

Good luck!



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