

The image shows the cover of a guide titled "Gold Secrets for World of Warcraft" by Luke Brown. The cover features a blue background with a yellow sun-like graphic at the top left. At the top right, it says "Now 3 Years Online!". The title "Gold Secrets" is in large yellow letters, with "for World of Warcraft" in smaller black letters below it. In the center, there's an illustration of a female character in purple and orange armor standing next to a male character in blue and gold armor, both holding weapons. A treasure chest sits on the ground in front of them. A red circular badge on the left side of the cover says "100% Guaranteed Tips!" in white text. The author's name, "Luke Brown", is written vertically on the left edge of the cover.

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Below you will find in no particular order the best ways to make large amounts of gold in World of Warcraft. I sincerely hope you enjoy your time using these strategies and I hope they are profitable for you. *I know these are effective as they have made many players hundreds of thousands of gold!* -Luke

NOTE: The newest Burning Crusade and latest patch tactics are featured in the second half of the guide.

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Enjoy!

WoW Gold Tips:

Rare pet dealer

People love the novelty of having pets that are cross-faction. (this means a horde with an alliance pet or an alliance with a horde pet) Every big tauren wants a white kitten and gnomes can be seen proudly dragging their prairie dogs around with them. You can make a LOT of gold buying non-combat pets like cats, snakes, owls, etc. and listing them at the Gadgetzan/neutral auction house.

I typically will sell them for around 2-4g and you can sell tons of them. Even better, arrange with someone of the opposite faction to supply you with pets or, if you are on a PvE server create an alt and supply yourself with the other faction's pets to sell at your home AH. They'll pull in even more cash there. For example, if you can get a friend from the other faction to list an item at the neutral auction house for a small fee you can then take this and relist it on your home auction house and make gold easily.

I want that Dancin' Flute!

If you've spent anytime around the local auction house you certainly discovered the [Piccolo of the Flaming Fire](#). This is really a fun item and it only drops off of one guy in Stratholme. The good news is I guarantee you can get it. How? Well first of all, the mob that drops this is named Hearthsinger Forresten. He is a rare spawn but lucky for us not too exceedingly rare. Where is he?

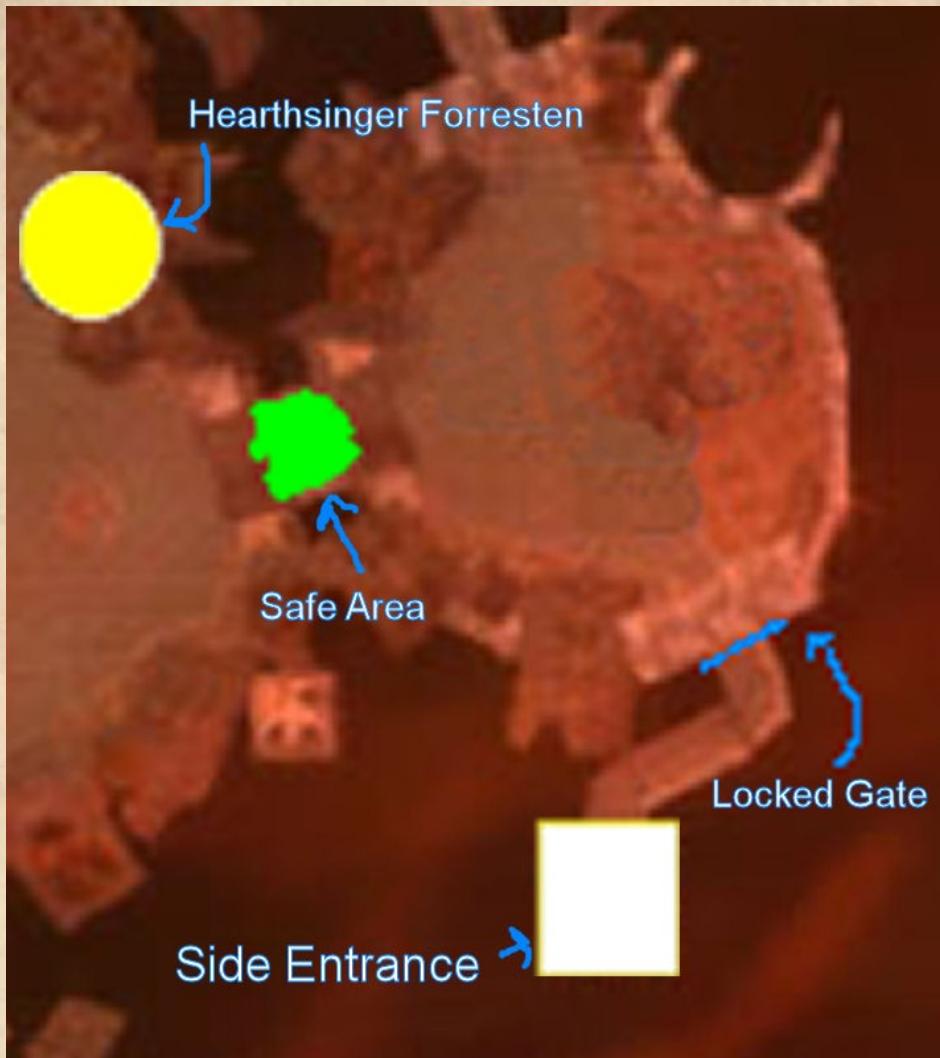
If you enter the back door of Strat (you'll need the Key to the City) and proceed to the very first gated tunnel he will often spawn to the right of the doorway. Let's make it even easier to find him. Once you enter the instance just type "/target Hearthsinger" minus the quotes of course. If he is there then we can proceed, if not then reset the instance and try again.

If he is there then if you are a rogue or druid stealth over under the gated area to the left and wait there. If you do not have stealth then you can still do this. The area you need to walk by to get to the gated area (where you will be able to unstealth and fight Forresten)

is very small. So all you need to do is purchase or have your alchemist friend make you some invisibility potions. Open the gate and run to the safe area. (you will trigger the enemy chat script but no mobs will attack you). Now wait and make sure that there are no patrols coming by. You are safe in the gated area but if a patrol comes by when you pull Hearthsginer you will get it too and die. Peek around the corner to your right and you will see Hearthsginer standing alone. At this point you will pull him by shooting him with a bow or gun or using a ranged spell on him. Let him run to you under the gates where you can fight him. He is easy to solo but has a very high dodge % so bring a potion in case he dodges so much you risk dying. I was able to kill him on my second try and have killed him many times since.

With any luck he will drop your flute or another nice item like the Songbird Blouse (great for druids). The good news is even if he doesn't drop what you are looking for that you can just disenchant it and sell the shard and try again! You can repeat this over and over again and either get yourself a flute or make some serious money.

See the below for full details on his location:



Note: Some people have e-mailed me since patch 1.7 saying that this is not possible. This is *NOT* true. It is however, now more difficult.

What Blizzard has done is allow the elite mobs at the gate see through stealth. So what you'll need to do now is reset the instance until you get a "good" one. In this case a good instance is where the

normal (non-elite) skeletons are on the left and the elite ones are all on the right-hand side of the entrance. This will allow you to bypass the mobs in stealth. Of course you can also have a friend pull the mobs away while you run in still or use a hunter's pet/hunter's feign death as well.

Playing the market

I have made the most money in this game by using this technique. It simply consists of the most basic economic principal- buy low and sell high. I have bought a ton of stuff from the AH and then re-listed it for a higher price (sometimes much higher) and raked in serious gold. It is amazing what you can find just by looking through your AH! Most people have no idea what an item is worth if there isn't one already posted for them to compare with. This can be a risky business so start small and work your way up. If you purchase all the thorium on your AH (as an example), then re-list just a couple of stacks at a time at a higher price you'll find they sell quite nicely. If someone tries to undercut you don't panic, either buy them out and re-list their items or wait for a day or two when the market is better to sell them.

It is best to buy on weekdays and sell on weekends when more people are playing.

Keep in mind when you do this you are going to lose some money to the AH fees as well as the listing fee. As such, one of the absolute best things to buy and re-list is enchanting supplies because there is NO FEE to list them. You can buy them cheap and re-list them until they sell without it costing you a thing. My favorites are large radiant shards and small brilliant shards; also illusion dust has done

well for me. All are in high demand but fairly low supply so they'll move fast. Over time you'll learn what is a good price for these and you can buy accordingly. There are a lot of strategies here that will get more into the specifics of what items will bring you the most cash. As above, I always recommend enchanting supplies as a great place to start because there is no AH penalty for listing them.

About those blues and purples

Using the above strategy you can make some really serious gold selling blue or purple items (rare and epics) for a lot more than what you paid for them. I always recommend to buy off a seller who might be advertising in the trade channel (always barter) and then re-list it in the AH for big profits. If you are having trouble making cash doing this then try the Gadget AH with twice the customers there. The Gadgetzan auction house is especially good for rare and popular items OR items needed for quests in that area.

Fiery enchant/quest rewards

For a long time I recommended people to grab the fiery enchant reward from a quest in the Badlands and resell it for anywhere from 10-30g. Well, it finally happened- the item is soulbound now!

The good news is that I've found another reward from a Badlands quest that sells for just as much and sometimes more.

If an engineer wants the schematic for Flash bombs there are only two ways that he can get it. The first is a very drop of the schematic from Gnomeregan (it's about a .02% chance). The second is as a guaranteed quest reward from the "Pearl Diving" quest in the

Badlands. The quest comes from Rigglefuzz who asks you to get 9 blue pearls for him from the Vile Reef. After delivering them you will get a schematic for the Flash Bomb.

This reward is not soulbound and will sell for anywhere between 20-30g. I always walk into the Badlands and offer to buy these off those doing the quest there. I also check the AH for them regularly because most people don't know how valuable they are and sell them for a gold or less! I just buy it and re-list for the appropriate price.

And while you are looking for blue pearls for the above quest it doesn't hurt to grab a few extras. They are needed for the Flash Bomb recipe and sell quite well on the AH as well. It's best to sell them in stacks of appropriate size for the quest.

Rare recipes

Vendors all over the World of Warcraft on both continents sell crafting recipes. The thing is, most people don't realize where these recipes come from. Any time I am at a vendor and he has a high level or limited supply recipe I purchase it and list it on the AH for an increased price. These almost always sell for me. Some of my favorites are:

- Mooncloth recipe that is sold at Everlook in Winterspring- I have good luck selling this in Gadget at the AH for 4-10g.
- Most recipes sold in Moonglade. Moonglade is a high-level town meaning that most people won't be able to go there and purchase from the vendors until lvl 55+. If you are a druid or create a druid alt you will be able to go to Moonglade at around lvl 10. You can

buy the tailoring and other recipes there and resell them for a profit.

- Mooncloth robe recipe from Dire Maul. In the library area of DM there is an NPC that sells a limited recipe for the mooncloth robe. It costs 4g and I have seen it sell for over 55g!
- There are many other rare recipes across the world and at most trade vendors. Great places to look are in the Goblin/neutral cities like Everlook and Booty Bay, also Ravenholdt Manor, and any vendors you find in instanced dungeons. For example, the Minor Recombobulator schematic is available in the entry of Gnomeregan and always sells well for me at around 4g.

Cash Gathering-

My best advice to someone wanting to make money is to not pick up a tradeskill until lvl 45 or higher when you can find or buy all that you need and then just powerlevel it up in an evening or two.

Choose herb gathering or mining as your two processes and SELL everything you gather on the AH. You'll have so much gold so soon you won't have to worry where that mount money is going to come from.

The only hassle you'll have is that "find herbs" and "find minerals" can't be used together. I suggest the best mod in the world for this-Gatherer. It can be found here at Curse gaming.

<http://wow.curse.com/downloads/details/24/>

Skinning is also a good choice and won't affect your minimap displaying herbs or minerals either. Skinning is also excellent for money IF you are a high DPS/quick kill class that will allow you to

farm a lot of mobs quickly. Otherwise there is too much downtime for it to be really profitable. I prefer skinning in the Eastern Plaguelands because you get rugged leather as a drop 90% of the time from skinning the bats and hounds there. Another great place for skinning is Jaguero Island that is hidden south of Booty Bay. There is usually no one else there and the stealthed panthers are everywhere. If you are looking for more of a challenge you can skin the elite black dragons in Burning Steppes for their rugged leather as well as dragonscales. There are also chests that spawn within the camps, so be sure to be on the look out for them. These black dragonscales sell for 1G a piece on most servers.

If even those are not enough of a challenge, you may skin the elite silithid bugs in Silithus. There are several hives in this zone and these bugs drop Silithid Chitin, Light Silithid Carapace, and Heavy Silithid Carapace. Most mobs will drop the worthless Broken Silithid Chitin, which is vendor trash. However, I have seen the Heavy Silithid Carapace sell for as much as 12G a piece! The others sell for around 1g a piece, but this varies per server. These items are used to make the nature resist gear, so they are in demand right now.

Quest items

People need quest items. Fortunately for you some of these items are farmable or craftable. You can make quite a nice chunk of gold by loading up on items needed for quests and standing around a questgiver at a busy time (like a Friday night). For example, there is a quest in Eastern Plagues needing high explosive bombs and unstable triggers, there's a quest in Badlands needing Frost Oil and Patterned Bronze Bracers and there is a quest in Un'goro needing a mithril casing. All of these things are easy enough to craft or get

from a craftsman or guildy then it's just a matter of advertising your wares in general chat to those that need them.

Remember above I mentioned the quest that requires blue pearls, these are great to farm as well and resell in the new Booty Bay auction house along with Lesser Bloodstone Ore that is mined in Arathi and needed in Stranglethorn.

Silithus is where I call my home

Silithus has changed so much since I first created this guide. The entire continent has been updated and revamped for the AQ expansion.

The good news is that the farming is even better than before. Now you can farm essences off the elementals that hover around the area but there are also the new Twilight Cultist areas.

The Twilight Cultists drop their set pieces needed to summon the larger elementals. These consist of the Cultist Cowls, Mantles, and Robes. These all drop fairly often off of the mobs there and sell for anywhere from 50s-4g a piece. These mobs also drop nice coin, runecloth, and the occasional major healing potion. Something else you may come across is Encrypted Twilight Text. These texts are a huge moneymaker. The rewards for having high reputation with Cenarion Circle are very nice. Turning in Twilight Text increases your reputation with Cenarion Circle, so players are willing to spend gold on these things. I have seen them sell for 2G a piece! Players use these in stacks of 10, so remember to price accordingly.

You can also complete the first parts of these quests to receive an Abyssal Crest. These crests sell for an average of 5g at the AH because they can be used to summon elite elementals.

If you spend an hour or two in this area of Silithus farming the Twilight mobs you will pleasantly surprised how much gold you can make.

Additionally, the stone elementals in the Northern corner of Silithus drop excellent loot. If you are an AOE class you can easily gather a few of them at time and grind them down quickly. Even their "vendor trash" sells for 10 silver or more so even when they aren't dropping good items you are still making a nice profit.

I know there are some professional gold farmers that never leave this area- does that tell you how good it is?

Armor Set Pieces

Always, always, always keep an eye out for people selling set pieces (Valor, Wildheart, etc.) in the trade channel or on the AH. These are consistently the best sellers because everyone wants to complete their class set. If you are in a pick up group and there is a piece that no one needs then make sure and get a roll in for it if it is BoE. You can certainly sell it for a hefty sum. The trade channel is your friend here. Bargain with sellers to get these pieces and the resell them for quick gold.

"Nerfed" items

Items that have been removed from the game or "nerfed" are a potential for MASSIVE gold. If there is an item that has had its stats lowered or otherwise negatively changed, but Blizzard does not change those already in existence then those old items are going to be even more rare than an epic item.

One item that I still see fairly often are the green lenses like the Green Lens of Stamina. This old item allows casters to have over 35 stamina when equipped and amazingly I see these on my AH fairly often. You can buy them and resell them for 50g to as much as 150g. They are easily worth more than that in my opinion, but your mileage will vary. If you see a patch note that Blizzard is discontinuing or changing an item then stock up on them if possible and sell them later on for a profit.

Also, if the item is changing to be BETTER than it is now you can buy up the cheaper versions that are available now and then sell them once they've been altered for the better.

Sell me some First Aid and Fishing

If you're Alliance and you head out to Stromguard castle (the one in Arathi) hang a right at the entrance and once inside the "safe" area make another right across the bridge. You'll find an NPC named Deneb Walker. He sells the First Aid books that allow you to increase your level as well as learn improved bandage styles.

Horde can head out to Brackenwall Village in Dustwallow Marsh. You'll find the NPC Balai Lok'wein. She sells the First Aid books for the Horde.

You can purchase these for 1g or under and resell them on the AH for at least twice as much. On my server there are quite a few people who have figured this out, but it doesn't really matter because I still sell them all the time!

Also, you can buy the expert fishing book called [Expert Fishing – The Bass and You](#) from the fishing trainer in Booty Bay. These sell for 1g from the vendor and sell on the AH for 2-5g.

Gold in the Disenchantment

It is good to become knowledgeable as to what items disenchant into valuable enchanting materials. For example, Icy Cloaks and Green Lenses always disenchant into valuable enchanting materials. In the case of Green Lenses they will always result in a large radiant shard when disenchanted. So, head to your local AH and check the price of green lenses and large radiant shards.

If the shards are selling for more than the lenses then buy the lenses and disenchant them and sell the shards for a profit. If enchanting is not one of your professions then start a lvl 5 alternate character that is a gnome or dwarf and run him/her to Ironforge or an orc or troll and run them to Org and learn enchanting. From this point on this character can be your "mule" to disenchant items. Unfortunately in a recent patch, you must be an appropriate skill level in enchanting to DE items of higher level. Meaning you can no longer do this without leveling up the character.

Guard those stones!

Many of the new recipes available in the game such as the new cloak recipes like the Cloak of Warding and Shifting Cloak require guardian stones. Now, keep in mind that both of these cloaks require other materials that sell for large amounts of gold. Players are investing a lot to make these crafted items.

Guardian stones drop one place and one place only in the world and that is off of the Stone Guardians in Un'goro Crater. These giants are level 60 and 61 elite so they certainly seem intimidating. The truth is though that many classes can easily solo them and take them down. I've found that they drop Guardian stones about 1 out of every 3 or 4 kills. The Guardian Stones sell on the auction house for anywhere from 7-20g each.

And in my experience almost no one is farming these things! It just seems that most people think it is just too much work. So head into that crater and show those lazy people how to do it. I can usually get 4-6 stones in an hour so that right there is a potential 120g per hour! But even conservatively that is going to make you at least 30g or so.

I thought I saw a Devilsaur

While you're down in that crater you might as well bring a skinning knife with you because you are going to see lots of Devilsaurs. These giants can be soloed by some classes like hunters or druids but almost 2 of any class can take them down.

They never seem to drop much but their leather is used to make really nice leather pants and gloves and you can sell a piece for around 2-8g depending on the market. So head into that crater and

farm these guys while you are killing Stone Guardians. Oh, avoid the 60 elite King Mosh though. He can wipe a party easily.

Elemental Invasions

One of the more rare but needed items in the game are the essences like Essence of Water, Essence of Air, etc. Obtaining these normally requires hours of farming elementals. But since Blizzard has implemented the "Elemental Invasions" and I have found that not only is it a great time to kill tons of elementals in one place but these guys seem to drop essences a lot more often. The places that these invasions routinely occur is Un'goro Crater, Silithus, Azshara, and Winterspring. Make sure to keep on top of these events as you can grab a large number of essences quickly and then sell them for a profit at your AH. The bosses involved with these invasions also have a chance to drop the [Ace of Elementals](#). It sells for around 50G-150G, but you will need at least a small group to take them down.

Bandage for Cash

Lots of people told me that they make a good amount of cash selling stacks of cloth to vendors. It seems like most people don't want to be bothered to sell it on the AH so they just vendor it. What they don't realize is that by first turning cloth into a bandage it will vendor for more than the normal price! For example, right now one runecloth is worth 4 silver to a vendor. But, one runecloth bandage is worth 5 silver to a vendor. Cool, huh?

One of my favorite places to farm cloth for bandages is inside Scarlet Monastery especially the graveyard wing. You'll get a large amount

of silk and some other nice drops, and when you're all done just make some bandages and sell them for a slightly higher return on your cloth.

Tree Farming- In the western instance of Dire Maul you will find the giant tree boss Tendris Warpwood. He is an easy kill for a 5-man group and the best news is that if you walk carefully you can get to him without aggroing anything else in the area. So gather a group together, sneak in there, grab your loot then leave and reset the instance and go do it again and again and again. He drops all kinds of nice gear for different classes.

Last time I was there he dropped the [Foror's Compendium of Dragon Slaying](#) the second time we killed him. There was a happy Pally in the group ;). We averaged about 10 kills an hour (you will now be limited to 5, but you can make up the extra time farming for librams off of the spirits in the area) and I'm sure you can too. He regularly drops a staff that vendors for around 5g so you can make some good gold doing this for an hour or two with friends.

The trick is once you enter the Dire Maul West entrance is to run to the wall and hug it tightly until the patrols pass then you can run to the safety of the overhang where the boss is. If we pull aggro we have one person designated to run off and die, then we can resurrect them without the whole group wiping. It takes a couple of tries to get the path down, but once you do you will find this to be super profitable.

Map below:



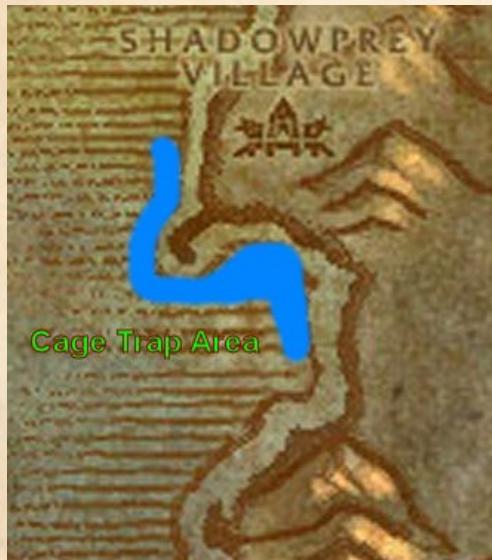
Take me fishing

One of the best fishing poles in the game is the [Big Iron Fishing Pole](#). Anyone who wants to max out their fishing ability is going to need it at one point. It only comes from one place and that is inside the cage traps on the ocean floor near the Horde town on the West coast of Desolace.

If you head out near the town there (the area is green and grassy unlike the rest of Desolace) and go into the water directly west of the dock and swim down you will find traps littering the ocean ground there. When you open them you will either find shellfish, spawn a mob, or...get this rare fishing pole. I was able to find 2 of these in a fair amount of time and guess what? They sell on my AH for over 15 gold!

You could make quite a business for yourself just collecting and reselling these rare fishing poles. Make sure when you go looking for this you come equipped with some underwater breathing potions, it will make it much easier.

Map below:



High end grinding

I'm going to share with you my favorite grinding spots in the entire game. Now I'm certain others have their own but for making cash fast these are my two favorites.

First is the cave in Un'goro crater that is filled with apes (the cave where A-me is for the quest). These gorillas are fairly easy to kill and drop lots of valuable vendor trash like their whiskers and regularly drop greens and some blues. Just on the gray trash items alone you can make around 10g an hour just grinding here. You can also skin them as well for added cash.

My next favorite is the troll temple in Eastern Plaguelands. I guess this place is just so far away that no one seems to want to bother with it. These trolls drop lots of green items, the occasional blue, and I know friends who have seen epics drop off of them as well. They're good for runecloth and powerful mojo as well. The other nice perk of this area is that it's full of thorium and high end herbs also.

Deadwind Pass is also great for farming for items. No one really is here when I farm it. I'd expect to see farmers or just others players hanging out, but no one ever really is here. There are a ton of high level ogres with great loot and when you go down to the Karazhan area you will find a haunted town that has humanoids that drop great coin and runecloth.

For lower levels let me tell you a few other places to farm for loot and gold:

Both farm areas in the Arathi Highlands filled with humanoids are great. You won't even be able to kill them all before they start

respawning so you can grind nonstop as long as you want if you are alone.

Next up are the islands on the east coast of Theramore way to the North filled with Murlocs. These are the islands that are up the coast from Theramore past the area with the turtles on the coast. Again, almost no one is ever here and they are humanoids so they drop great loot.

After this you can move to the Wastewander bandits in Tanaris not far from Gadgetzan. These are all also humanoids here so again the loot is great. Also these mobs drop wastewander water pouches that both Horde and Alliance can turn in for a repeatable quest at Gadgetzan, so you're getting extra experience the entire time you are farming. Watch out for the stealthed rogues here as well as the casters with voidwalker pets as they hit hard for their level.

You can then move from this point on to the pirate cove just a little further South on the coast of Tanaris. All of the mobs here are close together and drop nice loot as well.

From this point you can move to Dalson's Tears and the UnderCroft in the Plaguelands where you can grind for gold and loot until you hit level 60.

Being a Tour guide

I was whispered an interesting proposition one evening. I was told that if I would help 3 lower level players through an instance that they would pay me 20g. Start your own healing or tanking service

and take lower levels into instances yourself. As a high level you are not only superior to all the mobs you'll encounter but you most likely know the way as well.

If you are an enterprising individual you can have a lot of fun doing this and make some nice gold too. If you feel like it is too "greedy" to ask for gold you could just offer to go with low levels if they let you have all the silk, or all the food, or whatever you feel is appropriate.

Deviate Fishing

If you've seen someone running around your capital city looking like a slime, a pirate, or otherwise acting strange they were probably using a food item call [Savory Deviate Delight](#). This item is always a favorite for players to use when entertaining their friends. If you have this recipe you can make a lot of gold selling them for about 50 silver to 1 gold each. But you don't need this rare recipe to make serious gold from it.

In the Barrens, outside of the cave that leads to the Wailing Caverns instance is a small pond area. From this pond you can fish out the vital ingredient for the Savory Deviate Delight- the deviate fish. You can collect quite a few of these in about an hour and either use them to make your own delights or sell them on the AH for a profit to other cooks. If you enjoy fishing then this is the perfect gold maker for you as these fish are worth quite a bit.

My Favorite Mining Spot

Any miner knows that the most valuable mining veins are the rich thorium veins. They spawn in many places such as Un'goro crater, the Plaguelands and Winterspring. There is major competition for these veins because not only do they drop quite a bit of thorium but also have a chance to drop arcane crystals, Azerothian diamonds and other gemstones.

I am going to reveal to you my three favorite "secret" mining spots. The first is the Hearthglen Mine that is in Northern Western Plaguelands. There is often one rich thorium vein outside the mine and then another 2 inside of it. They all seem to have a very fast respawn time and the ones inside the mine are guarded by groups of 2 non-elite miners that most classes can easily distract or solo. I have seen 2 arcane crystals drop from just one of these veins!

The second of my favorite locations is in Southern Winterspring near the barred off entrance to the unopened Hyjal area. This is in the dangerous Darkwhisper Gorge. It is full of level 60 and 61 elites that hit really hard, but I have successfully walked the entire way to the end without stealth and it can be done if you are careful. Obviously if you can feign death or stealth it gets even easier. There are usually an additional 4-5 rich thorium veins in this area.

Un'goro Crater is where I did most of my farming whenever I was trying to obtain an Arcanite Reaper for my warrior. A friend of mine showed me EVERY single spawn point of Rich Thorium Veins in this area. For the first time, I am *revealing* all the spawn points for you to take advantage of the Arcane Crystal market. Most of the spawn points are located within Terror Run, but there are quite a few outside of this area that are overlooked if you are unaware of where

to find them. It is very easy to get into a rhythm and is an easy ride through. Only 2 Rich Thorium Veins spawn at a time in Un'goro Crater. What this means is if you do not check every spot it is possible to keep missing possible veins. So if you are missing the spawn points of 2 veins and no one else is mining them, another vein will not spawn! Here are all the coordinates and I hope this helps to make you some great gold! All of these coordinates are verified time and time again. If you connect the dots with these coordinates you see the type of route you are able to take.

Making a circle is rather easy. I have written them down in the order of which I personally farm them.

(25,39)	(39,70)
(20,42)	(41,65)
(21,61)	(45,53)
(28,70)	(54,51)
(30,74)	(54,46)
(34,69)	(51,48)
(31,81)	(46,45)
(39,77)	

Even though Burning Crusade is out, I still see Arcane Crystals and Arcanite bars selling fairly well on my server. In fact, Arcane Crystals sell for about 10 gold a piece and Arcanite bars are about 19 gold. This is not bad at all since their drop rates have been increased and the amount of people needing them has drastically lowered. Check your AH before listing to get the most money out of your items.

Eye of Shadow

When you are running around the Darkwhisper Gorge area of Winterspring that I mentioned above you might be able to solo the demons there. I have done this successfully with my druid, hunter, and mage. Other classes may be able to do it as well. Why would you want to bother doing this?

Well, the epic item the [Eye of Shadow](#) now has an increased chance to drop from the mobs in the area. It previously was around a 1 in 2000 drop and now it is around 1 in 100.

Since the addition of Burning Crusade, this item does not sell as nicely as it used to. If you can solo these mobs, then you may be able to get one of these to drop. They are only selling for about 50 gold now.

Buy in Bulk

Just a quick but obvious tip. Always look on your AH for large stacks of items that you can buy at a good deal and then resell singly for an increased profit. Herbs and minerals are the best for this, and enchanting supplies as always are great.

Farm Me a Reaper

The most powerful craftable axe in the game is the [Arcanite Reaper](#). These are extremely material heavy and will sell for over 500g-1000g on most servers.

Problem is, the recipe to create these is rare. In fact, many servers did not have this recipe for a long time.

Note: Since new items have been implemented in the game and the weapon's powerful slow speed has been "nerfed", this recipe only sells for at most 100G. I am still including how to farm this item for those that may use it themselves, but it may or may not be worth the effort to make gold.

If you are I'll tell you how you can actually farm this rare recipe. The recipe drops off of a rare named spawn in Lower Blackrock Spire. His name is [Bannok Grimaxe](#) and he spawns in the Hordemar camp in the last room before the spider ramp in the bottom floor of LBRS. He is usually sitting on one of the little red carpets in the back of the room.

The good news is he isn't linked to any other mob there and a rogue or druid can stealth in and solo him! What you can do is enter the instance and either use a Warlock's "eye" to see if he has spawned or you can use an [Elixir of Dream Vision](#) to "float" down there and see if he is up. If he is up you can send the rogue or druid down to jump off the ramp (it will do about 900 damage so you'll live) and they can then easily solo him. He will drop the recipe about 10% of the time. If he is not up when you enter the instance then back out and try it again by resetting the instance. Yes, this is time consuming and can be expensive but the payoff is well worth it.

If you are a blacksmith and get this recipe you can basically charge whatever you want for this magnificent weapon.

Run it Stealth

Sorry, this one is just for rogues and druids... I highly recommend you get a group of all rogues and druids together and do a stealth run on instance bosses, especially the bosses of Lower Blackrock Spire. This is great because so much rogue and druid gear drops here. There is the rare spawned spider name Crystal Fang that drops a really nice weapon set for rogues as well as the two canine bosses that drop druid gear. It's always good to collect some stealthy friends and farm instances, all the gold rich rogues and druids I know do this.

The Farmestary

Once you hit lvl 50+ one of the best places to farm for gold and items is in Scarlet Monastery. At level 60 you can solo the whole place and at level 50+ you can solo most of it unless you get a really bad pull. Farm here with all your bags empty and kill everything in site. Remember to even pick up grey items because in most cases grey items vendor for more gold than greens. At the end you'll have a ton of green items you can sell on the AH and lots of silk and wool (remember, make bandages with it before you vendor it!).

It amazes me how many high levels have never thought about doing this. Which leads to my next tip...

Shard Farming

When Blizzard discovered how easy it was to continually farm the bosses of Scarlet Monastery and sell the loot, they devalued the vendor value of all the boss drops severely. They succeeded in making it not worth farming for cash anymore. But, there is a way around this.

If you are an enchanter you can easily repeatedly kill all the SM bosses and disenchant the items into shards that will sell for a large amount of gold on the AH. All of Herod's drops will yield a small radiant shard and most of the others result in a large glowing shard. You can make a LOT of gold doing this and quite quickly too.

Solo Bosses

Just like all the SM bosses there are a number of bosses that you can solo at higher levels. Some of them are:

Mauradon Princess

Yes, you can solo this big stinky beast. She has become a little more difficult in recent patches but if you have a nature protection potion or two it shouldn't be hard to do. I know many rogues, druids, and hunters who have done it.

Mother Smolderweb

Yes, this elite spider in LBRS can be soloed by a druid to get their Wildheart boots. You can stealth in and use a combination of bear form and hibernate to kill her. Simply pull her over to the corner behind her in bear form tank her and then when your health is low you can bash stun her and/or pop out and hibernate her for as long as you like while you recover health and mana. This can be done but it takes about 15 mins. The spider also drops some other nice blues and greens.

Tinkerer Gizlock

This little goblin engineer in Mauradon is quite easy to solo, drops some nice gear that can be disenchanted for a nice supply of shards. No real strategy here but just to fight smart, he is fairly weak.

Zul'farrak Bosses

At a high level you can solo most of the mini bosses in Zul. They drop pretty good gear for any level and the nice thing is once you are done you can ride out and start over again.

The only thing to watch out for in here is adds from the wandering patrols. My favorite boss to solo here is the one witch doctor that turns you into a frog. Just watch out for his healing totems and he is an easy fight. Just like any boss I advise clearing out any patrols near him if possible.

And of course, you can easily solo other low level bosses but their drops aren't very good so it usually isn't worth it. In my opinion, the best farming instance is Scarlet Monastery because it has great itemization and is fairly easy.

Best Time to Bid

If you want to win big on an item that is getting a lot of bids or is a hot item there is only one time to bid on it. Every Tuesday in the US (not sure if Euro is the same) the servers are brought down for maintenance. If you log on right before this and find items with short or medium time left and place bids right before the server goes down for maintenance you are certain to win since no one else can bid! Of course, never list YOUR items during maintenance for this same reason. You won't make any money doing it.

Light Feather Farming

This is a great way for players of all levels to make gold. Certain classes like mages and priests will always need light feathers to use some of their abilities. These feathers can be found in many areas off of a variety of different mobs and they sell for anywhere from 5-15g a stack.

You can find these feathers from:

Harpies in the Barrens

Moonkin in Darkshore

Storm witches in Durotar

Bloodfury Harpies in Stonetalon Mountains

Serpents in Thousand Needles

Mountain Buzzards in Loch Modan

...and many other flying creatures

The feathers don't usually sell for much in smaller stacks or single, but once you complete an entire stack higher level players are willing to pay more gold. You can also offer to purchase these off of other players and then resell the stacks in the auction house.

Epic Mount Assistance

As you may or may not know, the warlock and paladin classes have quite lengthy and expensive quests for their epic mounts. I know a warlock on my server who makes money because he has one of the items needed for the warlock quest and he charges people to go on runs with him where he can use the item for them (it's reusable). He

charges 20g a run and does this all the time because people are happy to pay it! There are a lot of opportunities like this out there, always keep your eyes open to how you can make gold through a service and not necessarily selling items all the time.

Playing the Transmute Market

You should always be looking at what materials are selling for on the AH versus what their transmuted results are selling for. Often you will find a large profit gap between the two.

Here is an example. Arcane crystals may be selling for say 21 gold on your server and Arcanite bars are selling for 32-35 gold. Now, a typical Arcanite transmute may run 4-5 gold. What I've done is purchase 10 arcane crystals and then have all of them transmuted just by asking for transmutes in the trade channel and then relisting the completed Arcanite bars for their sell price. If you figure about a 10-5 gold profit per Arcanite bar you can make serious gold with this method fast. I will typically purchase 3-5 arcane crystals a day and just continually purchase transmutes so I can always have Arcanite bars for sale on the AH.

You can use this technique with a variety of transmutes whether it be essences or whatever is profitable. I always recommend looking for essences and Arcanite as the most profitable transmuted items to buy and then resell.

Crafting for Cash

It doesn't matter if you can't craft a single rare item. All you need is someone who does. Just like transmutes you always need to look at

what crafted items are selling for versus what their ingredients are selling for and then look for profit opportunities. Let's look at a couple of items that use Arcanite in their crafting process.

First off is the popular rogue dagger, the Heartseeker. This item takes 10 Arcanite bars as well some other materials that I would say are semi-expensive. You always want to price out what this dagger will sell for versus what the materials cost. I talked to one player who has made over 3000 gold just by buying the materials for rare weapons and then having other people crafting them and then selling them on the AH!

He was proud to show me his epic mount as well as open a trade window and display his gold after about 1/2 an hour of questions on his gold-making techniques. Some other items you may want to look at are any dark iron items, the Arcanite Reaper, and cloaks like the Cloak of Warding and the Hide of the Wild (very material heavy).

Many people are not gatherers or have no idea how to get these items. This is pure profit for you when you purchase these materials and then have the item crafted and sold. Even better, while you are shopping for the materials needed to craft these items you always want to be looking for arbitrage opportunities to buy and resell these materials as well. Always stay on top of the AH market!

Always Sell Solo

This is what I consider a simple tip but I'm mentioning it because I see so many people making this mistake. When you have multiple items, never ever list more than a couple at once on the AH. Why?

You compete with yourself and drive down prices and also reduce your chance that all your items are going to sell. I am sure you have seen people make this mistake.

Also, if you manage to obtain multiple items that are hard to obtain or high priced never list them together or if you do list one on an alternate character. **Always do this!** Why? Well, if someone sees you selling a bunch of Big Iron Fishing Poles or Dark Iron Ore, what do you think they'll think? "Hey that guy has a bunch of those! I wonder how he is getting them?" And then they will study that item and then compete with you.

Never hint on to the fact that certain items are easy to get or profitable. This will kill your business faster than anything.

Another tip is do not undercut other people's auctions. If someone is selling a stack of Rugged leather for 4G then set yours for the same price. Whenever you undercut even by 75S, the next person may attempt to undercut your lower price. This only causes the price of rugged leather to begin to drop overall.

Look for Librams

You probably have come across Librams by now. What amazes me is that most people have no idea what these are and sell them for way less than they are worth.

I have made a ton of gold re-selling specifically the [Libram of Constitution](#), [Libram of Resilience](#) and the [Libram of Rumination](#).

What I think happens is that most people go to their AH, look at the price of other Librams and see that they are selling for around 3 gold

so they list theirs for the same price. I will then purchase the more valuable ones for the discounted price and relist them at their appropriate prices which is usually anywhere from 20-60 gold. Libram of Constitution can sell up to 70G! It's easy to do and the profits are good.

Preferred Transmuters

Just a bit of advice on getting transmutes since they are sometimes tough to find because of their long cooldown time. I will buy a transmute from someone and offer to buy their next transmutes from them for above the going rate. For example, let's say the average arcanite transmute is about 4 gold. I will purchase a transmute from someone and say, "hey, if you message me next time your timer is up I will pay you 5 gold for it." 90% of the people I offer this to agree to it. **Why not?** It's a great deal for them and you get a list of people who are guaranteed to transmute for you all the time.

In the big picture of the AH game, spending 1 extra gold to get a quick transmute is way better than spending an hour looking for someone to do it for you. I don't need to look for transmutes anymore because people contact me!

How to Speculate for Serious Gold

There is a location on the official World of Warcraft website that can make you more gold than any other method. Where is this you ask? The patch notes and the more importantly the test server notes and forums.

By going to these two places you can learn what the WoW economy is going to do after the next patch. You can learn what items are going to go from useless to insanely valuable and then stock up on them now before the patch so afterwards you can sell them for a huge profit or use them for yourself.

Browsing the Test Realm forum you can get some really valuable information. For example, let me tell you something that was revealed. When the Darkmoon Faire comes to town, you are able to turn in various items to gain faction with them to gain access to new rare and epic items. The players on the test server discovered that one of these items was a green firework.

Now usually green fireworks require heavy leather and heavy blasting powder to make. This makes them somewhat expensive. But for the 4th of July Blizzard spawned a special NPC in the main cities that sold fireworks dirt-cheap. What do you think the people who knew about the green fireworks did? They bought hundreds of them for a few gold and they will now have a huge advantage over players who did not know about this.

It's reasons like these you should ALWAYS play on the test server, read the test forums and patch notes. People who do, always discover things that make a lot of gold. Another great example of this is when Blizzard implemented the runecloth turn-in quest for reputation increases. People saw this coming and bought stacks and stacks of cloth. Now, cloth sells for almost triple what it did before and these people (myself included) made serious gold reselling at a profit.

Dark Iron Mining

This is the gathering technique I routinely use to make over 100 gold in an hour before Burning Crusade. This was a serious amount of gold then.

Dark iron is a very valuable material that is used to craft high-end items and also for reputation gains with the Thorium Brotherhood. Put simply, it is worth a lot of gold. It is only found in two places in the entire game, Blackrock Depths and Molten Core. Obviously, Molten Core is a 40 man raid instance so you can't sneak in there to get ore. That leaves us with BRD.

Upon entering the BRD instance there is a door to your left. You will need to be able to lockpick it or you will need to have the Shadowforge key to open it (obtained by completing a quest inside BRD).

Once through there you can either walk straight ahead or turn right through another door. You want to walk straight ahead to the area called the Dark Iron Highway. In these area is where you are going to make tons of gold mining ore.

There are numerous dark iron spawn points in this area and on each run you should be able to get to one or two of them. Simply mine the ore, leave and reset the instance to do it all over again. You will need a couple of people at least for this or if you are a rogue or druid you can stealth in. Also, hunters can run in and feign death to escape the mobs around the ore.

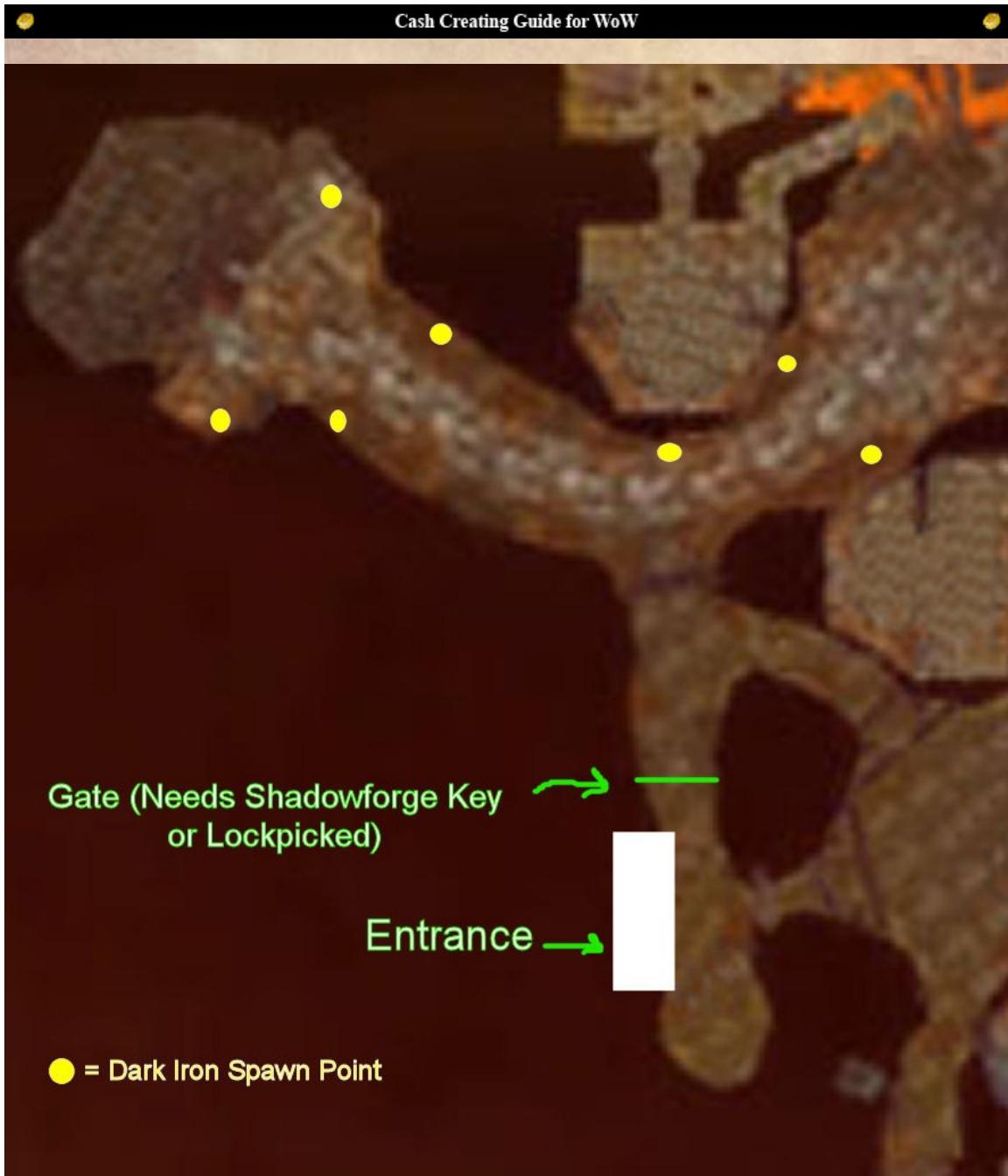
Some times you will need to clear some mobs around the ore to mine it. Sometimes it will all be clear for you. Other times it will be behind so many mobs you won't be able to reach it and will have to reset the instance right away.

A word of warning about the mobs in that area-there are bloodhounds in this area that can see through stealth from very far away for their level. Also, they hit very hard but fortunately don't have much health. You may have to fight a few of these to get to the ore, but they can easily be soloed if you are careful.

I average about 20-40 dark iron ore per hour using this technique. Considering that dark iron ore sells for anywhere from 1 gold to 4 gold a piece it is easy to see that this is insanely profitable. I had the money for my epic mount using this technique for just two days. It's that good!

As an added bonus, the dark iron ore points also have a chance to drop the Blood of the Mountain, a component for rare recipes. This sells for around 20 gold. Sometimes I get two of these per day and other times none. If you see one just consider it an extra bonus.

Map below:



Checking the Market- The best place to check the market value of an item is by far www.allakhazam.com. If you search for

an item you will find listed right below it the median selling price as well as the prices it has most recently sold for. Click on the info link and you will find all sorts of information about the pricing of the item. This lets you know whether or not you are pricing your items accordingly. I also check this site before buying any blues or epics off the AH that I think are priced well below their actual value. You will find this site an invaluable tool.

Incendiary Farming

Inside Blackrock Depths you will find the mid-boss Lord Incendius guarding the Black Forge. (more info here <http://www.wowdb.com/npc.aspx?id=9017>). What is interesting about him is that even though he is a high level boss mob, he is actually soloable by many classes but probably not a warrior or priest. Any of these classes can get to him and kill him fairly easily after a try or two. The main thing to be careful of is his knock-back attack, keep your back to the forge so he cannot knock you into the lava below.

Why would you want to kill this guy? Well first of all he drops decent fire resist gear for all classes but he also drops the Ace of Elementals card for the Darkmoon Faire (<http://www.wowdb.com/item.aspx?id=19268>). This card sells for 50g-150g on most servers and allows the owner to complete a card deck for an epic trinket. You can make nice gold just by farming for this card. Even if you cannot get to him solo it is easy enough to get 2 or 3 other people and fight him continually. He drops gear for all classes and hopefully a nice card!

Epic Book/Tome Searching

In the Dire Maul instance it was revealed that some of the Dusty Tomes dropped [Foror's Compendium of Dragon Slaying](#). This is the book that gives a Pally or Warrior their epic sword. It sells for about 300g since Burning Crusade has been released. Unfortunately, because farmers were continually looting the chests in DM as well as the dusty tomes Blizzard just about removed them. But, they are still in Dire Maul West.

What you need to do is enter Dire Maul West then head to the first courtyard.

From there you need to hug the wall on the left and look straight to your North. Here it really helps to have an Ornate Spyglass (available cheaply from the AH usually) to look at the area. You will hopefully see some of the tree looking mobs guarding a red book on the ground (this is the tome). If it is there then you can head into the area (stealth, kite, or fear them if you are a class with fear-like a warrior) loot the book then run out of the instance or vanish/feign death.

If you are lucky you will get the epic book...most likely you will get some pocket lint. Of course, this takes time but for an item that sells for this much it is worth it.

Elemental Fire

An important tool for raiding guilds that spend time in MC and BWL are fire resist potions. For these potions they need a lot of

Elemental Fires. Lucky for you you can grab Elemental Fires at around level 35 and sell them for 1-2g each.

Just head to the Arathi Highlands to the Circle of West Binding where the fire elementals are roaming. These elementals will drop the Elemental Fire about 15% of the time and they are relatively easy mobs.

This is a great way for lower level players to make gold and these almost always sell because they are in high demand.

For those who are level 53+, you may also farm for elemental fire at Fire Plume Ridge in Un'goro Crater.

Take your trade with you

If you want to find the best deals on items either for yourself or resale then you need to be aware of the trade channel in your capital cities.

The good news is that you can click and drag the trade channel to create a new window on your chat menu that way no matter where you are you can see what's being said in trade!

I will tell you though, make sure you close this tab before you logout or next time you login it may create chat errors for you. It is not a permanent problem but definitely annoying.

Risky Business

If you're feeling adventurous I have a great way to make gold just by standing in the AH.

Simply go to the AH and find a popular item that is selling for a fair price, maybe a set piece like bracers or gloves.

Now advertise this item in chat for more than it is listed.

So as an example, you see Wildheart bracers listed for 5g buyout on the AH.

Now you advertise in the trade channel "Wildheart bracers for sale only 15g".

Once someone messages you and agrees to buy them you can then buy them out from the AH, grab them from your mailbox, and deliver them the new buyer.

Is this risky? Yes. Can it make you a lot of gold? Yes!

There is always a chance that before you can buy the item you are advertising that someone else will jump in and buy it before you. This will put you in an awkward position with your prospective buyer, but you can always tell them you decided not to sell right now.

Overall, there is a small risk but you can make a lot of gold without risking any of your gold on items that might not sell.

Rare Chicken Pet

This is a fun one that you can do at any level. Walk out to the Saldean's Farm in the Westfall area. It is the one with chickens all around it. What you need to do is walk up to a chicken, target it and do the /chicken emote to it. You will need to do this many many times in a row, so it might help to set a macro for this purpose.

After you do this enough times you'll get a message that says something like,
"Chicken looks at you, maybe you should inspect it?"

Now the chicken will have a quest that you can accept to get it rare chicken feed.

Now you just runner the farmer and buy the special feed for your chicken.

Take the feed back to the chicken, target it and type /cheer and your chicken will lay you an egg, that's your rare chicken pet!

Crusader Formula

One of the most valuable and rare enchanting recipes in the game is the Enchant Weapon- Crusader formula. Amazingly, it is only found in one place. It drops off of Scarlet Spellbinders in the Western Plaguelands.

Although it is a rare drop, it is worth farming because there are only a very few of these mobs and they are only located in one place. This formula still sells for about 150g on most servers.

You can find these mobs by heading North right up through the center of the Western Plaguelands as if you were headed to Hearthglen. As you travel there you will see a small path and a tower on your right side. Inside this tower is where the Scarlet Spellbinders are that drop the Crusader enchant.

This can be done solo for most classes at level 60.

Selling Sets

A great way to make gold is by selling matching sets of armor. Some popular sets are the Blackened Defias set and the Scarlet set.

The Blackened Defias set consists of:

- Blackened Defias Belt
- Blackened Defias Gloves
- Blackened Defias Leggings
- Blackened Defias Boots

The Scarlet set consists of:

- Scarlet Belt
- Scarlet Boots
- Scarlet Chestpiece
- Scarlet Gaunlets

You can look for these pieces on the AH and once you have completed an entire set you can then sell them in the trade channel for a higher price.

I usually just advertise, "Full BOE Scarlet Set for Sale, PST w/ offers" to see what people are willing to pay.

These items are always worth more in a set than on their own. If you think this isn't worth doing, I highly suggest you see what these are selling for on your server- you'll probably be very surprised!

Ghost Mushrooms

This is for the herbalists. A highly needed but rare herb is the ghost mushroom. The two main places it is found is in the Mauradon instance and in Skull Rock cave in the Hinterlands.

The cave at Skull rock has numerous slimes in it that are around level 46 and up, and Mauradon is also around the same level with many elites. However, you don't actually need to enter the instance to find the mushrooms.

Either of these places are great for farming mushrooms and there is little to no competition. These mushrooms sell for around 1g a piece.

Defias Windmill

This is a great place to farm that can be done at almost any level. This spot was revealed on the official forums right after release and to this day it hasn't changed and is still great.

If you head out to the Gold Coast area in Westfall you will find a windmill on a hill overlooking the beach (there is a murloc camp right below it on the beach). Surrounding this windmill are a ton of Defias mobs that you can kill and get a ton of linen and other good humanoid loot. They are only around level 12 so it easy to do.

What makes this area so great is that their respawn rate is almost immediate. Even at level 60 I can come here and farm linen cloth and they have started respawning before the first of them are even dead.

You can take them on one at a time or AOE if you have the ability and farm non-stop.

You can easily make a lot of money off the linen and low level greens that drop here. In fact, like I said above, this spot is so good that I still grind it at 60 when I need cash fast.

Winterspring Giants

If you ride your way all the way south to Frostwhisper Gorge in Winterspring, you will notice a lot of elite giants wandering around. I farm these guys in a group of 2 for quick kills and they drop 20-30 silver and other items on each kill. If you want to farm high level mobs they are a great option to create some cash at the same time. This mob also has a chance to drop the [Recipe: Greater Frost Protection Potion](#). Since Burning Crusade came out, this recipe is not selling for that much anymore because it isn't in high demand. It may sell for about 10-20 gold now. These mobs are still great for Runecloth and vendor trash.

Lowbie Gold

Many people that are low level are frustrated trying to make gold. I'm going to give you an idea of how to get your bank growing so

that you can then do the other things I mentioned here like playing the auction house to make serious gold.

First of all, when farming for gold, gathering is best. You should pick up mining and herbalism until at least level 20 just to make some money selling stuff on the AH. Trust me, other professions will not provide much of anything useful until you are higher level. You can drop and add professions at any time so don't get hung up on trying to be an armocrafter at level 15- it's pointless.

When trying to farm mobs you should always focus on humanoids. Humanoids drop the best loot and they run away at low health meaning an extra edge when fighting higher level enemies (unless they run into another group...oops). Humanoids also drop a ton of cloth and cloth is probably the BEST way for lower levels to make gold. Even in the starting areas you can usually find humanoids and they start dropping cloth around levels 5-10 regularly. Imps, defias, casters, orcs, murlocs...these are all humanoids so look for them.

Fishing is another great opportunity for lower levels. Honestly, fishing may be hit or miss later on. But, at lower levels if you really focus on it, it can provide a lot of cash by selling your fish off to hunters who need food for their pets. Low level fish can also make you money because higher levels do not want to be bothered by heading to lower level areas to fish. Anytime you are waiting for a boat, just cast a few times to start leveling your skill. Unfortunately you will have to start off in the low level areas and work your way up in skill.

You should do the above things until you have a few gold, then you should immediately start using all of the above strategies and looking at the AH to double or triple your gold. Remember, enchanting supplies cost nothing to list on the AH so there is a good profit margin there. Also, low level ore like copper is rare once all players hit a high level where copper doesn't spawn. However, copper is needed at all levels to create different items. Linen is another good item that is needed always but rare at high levels. Both Horde and Alliance can farm the Defias windmill spot I mentioned above and make easy gold with the linen that they drop.

Once you get a good base amount of gold you can start leveraging the AH and trade channel to make serious gold.

I have over 20 characters and numerous level 60s. These strategies work if you use them and don't give up at low levels.

One last word of advice on low level gold making. The auction house is full of pretty stuff that you really don't need. Most of your gear under 50 will come from quest rewards and instance drops. It's not until after 50ish that it's worth it to buy nicer gear. There is no point in spending 3g to get one more point of agility or intellect. Once you make some gold be sure to spend it wisely!

Above all, it's just a game so have fun!

Essence of Water Fishing Is Fun!

Essence of Water is now farmable with your trusted fishing pole. There are patches of elemental water only located off the shores of Azshara. Just being able to see one of these patches is a sight to be

seen. It glows an extreme bright blue and is not hard to spot if nearby a spawn point. In the area where they spawn, you will need to have fishing at max level as well as a [Big Iron Fishing Pole](#) and [Aquadynamic Fish Attractor](#). If you use a lure lower than the Aquadynamic Fish Attractor, you will find you miss a lot and it becomes frustrating. Fishing in these pools will net you on average 1-2 Essence of Water as well as Elemental Water and Globe of Water. Since you will be swimming an awful ton, it is also best to have a tailor make you an [Azure Silk Belt](#). This item actually increases your swim speed by 15%. It may not sound like a lot, but after traveling around the whole bay several times even the slightest increase in speed will save you time. There may be some competition with these spawn points and there are level 53 and 54 Elite giants in the water. For level 60's you should be able to avoid them fairly easily. For lower level players this could be harder to do and they hit very hard for their level. Here are all the spawn points that I am aware of and have verified time and time again. I have heard some people fishing in the bay claim there are 10 spawn points. However, I have not been able to verify the coordinates they gave me, so I am not including them in this list.

(67,68)

(75,71)

(55,50)

(54,39)

(59,40)

(79,54)

There is still a small market for Essence of Water even though BC is out. However, I would not be focusing on this as a main source of income.

Stonescale Eels and Stonescale Oil

You will be able to fish for Stonescale Eels on the shores of Feralas, Azshara, Tanaris, and southern Stranglethorn. The secret to catch these is to fish after dark. In my personal experience, fishing during the day I have caught a lower amount of eels per hour than at night. The 3 best places to find Stonescale Eels are Azshara, Feralas, and Tanaris.

In Azshara there is an area called the Bay of Storms. The Bay of Storms requires you to have maximum level fishing, the Big Iron Fishing Pole, and Aquadynamic Fish Attractor (lures you can buy at a vendor or AH). Within the Bay of Storms, there is an area called Hetaera's Clutch. This area is located near Scalebeard's Cave around the coordinates of 57:51. I have found that Hetaera's Clutch is the best fishing for Stonescale Eels. Since it is quite a long ride to get started, make sure you bring a ton of lures with you and plenty of inventory space. Keep in mind Aquadynamic Fish Attractors only last 5 minutes each.

The other great fishing spot is on the island where Feathermoon Stronghold is located in Feralas. For alliance this is obviously much better because of the low risk of getting attacked by horde if you are on a PVP server. If horde players are concerned with getting ganked by alliance, then you may choose to fish on the Isle of Dread. This island is located south of Sardor Isle. There are a few level 43-45 nagas on the northwestern shore of the island, but none on the eastern shoreline. You only need to be around fishing skill 230 to fish in these areas. At level 300 you will probably never miss a fish. Feralas is ideal for a lower level character that wants to make some

money. For those that are level 60 and at maximum fishing skill, I would try out Azshara.

The final fishing spot that has proven to be a great way to make fast gold is Steamwheedle Port in eastern Tanaris. This area also requires a lower skill of fishing of around 235, so those who are skill level 300 in fishing can save those lures for other areas. Swarms of Eels have also been seen in this area as well.

In patch 1.11, Blizzard implemented swarms of Stonescale Eels in various places on Azeroth. These swarms can be found in Azshara, Feralas, Tanaris, and southern Stranglethorn. I have only seen 3 of these patches ever. Personally, it is better to just fish eels out of open water rather than searching for these swarms. If you happen to come across one, then of course fish it out. However, do not try to just catch eels from these swarms because I have only caught about 1-2 eels per swarm. Depending upon your server's economy, these eels may range from 50S – 1G+ a piece. These eels are used in higher level potions, Argent Dawn turn-ins, and in the upgrade Dungeon 1 quest line.

For those of you who are alchemists, you are able to turn these Stonescale Eels into Stonescale Oil. The recipe to make the oil is found on the artisan alchemist trainer, which is in Feathermoon for alliance and Stonard for horde. It is best to place these in the AH in stacks of only 10 rather than 20. Most people who are going to purchase these only need 10 at a time. The oils sell for about 1G50S each, but I have seen the prices vary between servers. A stack of 10 oils may sell for as little as 11G or as much as 20G.

Last Call for Rum

Volatile rum is needed to make [Goblin Rocket Fuel](#). This rocket fuel is used for one of the quests in the Dungeon 1 upgrade. This rum is found on the Bloodsail pirates in Stranglethorn Vale as well as the Southsea pirates in Tanaris. I have seen this rum sell for as much as 3G a piece and as little as 50S. Check your local AH before listing to see what it is worth on your server.

Pirates Love Parrots

While you are farming the pirates in Stranglethorn Vale, you may be lucky enough to find the rare [Hyacinth Macaw](#), which sells for around about 400G! Do not be mistaken and sell it for cheap. It is a white item even though the drop rate is around 0.01%. You may even choose to keep it because it looks very different than the other pet birds available.

Gather the Spider Silk

Another item that has increased in demand is [Ironweb Spider Silk](#). This silk is used a lot in higher level tailoring patterns, as well as a few engineering items. Craftable nature and frost resist items that are needed for high level raiding dungeons also require this silk. This silk can be farmed from the spiders in Searing Gorge, Western Plaguelands, and Silithus. For those who are not level 60 yet, it would be best for you to try out Searing Gorge and Western Plaguelands. The spiders in Searing Gorge and Western Plaguelands range in the low 40s and 50s. The spiders in Silithus vary in level, but the area has a lot of roaming mobs causing it to be harder for lower levels to farm. These spider silks sell for about 4G a piece!

Felcloth and Mooncloth

Felcloth is an uncommon type of cloth that is used in tailoring and in the transmutation for mooncloth. Felcloth can be farmed from the satyrs in Azshara and Felwood. Personally, I have had more luck at the northern camp of Felwood called Jadefire Run. While farming for felcloth there, I also came across a blue gun that sold for 40G! If you are looking for an area that is not as busy as Felwood, you should try out the Legash Encampment found in Azshara. There are several camps in this area, so if 1 is being farmed then move north to find the next. There are also chests that spawn inside these camps and I have found a few blue items inside. Felcloth varies in price according to server, but I have seen it as low as 1G 50S a piece to as high as 3-4G a piece.

Hiring a tailor is the only way to make mooncloth. Mooncloth is a 96-hour cooldown that uses 2 Felcloth and a moonwell. A moonwell is a pool of water that is designated as being able to cleanse the felcloth of its corruption. It is much easier to find a moonwell as alliance. There is a moonwell in Darnassus at the Temple of the Moon, as well as in Stormwind in the park, in the town of Auberdine, and in Teldrassil. Here are a few that both alliance and horde are available to use. There is one in Silithus, Felwood at the Jaedenar camp (it is called a corrupted moonwell but it works), as well as Moonglade. Mooncloth sells for about 10-14G a piece. Sell this item individually to get the most gold out of it.

Shadowfang Keep Farming

For those who are level 35+ farming the dungeon Shadowfang Keep can be quite a profitable business. Since I mostly played alliance, I

missed out on this way to make money! This instance is level 18-25, which may not seem to be a great way to make money at first. However, many nice low level blue and green items drop in this instance that are sought after by those who make twink characters.

Usually people who make a twink character have lots of gold to spend on a nice weapon and armor. Any class at level 60 will be able to farm this instance without any trouble. I would not try to do this *alone* any lower than level 35 because there are several areas in which you will pull at least 2-5 mobs at a time and some of the bosses could be quite hard. Some mobs have a silence, curse and even a shield that absorbs all spell damage, so a caster at level 35 could still have trouble if they rush through too quickly. The first half of this instance is full of wolves, worgen, and undead. The wolves and worgen may be skinned for light and medium leather for those who are skinners. Depending upon your server, this could be a few gold just with leather. These mobs also drop linen and wool to make even more gold in here. Do not be surprised if you leave with 2-4 stacks of linen and wool.

The first few rooms in the instance do not have a chance to drop the rare blue items, but it is necessary to go through them to open the courtyard door. Be sure to kill everything in sight because you will always get leather, cloth and other random green items. The undead ghostly humans, worgen and all bosses in Shadowfang Keep have a chance to drop these great items.

A few that are quite famous include Assassin's Blade, Shadowfang, Feet of the Lynx, Night Reaver, Twisted Chanter's Staff, Witching Stave and Lil Timmy's Peashooter. The first two items will easily get

you about 400-600G a piece! The others vary in range from 50-75G. That fact that this instance can be cleared quite quickly at level even the mid levels and is farmable without being bothered by the opposite faction makes it one of the best ways to make gold. I have farmed this instance about 8 times and I have gotten 1 Black Malice, 1 Silver-Linked Footguards, 1 Rakzur Club, 1 Ironpatch Blade, tons of greens, leather, and cloth. I have yet to see an Assassin's Blade or Shadowfang.

Be sure to check all around for chests. I got 2 of the aforementioned blue items out of unlocked chests, so don't pass them up! Usually there are at least 2 chests in the instance. One of them will always be locked, so if you have the ability to unlock chests that gives you an even better chance of finding more nice gear to sell. I cringe to think that I might have passed up an Assassin's Blade in a locked chest!

The rare spawn Deathsworn Captain has the highest chance to drop Assassin's Blade. In order to farm him, make a macro that says /target Deathsworn. As you enter the instance, run to the big metal gate and press your macro. If you are able to target him proceed all the way past the Bat boss, but if you get Unknown unit you may leave the instance and reset it until you find him. With the 8 or so times I ran through Shadowfang Keep, I only saw him twice.

When you come to this instance, make sure you have a ton of bag space open. I can easily fill 3 traveler's bags full! If you happen to be an enchanter, then you are able to disenchant the BoP items for an even better return rather than vendoring them. Since this instance is just a short ride from Southshore or The Sepulcher, you are able to mail the items worth placing on the Auction House to a bank

character. This frees up your inventory without having to leave the area and allows you to go back and farm again and again.

Feralas: Naga and Mithril

On the Isle of Dread which is the large island south of Sardor Isle (where Feathermoon Stronghold is located), there are a large number of mid to high level 40 nagas. For Alliance this is an easy ride and swim from Feathermoon. However, for Horde players this is a little further of a trip. These nagas are a great source of Zesty Clam Meat, Fish Oil and all types of pearls (including golden pearls). They also drop a small amount of coin and a decent amount of green items. On Isle of Dread there is a cave in which some of you may recall doing the quest Against Lord Shalzaru. This quest was only available to Alliance. The cave in which Lord Shalzaru resides is a great farming spot. The naga respawn at an extremely fast rate, which almost guarantees you will never be waiting for mobs to spawn. After an hour of farming there, I was able to make 8 gold just off of the coin, clam meat, fish oil, and grey items that dropped off of the bodies. This gold amount does not include the amount of ore I was able to mine!

I recommend this spot for those of you who are miners. Inside of this cave, there are many spawn points. I was able to mine 28 pieces of mithril ore in 1 hour along with 20 solid stone, 7 gold ore, and 3 truesilver ore. Instead of bringing along my caster to test this one out, I decided to bring my 60 warrior. Warriors, rogues, or hunters are probably the best class choices for this place. Why, do you ask? Those classes have basically no downtime whatsoever in between mob fights. I *never* had to sit and drink once in there and was able to take 4-5 nagas at a time. Casters will not have as much luck because

they will need to regen and drink for mana, so just keep that in mind!

Do not forget to check for nagas and mithril near where Lord Shalzaru sits. In that general area, you are able to swim underneath the wall and it empties into another room full of nagas. There are at least 2 mining spawn points in this room, so don't pass it up.

I recommend this cave for anyone near level 50. The nagas sit in groups of 4-5 and in some areas. If you are level 45-48, your aggro radius will cause you problems in there. Anything under level 47 would make it hard to farm and it would require too much downtime to make this place profitable.

It is possible to make at least a conservative 20G an hour here if you are a miner. You could get more if you are lucky enough to find a few golden pearls, which can sell for a decent amount of gold depending on your server's economy. I was able to get some really nice green items that will easily sell for a few gold on the Auction House as well making this a great place to make some gold to save for the flying mount!

Profiting on Special Events

Special events only occur in game during their once annual preset dates. There are many different special events in World of Warcraft which include New Year's Eve, Lunar Festival, Love is in the Air, Noblegarden, Children's Week, Midsummer Fire Festival, Harvest Festival, Hallow's End, and lastly Winter Veil. Now not all of these events will have ways to make money, but a few of them have some

excellent ways. Here are some examples on ways to make some quick gold.

For the Winter Veil festival, there is a quest that asks you to bring "Santa" 5 Gingerbread Cookies and 1 glass of Ice Cold Milk. The Gingerbread Cookies take 1 Small Egg and 1 Holiday Spice to create, so what I did was farm up a bunch of Small Eggs for people to buy. I also made a few of the cookies to sell on the Auction House as well. I sold several stacks of 5 eggs for 4G a piece and I was able to farm up 100 Eggs in about 45 minutes.

The best place to farm up the Small Eggs for this event is in Darkshore just east of Auberdine. There is an unlimited amount of Moonkin there that drop these eggs almost every single kill. As an aside they also drop quite a few light feathers that sell great in stacks of 20.

Who doesn't love snowballs? Snowballs are only available in large quantities during the Winter Veil festival. Now you may choose to just purchase them from the vendor for a few copper or you may farm them up in Alterac Mountain. There are piles of snow on the ground that you will be able to pick up. They will net you a few snowballs for you to throw. Now it is best to hold on to these for later months when the Snowballs are not available anymore! I know I personally have bought snowballs off of the Auction house for special guild events.

Another thing that is available during the Winter Veil festival is something called Preserved Holly. These allow you to turn your ground mount into a grounded Reindeer and your flying mount

into a flying Reindeer! What I did last year, was do all of the quest available to me to get as many of these as possible. You can either sell these immediately for some quick gold or choose to keep them for the summer months! I would keep them for later in the year. It is probably best to advertise these in Trade rather than just placing them on the Auction House. Likely people will not even know they exist and will not know what to search for on the AH. You will get better business potential selling in Trade.

New Year's Eve is always a time for celebrating and fireworks. This is one of the few times in the year, that you can purchase fireworks from a vendor. There are usually a few kinds that are only available at these events. It is great to buy several stacks and hold on to them for later. People like to purchase these during the off times of the year and set them off in the big cities or at an in game guild event. If you have trouble selling them, then you may always have a fireworks display for your friends!

For the Lunar Festival you have the ability to speak with Elders. These are spawned in various places across all of Azeroth and will reward you with one Coin of Ancestry for locating them. These coins can then be spent on recipes that can either be sold on the Auction House or learned by the appropriate trade. You do not have to be a tailor to get the tailoring patterns, but you must be at least level 50. The best sellers are [Pattern: Festival Suit](#) and [Pattern: Festival Dress](#). I have seen the Festival Dress pattern sell for up to 100 gold on the AH before. However, if you are a tailor it may be better to learn the patterns and sell the Dress or Pant Suit on the Auction House.

The next holiday is Love is in the Air. This is WoW's version of Valentine's Day! For this festival you want to take part in adoring the NPCs in the major cities. These NPCs will then have a chance to give you a Gift Pack. Inside these gift packs can be several items that you can sell. The first one is the rare [Lovely Black Dress](#). Hold onto this dress until after the event is over and supply has dropped. I have seen them sell for over 250G! You may wish to buy up cheap dresses that people sell during the event. It may be possible to see some of these sell for extremely low prices because some players are unaware of how rare they really are. No other craftable dress looks like this in the game.

If you are not lucky enough to get one of these dresses, make sure you complete all the quests for this event. The end results allows you to pick from 3 Dinner Suits and 3 Lovely Dresses that are bind on pickup.

Another great item you can find in the gift packs is the [Romantic Picnic Basket](#). Now there is a slight trick to this. The item is bind on pickup however if you leave the item inside the adoration pack you can sell the Picnic Basket. Some people were selling these for 20-40G a piece!

The last item you can sell is the [Truesilver Shifted Arrow](#). This item gives you a non-combat Paddlefeet permanently. Like the Romantic Picnic Basket, these are bind on pickup. However, you can still sell it as long as you leave the item in the adoration pack. This rare non-combat pet can sell for up to 200G a piece!

After Love is in the Air comes Noblegarden, which is not a big event in the game. However, if you know what to go looking for you can make a lot of gold from this. There are Brightly Colored Eggs that can be found in the lower level areas like Elwynn Forest, Dun Morogh and Durotar. These eggs have a very small chance of dropping an [Elegant Dress](#). This dress will sell for a huge amount of gold because you cannot find it anywhere else besides in these eggs.

The next few holidays there are no good ways of making gold, so we skip to Hallow's End. The only way to make some money is by selling costumes. Anytime you Trick or Treat at a local Innkeeper, they have a chance to give you a treat bag. Within those treat bags, you may get a Wand that allows you to target party members. This wand will turn party members into several different costumes such as a Bat, Leper Gnome, Goblin, Wisp, Pirate, and Random costume. You will have to advertise this through the Trade channel and then invite players into your group for it to work. Each wand has 5 charges for you to use. This is not a great way to make money, but I have seen quite a few people sell these costumes in Trade.

Hopefully this will help you to make more gold during these special events. Remember to keep your eyes on the [Events Calendar](#) on the official WoW site to know exactly when they will appear. They are not always the same dates each year and Blizzard is always adding more events in!

Rugged Leather Galore!

If you are in need of Rugged Leather, have I got the place for you! In Winterspring there is an area called Ice Thistle Hills and this area is a great place to grind for rugged leather. It is located southeast of

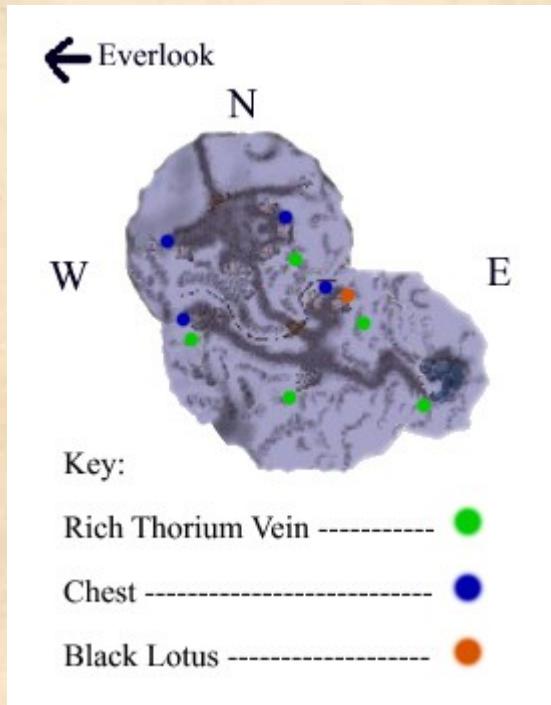
Everlook and is just off of the main road. There are a ton of Yetis that are easily killed and skinned for their leather. They range from level 55 to 58 and they hit appropriate for their level. In this area you will find a cave that is also full of Yetis. Inside this cave there are at least 2 Rich Thorium Veins(RTV) spawns and 3 Small Thorium Vein spawns. Now, if you are just looking for thorium, then this is not the best place to go, but rather an added bonus to this area. The RTV spawn every 15-20 minutes on average. Someone who is both a miner and Skinner would have great potential to make gold in this area. This cave holds so many Yetis and with their quick spawn rate, there is no way you could ever run out of Yetis to kill. Now this area may be a little busy during peak hours, so try it out in the off hours for your best farming potential.

Outside of the cave, there are a few herbs that can be picked for those who are herbalists, so do not forget to have find herbs turned on your map.

Winterfall Village

Now if you go north of Ice Thistle Hills, there is a place called Winterfall Village. This area is full of Winterfall Furbolgs that drop a lot of runecloth, some silver, and Winterfall Firewater. They cannot be skinned though. They have a chance to drop blues and epics if you are lucky. Aside from the Furbolgs, there are 5 Rich Thorium Vein spawns, 1 Black Lotus spawn and 4 Chest spawns in this camp. I know all of this because I farmed for the Winterspring mount, so consider me an expert on this camp since I spent almost 2 full months there! I have included a map, which shows all of the spawn points. You can make a very large amount of gold in this camp. All of the chests in this area have a chance to drop blue items and if you

are a miner you will find the RTVs spawn frequently here. It is very easy to run through this camp to check on the spawn points. Unfortunately a lot of the Furbolgs are linked to the chests and are too close to the mining nodes to get to without killing them. Be prepared to have to take 2 or 3 at a time.



There is a cave in the eastern part of this camp. Inside are two Winterfall Furbolgs and High Chief Winterfall, which is an elite mob. The Chief has a chance to drop many blues and epics and he also gives 25 reputation points with the Timbermaw Hold. It may be hard for some classes to solo him, but if you can it is worth the chance of nice drops.

The Burning Crusade Secrets

The Burning Crusade has been released and it drastically changed the World of Warcraft Economy. Since the release of Burning Crusade, the economy's focus has shifted from time to time. However, at this time it is focused on buying materials for crafted items and potions for raiding as well as twink gear. There are items that have been increased in value and some that have decreased. Some of the items that have decreased in value may have been a staple in your gold making business. Now that they are worth less gold, you may not know where to start. Well we have added some new ideas that will be discussed below.

Burning Crusade has been out for an entire year! (Time flies). The economies across the servers have finally taken shape.

Everything that I have listed in here are from my own observations since Burning Crusade's release and also from the Burning Crusade Beta. Currently, I have made over 30,000 gold on the items mentioned below. Since Blizzard is regularly updating and adding new quests, there will be more to come in the future.

All information will be updated as it needs to be. Remember that I can't guarantee a specific gold amount per hour on certain items because it will depend greatly on your server's specific population and needs. However, I will give my best estimate possible. Enjoy and I hope you can make as much gold as I have in this past year.

I have made so much gold, that I purchased my Epic flying mount as soon as I hit level 70! Yes it is absolutely possible to buy your epic flying mount with these tips.

Jewelcrafting-Ore, Ore, and more Ore!

Jewelcrafting has added a huge demand on ore of all types.

Since the release a ton of people have chosen to level up Jewelcrafting. If you haven't done so already, it is time to start mining large amounts of ore. Get out your mining alts and start gathering ore of *all* types. It is very important to note that you will have a bigger customer base if you leave the metal in ore form rather than smelting into bars. Jewelcrafters use the bars, but ore can be Prospected into gems which are incredibly valuable to a Jewelcrafter. Since bars cannot be swapped back into ore form, starting off with ore is better for making gold.

All Jewelcrafters need ore and lots of it. Most people don't want to be bothered having to go back to Azeroth to mine Copper, Tin, Iron, Mithril or even Thorium because it takes up a lot of time. Mine up as much as this stuff as you can because the demand is still extremely high for all ore types. If you have to create a bank alt just for ore. Blizzard was nice enough to increase ore stacks to 20, which helps out inventory space.

Feel free to mine as much ore up as you can because it will definitely sell. Before the release of Burning Crusade, I mined up at least 200 ore of each. I sold all my ore in only a few days and had to start gathering more. The market is probably not as good now, but ore is still selling for a very high price considering how easy it is to farm for large amounts of it.

From what I have researched, one person leveling Jewelcrafting from 1 to 300 will need over 120 Copper ore, over 24 Tin ore, over 150

Iron ore, over 50 Mithril ore, and over 75 Thorium ore. Many JCers are using Thorium ore in order to get Outland gems, which are very hard to come by. As a matter of fact, it has been discussed that around 1,000 Thorium ore is what a Jewelcrafter is likely to use to level from 300-375. Remember that the amount of ore needed may be different depending upon the items one chooses to create. However, just look at the huge potential in this market. If that isn't enough, there is something called Prospecting that Jewelcrafters(JC) learn in addition. It allows the JC to use 5 ore to search the metal for precious gems that can then be used to create other JCing items. That is why ore is so important for Jewelcrafting.

Watch out for those who try to undercut you no matter what price you list it for.

Gold, Silver and Truesilver can all be turned into bar form if you come across any of those. They cannot be used in Prospecting, so there is no use for them in ore form. The amount of these needed to level JCing depends greatly on what items the person chooses to create. Since these are rare spawn mining nodes, it could be a great market to hold. Gold, Silver, and Truesilver is hard to predict where or even if they will spawn and the current prices reflect this. Gold, silver, and truesilver bars are selling for more than a gold for each bar. These ones should be sold individually or in groups of 5. Whereas the other ore should be sold in full stacks of 20.

If you do not have a character with mining and wish to cash in on the ore market, perhaps make a lower level gnome or dwarf character, or if you are Horde make a low level orc or troll and mine copper around the starting areas. Dun Morogh and Durotar are great

places to get copper. You will at least be able to cash in on the lower level ore. The market is actually getting better with each day that passes! I made a good portion of my gold by just mining copper, tin, iron, and mithril.

Thorium Ore has been selling for about 20G a stack on my server. For tips on where to find the most Thorium Ore check out the section about [Un'goro Crater](#) that is mentioned in this guide. You should be able to gather several stacks of Thorium an hour here. If you really hate Un'goro check out the Eastern Plaguelands for Thorium as well.

Jewelcrafting-Gems, gems, and more gems!

Now as you are mining you will also come across stone and gems. Make sure you save all gems including Shadowgem, Malachite, Jade, Tigerseye, Citrine, Aquamarine, Star ruby, Blue sapphire, Large opal, Huge emerald and Azerothian diamond. These are also used in JCing and may be hard to come by for some people since they are not guaranteed drops from mining nodes.

The stone you come across should be kept as well, which includes rough, coarse, heavy, solid, and dense stone. Sometimes the stone will sell better than the ore itself, so do not toss it out.

Just remember to keep an eye on your auctions and re-list as needed. Remember not to flood the market with a lot of your product though. The only thing that does is drive down prices and you even begin to compete with yourself. I cannot stress this

enough. Nothing hurts your business more than over saturating the market.

I would list the gems individually because someone may not want to buy all 10 you have.

Do not undercut others. This market has been quite strong in and it will most likely continue to remain steady.

Buying Cheap Stacks of Gems

For those of you out there that are willing to take a small risk, you may wish to purchase cheap stacks of gems off of the AH now. I have done this with some of the lower end gems such as Aquamarine, Star Ruby, and Jade, which has been quite profitable for me. Those 3 are always hard to come by for whatever reason. Currently, the price of gems varies quite drastically.

Some people do not realize the demand for these gems are so high, so they list them low. Those are the stacks you should snatch off of the Auction house to resell. Lower level gems are selling for about 1-2 gold a piece and the higher level gems, such as Blue sapphire, sell for 10 gold +.

Aquadynamic Fish Attractors

For those of you who are Fishing enthusiasts like myself, you know how important an Aquadynamic Fish Attractor is to the trade. These are fishing lures that add 100 to your fishing kill. I believe these may be a way to make some gold because they are needed by those who fish in the Outland.

Engineers should make a few stacks of these to see if there truly is a market for them. I personally go through lures constantly and there is no one supplying them on my server.

There is a new lure with the same +fishing as the Aquadynamic Fish Attractor being implemented in 2.4, however I don't see it lessening the demand for these.

Level 60 Tradeskill Materials

Level 60 tradeskill materials, such as Rugged leather, Large Brilliant Shards, Runecloth, Thorium, and Arcane Crystals still have some uses. Especially for twink characters, players leveling up alts, and even brand new players to this game.

Enchanting Materials

High end enchanting materials have been bringing in a very large amount of gold for me. I have been able to sell Illusion Dust, Greater Eternal Essences, and Large Brilliant shards for very high prices. Illusion dust has been selling for 2-3 gold a piece . Greater Eternal Essence have been in upwards of 10 gold a piece and Large Brilliant shards are around 7 gold!

I suspect these items are still worth gold because of twinking. The general attitude on twinking a low level character is pretty bad, but no one can complain the positive effects they bring to the economy. These enchanting materials are needed for some of the level 60 enchantments that level 19 and 29 twinks use on their gear.

As always, enchanting materials is a great way to make gold because there is no deposit fee to list them. You can list them for very high

amounts without the risk of losing your profits because of the deposit fees.

Rugged Leather

I have been rather surprised at how well Rugged Leather continues to sell. It can go for as much as 8G a stack on some servers. A great place to farm for Rugged Leather is at Ice Thistle Hills in Winterspring. There is already a great write up about this area in the guide, which can be found [here](#).

Rune cloth

Rune cloth is needed by every player leveling their first aid from 300 to 375. Rune cloth is still the only type of cloth used for reputation turn ins in the game for players who want another faction's mount. For some reason, Blizzard never implemented Netherweave cloth reputation turn ins. Because of this, there will always be potential in this market for those of you who do not mind farming humanoids in Azeroth. I have seen runecloth stacks go for as much as 5G!

Tailors also need runecloth to level their tailoring too. This may be another reason why the demand for runecloth is fairly high at the present time.

Zapthrottle Mote Extractor

I decided this item needed its own section to update information about it. The Mote Extractor will become the Engineer's best friend. This item will help you to create TONS of gold in the weeks to come.

In patch 2.3, blizzard has now made the Ultra-Spectropic Detection Goggles, show the location of all nearby gas clouds on the minimap! The Zapthrottle Mote Extractor used in conjunction with these Goggles will be an exceptional way of creating gold.

As a quick reminder, it only takes 4 Primal Life to create the Extractor and it can be used forever without the chance of it malfunctioning. The recipe for this is obtained at skill 305 by doing an engineering quest. Alliance should see K. Lee Smallfry in Telredor and Horde should see Mack Diver outside of Zabra'jin to complete this quest. What this machine allows Engineers to do, is extract Motes from floating Gas Clouds in various zones.

You are now able to gather Mote of Water, Mote of Mana, Mote of Shadow, and the newly added Mote of Air with this gadget.

In the Motes section you will see more information about where you can find these gas clouds.

The New "Essences" In Burning Crusade

Stop farming for essences. Now it's time to farm for motes! Motes come in several varieties which includes Mote of Mana, Mote of Water, Mote of Fire, Mote of Earth, Mote of Life, Mote of Shadow and Mote of Air. Now Motes are very different than the essences found in Azeroth. Motes on their own are not used in crafting very often, but they can be combined to make Primal Mana, Primal Fire, Primal Earth, Primal Life, Primal Shadow, and Primal Air. All you need to do is collect 10 of each and right click on it to combine it

into a Primal. The Primals are then used to create armor, weapons, and many many other items.

As you can see, Motes will be in high demand since it takes 10 of each to create 1 Primal. Primals are used in every single tradeskill including Blacksmithing, Tailoring, Enchanting, Jewelcrafting, Leatherworking, Alchemy and Engineering. I have compiled a list of all the Motes and where they can be gathered.

Motes of Shadow/Primal Shadow

Mote of Shadow are only looted from Voidwalker types, so this drastically reduces the number of mobs available. They used to drop off of any "Demon" however this was changed a while back. Primal Shadow sell anywhere from 17-20G a piece and are needed in the professions.

Warp Fields /Void Ridge-Hellfire Peninsula

One place to farm for these is The Warp Fields in Hellfire Peninsula. It is west of Expedition Armory along the edge of the map. These mobs are lower level which makes them easier to kill. However the drop rate is slightly lower compared to the Voidwalkers in Nagrand.

Another place you can farm is east of Zeth'gor. The drop rate is just slightly better here than at The Warp Fields. There are also a few Fel Iron veins for miners.

Spirit Fields-Nagrand

This is the best place to farm for Mote of Shadow in the game. The Spirit Fields are located around Oshu'Gun and are full of Voidspawn.

Voidspawn have the most reliable drop rate for Mote of Shadow and their respawn rate is very good. They also drop a few silver and Netherweave Cloth. Watch out for Durn the Hungerer and Banthar, which roam through the field. There are so many Voidspawn you should never run out of mobs to kill.

Zapthrottle Mote Extractor-Shadowmoon Valley

For those of you who are Engineers, you can use a gadget called a Zapthrottle Mote Extractor. In Shadowmoon Valley there are green gases called Felmist that float around the zone. You do not need any special equipment to see them, but you do need the Mote Extractor to gather the Mote of Shadow. Each one of these gas clouds should drop 2-5 Mote of Shadow.

Here are some of the coordinates where I found Felmist. Remember that these gas move around a bit, so the coordinates will not be exact. Unfortunately, these are the only ones I came across.

(39,45)

(35,36)

(61,68)

(63,34)

Motes of Water/Primal Water

Mote of Water is one of the easiest to farm especially if you have fishing as a secondary profession. You can bring in serious amounts of gold if you can gather Mote of water quickly and effectively. These are always in demand.

Primal Water are selling for about 17-23 gold a piece.

Lagoon Eels-Zangarmarsh

Lagoon Eels are a great way to farm for Mote of Water. Lagoon Eels are only located in The Lagoon in Zangarmarsh. This isn't the best place to farm for them, however it's a nice area for players in their low to mid 60's to farm as they are leveling because the eels range from level 61 to 62.

Shimmerscale Eels-Terokkar Forest

Another place to farm for Mote of Water in your low to mid 60's is at Silmyr Lake in Terokkar Forest. This lake is located in the northern most part of the zone. The Shimmerscale Eels range from level 61 to 62, so this is great for players leveling up.

Halaani Basin-Nagrand

The basin under Halaa in Nagrand is a great place for Frost Mages to farm for Mote of Water because the Muck Spawn are not immune to Frost damage!

There are a lot of Muck Spawn and you will also find rock elementals and a handful of Adamantite Deposits.

This basin runs the whole way around Halaa, so just keep making your way around to get the most out of this area. Another benefit of farming here is that the water is not deep, so you do not need to worry about running out of breath as you farm.

Skysong Lake/Lake Sunspring-Nagrand

Skysong Lake and Lake Sunspring in Nagrand are great places to farm for Mote of Water. The only down side is that the lakes are very deep and you must watch your breath. Underwater breathing potions are very helpful here if you have access to them. Warlocks can buff themselves with Underwater Breathing too.

There are a ton of elementals in these lakes and between the two there is no way you can run out of them. Respawns are fairly fast too! These ones are immune to frost damage, so frost mages will probably want to stay away from these.

As an added bonus there are a few Adamantite Deposits deep within the lake for miners.

Coilskar Cistern-Shadowmoon Valley

Coilskar Cistern in Shadowmoon Valley is the best place to farm for Mote of Water without the use of a flying mount.

Mote of Water drop off the Enraged Water Spirits found at Coilskar Cistern and Coilskar Point. The Water elementals have a faster than normal respawn rate therefore making it one of the best places for farming mote of water in the game.

Fishing for Mote of Water

The most effective way to gather Mote of Water is fishing! Everyone hates fishing right? Well you shouldn't because it's an excellent way to make gold. You should seriously consider leveling fishing if you need a large amount of Primal Water for a profession or you want to create large amounts of gold.

Mote of Water fishing has personally made me more than 3,000 gold!

Check out the free fishing guide included when you purchased this guide to help you level your fishing as fast as possible without getting frustrated.

Open Water Mote of Water fishing

This is one way to fish for Mote of Water, but I do not recommend it. Open water fishing is whenever you cast your line into a lake or stream without targeting a specific school or pool.

Fishing for Mote of Water in open water is the least effective way to gather Mote of Water. The drop rate is very low and you cannot possibly gather enough to offset how much time you would put into it.

Mote of water can be fished from any lake in Zangarmarsh, Terokkar Forest and Nagrand. Each lake/zone has different fishing skill requirements, so make sure you are using appropriate fishing equipment and lures.

Zangarmarsh (Umbrafen Lake, The Lagoon)

- Base Skill 305 Ideal Skill 400

Zangarmarsh (Marshlight Lake, Serpent Lake, Sporewind Lake)

-Base Skill 355 Ideal Skill 450

Nagrand (Lake Sunspring, Skysong Lake, River)

-Base Skill 400 Ideal Skill 495

Terokkar Forest (Silmry Lake, Rivers)

-Base Skill 355 Ideal skill 450

Base fishing skill is the minimum skill you need to cast a line into the water. For those unfamiliar with out how fishing works, until you reach the Ideal skill your fish will get away. The closer you get to the Ideal skill, the fewer fish will get away when you click the bobber. Therefore you always want to aim high, so you aren't missing fish constantly.

I personally can obtain 520 fishing with my Arcanite Fishing Pole, Lucky Fishing Hat, Extreme Anglin' Boots and an Aquadynamic Fish Attractor (+100 lure). Therefore I am not missing a single fish when I farm for Mote of Water.

This gets us to the next way to fish for Mote of Water

Pure Water fishing pools

The most effective and profitable way to farm for Mote of Water is by fishing in Pure Water pools. These pools are only located in the lakes and streams of Nagrand.

The Pure Water pools are brightly-colored, so you can't miss them. They only spawn in Skysong Lake, Lake Sunspring and the streams south of Garadar. The fishing skill requirement for these lakes is a base skill of 400 and an ideal skill of 495. Be sure to bring lures and your fishing equipment with you. Everyone should obtain [Seth's Graphite Fishing Pole](#) from the quest [Rather Be Fishin'](#) in Shattrath City. Horde may choose to use the [Nat Pagle's Extreme Angler FC-5000](#) from a quest in The Hinterlands.

The Pure Water pools are on a timer and linked to the Bluefish Schools and Mudfish Schools. This means you must fish out these pools as well to get the Pure Water pools to spawn.

Once the Pure Water pools begin to spawn in the lakes and streams, I usually find they will continue to do so for about 30-45 minutes. Depending upon your fishing skill, you can gather 4-5 Primal Water in this time frame. Yes that is Primals not motes.

You are making gold even as you fish out the other types of schools. You may sell the Bluefish and Mudfish on the auction house too. Cooks use them to create spell damage and agility buffing food, which players love to use in raids.

Zapthrottle Mote Extractor-Zangarmarsh

For those of you who are Engineers, you can use a gadget called a Zapthrottle Mote Extractor. I personally think this has a lot of potential. You can get about 3-5 Mote of Water from each Swamp Gas cloud, so this is definitely something you will be able to use for farming.

Remember that unlike pools of water for fishing, these clouds of gas move around a little. I have plotted all of the spawn points on a map and can tell you that there are at least 17 spawn points in Zangarmarsh.

The map of Zangarmarsh below features the points at which these gas clouds spawn. Remember that these gas clouds do move around a bit, but they will be in the general area of the blue dot.



Make sure you see the "Farming with Flying Mount" section for more information on this mote.

Mote of Life/Primal Life

The next type of mote you will find is the Mote of Life. This type of mote is relatively simple to gather, but it is not as abundant as Mote of Shadow or Mote of Water. Mote of Life can be combined to make Primal Life, which is used in great quantities in the professions. Tailors will need a lot of it in order to make Primal Mooncloth,

which is a new type of cloth. The Primal Mooncloth is then used to make the new 20 slot bag.

Other professions such as Leatherworking, Blacksmithing and Enchanters will also use a lot of Primal Life in recipes too.

Primal Life is about 14-16 gold a piece.

Fungal Giants-Zangarmarsh

Don't worry if you aren't an Engineer or Herbalist, I didn't forget about you! You can actually farm for Mote of Life alongside your Herbalist friend at The Spawning Glen and The Dead Mire. These have a chance to drop from the Fungal Giants and Bog Lords without needing to "skin" them with Herbalism. They also drop quite regularly in The Underbog, which is one of the wings of the Coifang instance.

Tree Elementals-Terokkar Forest

You can kill the Infested Root-Walkers that spawn along the edge of The Bone Wastes and range in level 64-66. The Infested Root-Walkers can be "skinned" with Herbalism for an increased chance to get Mote of Life. There is a much larger tree called a Rotting Forest-Rager, which also drops Mote of Life. These however do not spawn as often as their smaller counterparts and you cannot "skin" these with Herbalism.

Herbalism Mote of Life Gathering

Another way to gather Mote of Life that involves a profession is through Herbalism. This is the first time that herbalism can be used

to "skin" a creature. You are not able to skill up while "skinning" these creatures with herbalism even if it appears orange to you.

Herbalists can gather Mote of Life as they are gathering other herbs. The herbs that have a chance to drop a Mote of Life include Ragveil, Dreaming Glory, Terocone, and Felweed.

Mote of Life drops off of those herbs in any zone it can be found. I was able to gather Mote of Life from Felweed and Dreaming Glory in Hellfire Peninsula, so you can get it from any of those herbs without being specific to a zone.

Herbalism-The Spawning Glen, Dead Mire-Zangarmarsh

In Zangarmarsh there are two areas that have a lot of bog creatures that are actually "skinned" through Herbalism. These two areas are called The Spawning Glen and The Dead Mire.

Unfortunately they are on opposite sides of the map, so you will not be able to run from one to the other. Once you kill the Fungal Bog Lords, it will give Herbalists the ability to "skin" them. They have a chance to gather Mote of Life and other various herbs too.

These Fungal Giants range from level 61-64 and there are a lot of mobs to kill!

There are so many of these Giants, that you will be able to just continue pulling and killing without resting (if you have a healer of course!).

A nice advantage of being able to "skin" these with Herbalism is that often times people kill the Giants and are unable to "skin" them. They leave the bodies to rot giving you an opportunity to "skin" them!

I never skin someone else's mobs before asking them, just so they know I am not trying to be rude or trying to crowd them from their farming spot. Be courteous to your fellow World of Warcraft players.

Mote of Earth/Primal Earth

Mote of earth are plentiful in the economy because they are found in Adamantite Deposits.

For this reason primal earth are only selling for about 3 gold a piece.

Shattered Rumblers-Nagrand

Some of the best places to farm these elementals is in Nagrand. There are two places that I like best. The first one is south of Oshu'Gun along the edge of the zone. Another place I like is southwest of Kil'Sorrow Fortress. You will need to go to the edge of the map where the terrain becomes quite rugged with big ruts in the ground. There is a large concentrated amount here to kill making it more effective.

You can also "skin" the Shattered Rumblers if you are a miner.

Hand of Gul'dan/The Fel Pits-Shadowmoon Valley

In Shadowmoon Valley, you will find more rock elementals that have a chance to drop Mote of Earth. The best area to farm for these

is the Fel Pits. This is directly in the middle of the zone, so it should be easy to find. The Earth Spirits roam around the green pools of lava. The lava burns you so don't go swimming in it! You can also find fire elementals which drop Mote of Fire. You can kill both of them at the same time to get the most out of your time.

Forge Base: Oblivion-Netherstorm

In Netherstorm, you will find the most concentrated pack of rock elementals west of Forge Base: Oblivion.

These rock elementals are called Shattered Rumbler and Thunderers. As you kill the rock elementals, you can also kill the Warp Monstrosity for Mote of Mana. This makes this area a very good farming place because of the endless number of mobs available to kill.

You can "skin" the rock elementals if you have mining as a profession.

Mining-Motes of Earth

Miners are able to get Mote of Earth out of any Vein type in the Outland, which can then be combined into Primal Earth.

Miners supply a good portion of the economy with Primal earth because it is gathered as they mine ore. After a few hours of mining, you can easily gather 5-6 Primal Earths.

Mining-Raging Colossus-Hellfire Peninsula

You can also farm for Mote of Earth from killing Rock Elementals. The first area where you will be able to farm them from mobs is in

Hellfire Peninsula. At Sky Fallen Ridge, there are 63 Elite Giant Rock elementals called Raging Colossus. Miners are able to "skin" these mobs to get Mote of Earth. Now these might be rather difficult for certain classes to solo, so it may not be quite as effective. However, I have seen quite a few of these bodies laying around because no one in the group is a miner. It is possible for you to "skin" these giants without having to kill too many on your own.

Make sure you see the "Farming with Flying Mount" section for more information on this mote.

Mote of Mana/Primal Mana

Primal Mana is used in most professions. Blacksmiths, Leatherworkers, Enchanters, and even Tailors will need a steady supply of these to create special items.

There are some very nice armor, weapons, and even enchantments that require the use of these Motes.

Primal mana are currently selling for about 14-17 gold a piece.

Ruins of Enkaat-Netherstorm

Just north of the Ruins of Enkaat you will find a bunch of Phase Hunters and Nether Ray. They have an insanely fast respawn rate, so you simply cannot run out of mobs to kill.

The great part about these mobs is they can be skinned if you are a skinner. You can gather Knothide leather and leather scraps as you farm for Mote of Mana here!

Kirin'Var Village-Netherstorm

This is another great area to farm for Mote of mana. Every single mob except for the humans have a chance to drop Mote of mana.

The spawn rate on these mobs is very fast and there is a ton of mobs to kill too. Unfortunately they cast drain mana, which is a pain for any casters.

Forge Camp: Oblivion-Netherstorm

Warp Monstrosity can be found just west of Forge Camp: Oblivion along the edge of the zone. These are my favorite mobs to farm for Mote of mana because they do not drain mana, which means less down time for me.

They have a very good drop rate on Mote of mana. There are a few Netherbloom spawns in this area too for those of you with herbalism.

Zapthrottle Mote Extractor-Netherstorm

Another way to find Mote of Mana in Netherstorm is through the use of an engineering item. The Zapthrottle Mote Extractor can be used on gas clouds here too. It's best to use the Mote Extractor and the Ultra-Spectropic Detection Goggles together. The Goggles will allow the engineer to see the clouds on his/her minimap even if the engineer has another type of tracking already on such as find minerals or herbs. An engineer can extract 3-5 Mote of Mana from

each cloud, so this is a great way to make gold. You can fly around the zone zapping clouds as you farm Adamantite and herbs.

Mote of Air/Primal Air

As we near the end of the Mote section, the next two types of Motes are going to be great money makers. Mote of Air is only found off of a handful of mobs in the entire game, so any profession that needs a lot of these to level up and make items may have a hard time getting their supply.

Primal Air are selling for about 17-23 gold a piece.

Air Elementals-Nagrand

In Nagrand there are a lot of roaming Air Elementals. Unfortunately there isn't a single area on the ground level where you can continuously farm the air elementals in Nagrand. To farm for Mote of Air, you will need to continuously ride around the zone keeping your eyes opened for any air elementals.

The first type of Air Elemental in Nagrand is named Dust Howler. These air elementals are the lowest level air elementals in this area and they are level 64 to 65. They are located on the Eastern half of Nagrand. The best place to farm for these is just north of the Ring of Trials PVP area. Look to either side of the road for the elementals.

Another Air Elemental that is located in Nagrand is named the Storm Rager. These elementals are levels 65 to 66 and do quite a bit of damage for their level. The Storm Rager spawns in the middle section of Nagrand. Some of the better places to farm for these is

Northwest and South of the Horde town Garadar. If those two places do not quite work out for you, you can always try the area Northwest of Telaar.

The last type of Air Elemental is called Living Cyclone. Living Cyclone only spawn on the Western half of Nagrand. The easiest place to farm for them is on the western side of The Spirit Fields. Living Cyclone's level range is 66 to 67 and they are rather difficult for their level. While in the Spirit Fields be sure to watch out for Durn the Hungerer, who is a level 67 Elite mob. It is pretty hard to miss him though because of his size!

Netherwing Pass/Netherwing Fields-Shadowmoon Valley

Another place to farm for Mote of Air is at Netherwing Pass in Shadowmoon Valley. This is the area around the Altar of Shadows located on the southern edge of Shadowmoon Valley.

Also check out the Netherwing Fields for air elementals. The elementals spawn along the sides of this area near the crystals. Watch out for the 71 elite Ruul the Darkener who terrorizes the Netherwing Fields.

The respawn rate on the elementals is pretty high and the drop rate is excellent. There is usually competition for these mobs because of how high the demand is for Mote of Air.

Zapthrottle Mote Extractor-Nagrand

Windy Clouds have been added to Nagrand for Engineers to zap with the Zapthrottle Mote Extractor. The Zapthrottle Mote Extractor can extract Mote of Air from these clouds.

Some of the spawn points for the Windy Clouds are as followed:

(68,81)

(64,65)

(68,64)

(49,72)

(30,62)

I suspect that this will drop the price of Mote of Air and Primal Air significantly as long as engineers are farming the clouds.

Make sure you see the "Farming with Flying Mount" section for more information on this mote.

Mote of Fire/Primal Fire

Primal Fire will be another money maker because it is needed to create a lot of items and is difficult to farm consistently.

Primal Fire is selling for about 19-25 gold a piece.

Skald-Blade's Edge Mountain

An excellent place to farm for Mote of Fire is in Blade's Edge Mountains. Skald is in the northeast section of this area, just before the Gyro-Plank Bridge that goes to Netherstorm. One of the great benefits of this area is that the mobs are only level 67 to 68, so they die in a few hits.

There are quite a few fire elementals here too, so you shouldn't have to wait around for respawns.

The Fel Pits-Shadowmoon Valley

The best place to farm for Mote of Fire is in Shadowmoon Valley at the Fel Pits. The Fel Pits is in the middle of the zone near the Hand of Gul'dan.

There are a ton of fire elementals and their respawn rate is very fast. Even if there is another player farming here, there is no reason why both can't get more than enough of their share to kill. The Fel Pits is a fairly large area which allows you to spread out and continuously kill elementals without having to stop (other than to heal or drink).

The only down side to this place is the pools of green lava. Classes which are dependent upon a pet will find that the pet dies quickly because it stands too close to the lava.

As you kill the fire elementals you may also fight the rock elementals too!

Mining-Fel Iron Veins

Those of you with mining as a profession will have the luxury of having another way to obtain Mote of Fire.

Mote of Fire are only found in Fel Iron Veins, so whenever you see one of those in your travels be sure to mine it! Always make sure you sell them in stacks of 10 or as a single Primal.

Do not sell odd stacks because you won't make as much gold from them that way. Bank them until you can combine them into a Primal to get the most gold for your time.

Make sure you see the "Farming with Flying Mount" section for more information on this mote.

Farming with Flying Mount

Aside from the flying mount being a cool new means of travel in the Outland, it gives you access to places you cannot get to by foot. Since flying mounts are not available until level 70 (68 for druids), not all players will have access to these areas.

There are several "flying mounts only" areas in Nagrand, Blade's Edge Mountains, Terokkar Forest, Hellfire Peninsula, Netherstorm, and Shadowmoon Valley. These areas can have special quests, mobs, herbs and fishing nodes making them great places to make gold.

Flying Mount-Farming for Motes-Elemental Plateau

If you are looking for Mote of Air, Fire, Earth, or Water this is a great place. This area is only *reachable with a flying mount* and for good reason.

There are 4 different types of elementals in this area including air, water, fire and earth elementals. Each elemental drop their appropriate Mote and have the highest drop rate in the game.

This area is located north of The Throne of Elements in Nagrand. The Throne of Elements has become one of the biggest farming spots in the game. There is a lot of competition here now because of how awesome the drop rates are on the motes.

All though they have the best drop rates in the game, their respawn rate is fairly slow. It takes about four minutes for the elementals to respawn. This area is still an excellent place to farm though. Do not be discouraged!

There is a lot of competition for these elementals, so peak time is not an ideal time to come here. The best time to farm here is early morning around 6-9 AM server time and late night at around 2 AM server time.

You can farm about 2-3 Primal Fire and Air an hour. Those of you who have leveled up your fishing skill, can expect to get about 5-6 Primal Water in an hour if you fish out the Pure Water pools.

Flying Mount-Mana Thistle

This is an herb that has not been seen in any other location other than places where you need a flying mount. These are needed to create flasks in Burning Crusade, so these are needed for raids. There are a few other potions that use this herb too.

There is an area in Terokkar Forest that currently spawns this herb. If you look at the Terokkar Forest map, it is the portion just Northwest of Shattrath City. This area is called The Barrier Hills. I have recorded a few Mana Thistle spawns here and their coordinates are 23,11 and 24,8. There are now mobs in this area, but they are easily avoided and non-elites.

In Nagrand, there is an area on the most western part of the map called Twilight Ridge. Unfortunately, the mobs range from level 70

to 73 elite! You can avoid the mobs as long as you are careful. There is one Mana Thistle you simply cannot get without aggroing about 3-4 elites.

You can also find this herb in Blade's Edge Mountain in the northern and western most points that are not accessible by foot. The area to the north is called Felstorm Point and the area to the west is called Vortex Pinnacle. The mobs in this area are level 70+, so it will not be easy picking. Since they added in Ogrila and Skyguard Outpost, the mobs in this area have changed significantly. There are now cannons that shoot fireballs at you on your flying mount. Getting a few of these spawns will be much more difficult.

The next place you can gather Mana Thistle is in Netherstorm. There is a smaller continent that cannot be accessed without a flying mount just west of Force Camp: Gehenna. It is called Socrethar's Seat. On this island there are a lot of high level mobs and Socrethar who is a level 72 Elite. I was able to see one Mana Thistle spawn at 28,15.

The last place where you can find Mana Thistle is in Shadowmoon Valley. There is a continent on the Southwestern portion of the map that you cannot get to by foot. This island is called Netherwing Ledge. Here you will find several spawn points of Mana Thistle

Flying Mount-Fishing for Mote of Water

In the area just north of The Throne of Elements, you will find a small pond of water surrounded by water elementals. The water

around the Throne of Elementals has a base fishing skill of 380 and an Ideal skill of 475.

In this water, you will find 6 Pure Water spawn points. These pools are on their own separate spawn timer from the other lakes in Nagrand. Meaning you can fish these out without affecting the other lakes. The Pure Water pools will net you anywhere from 3 to 8 Mote of Water! I have been able to gather stacks and stacks of Primal Water just from fishing here. This has made me thousands of gold!

The only downside is that Blizzard has placed these on a fairly long spawn timer, so that they can't be fished one after another. If no one has fished the pools for at least an hour and a half, you should be able to get as many as 40 Mote of water in the matter of 20 minutes or less. The time taken depends upon the fishing skill you are and whether or not you choose to use a fishing lure to lower your miss rate.

Bring your Seth's Graphite Fishing Pole or Nat Pagle's Extreme FC-5000 to boost your fishing skill. You should also have a stack of Aquadynamic Fish Attractors on hand too. These are absolutely necessary if you aren't maxed out in fishing.

Once you fish out all of the pools, feel free to spend the rest of the time killing the Elementals in this area. They have a very good drop rate as well, but not as good as the pools themselves. Always fish the pools first and then go for the Elementals. You can probably make about 80 gold an hour just from fishing here.

Flying Mount-Fishing in Highland Mixed Schools-Golden Darter and Furious Crawdad

There are three lakes in Terokkar Forest that have Highland Mixed schools in them. Now before you start flying there, you will need a fishing skill (with lures) of at least 475 to make it worthwhile.

They lowered the base fishing skill in this lake to 405, so it's much easier to fish here now! The highest possible skill you need is only 500. The further away from fishing skill 500 you are, the more misses you will have which can be really frustrating.

Highland Mixed School drop Furious Crawdad, Golden Darter, Inscribed Scrolls, Mote of water, Curious crate, and Goldenscale Vendorfish. Furious Crawdad cannot be fished anywhere else but in these three lakes, so they are in high demand. They are used to create the best food available in the game. I have been able to sell Furious Crawdad for as much as 3 gold a piece! Even Golden Darter have been selling for over a gold a piece too!

The other items that these school drop just helps to add to the amount of gold you can make. Curious Crate can have Knothide leather scraps, Fel Iron Ore, or Netherweave cloth in them. You may also see a Goldenscale Vendorfish, which vendor for 6 gold a piece!

The three lakes that spawn these pools are Blackwind Lake, Lake Ere'Noru and Lake Jorune.

Blackwind Lake is located in Skettis and can be rather difficult to navigate yourself because there are water elementals and level 71/72 elite tree elementals that both roam the shoreline. Unfortunately, most of the Highland Mixed Schools are found in Blackwind Lake.

Lake Ere'Noru is located just south of the Alliance town Allerian Stronghold. This lake is completely empty, so it makes it a lot easier to fish here. Lastly, Lake Jorune is located Northeast of Stonebreaker Stronghold. This lake is also completely empty of mobs, however ironically these two lakes do not have many Highland Mixed School spawn points.

In order to be able to continuously fish in these three lakes, you will have to fish out every single pool from all of the lakes. They are on a collective spawn timer.

If you are really really lucky, you may find [Mr. Pinchy](#), which is a rare drop fish that allows you to make three wishes. This item is BOP, so there is no selling it though!

Flying Mount-Skettis in Terokkar Forest

In the area just south of Bonechewer Ruins. This area is jam packed full of Arakkoa. These mobs drop Netherweave Cloth, Shadow Dust and quite a bit of silver for each kill. I farmed here for about an hour and I was able to pick up quite a few green items. There is an endless supply of them to kill, so you never have to wait for respawns!

Talonsworn Forest-Rager=Profit in Skettis

Farming the large tree elementals in Skettis will require you to either be an herbalist or group with one who will share the profits of your farming run.

The [Talonsworn Forest-Rager](#) are a gold mine for those who can farm them quickly without much downtime and without dying. The Talonsworn Forest-Rager only drop a few gray items when looted. However, when a herbalist gathers their body they have a chance to drop Felweed, Mana Thistle, Dreaming Glory, Ancient Lichen , 3-5 Mote of life and Black Lotus (In patch 2.4 these elementals will no longer drop Black Lotus. It will be replaced with Fel Lotus, which is worth more gold).

Primal Life are currently selling for about 14 gold a piece.

There are only 4 Talonsworn Forest-Rager spawned at any one time. They do however patrol around, so they may be slightly off. Here are the spawn points.

(69,77)

(72,80)

(66,86)

(62,79)

They respawn in about 4-5 minutes, which is just enough time to clear them all out and start the process over again.

Be very careful if you are on a pvp server. Often times your enemy player will kill you as soon as you loot the mob, so they can "skin" them with herbalism without having to do the work.

It's best to farm these tree elementals in the early morning hours, when the server is quiet and there is less competition.

You can make a few hundred gold an hour killing and skinning the trees with herbalism!

Calling All Skinners!

As always skinning is an excellent way to make gold. There are many different types of new leather in Burning Crusade. Each and every one of them are very profitable to farm.

Outland Leather Types

The Outland leathers are Knothide Leather (scraps), Crystal Infused Leather, Fel Hide, Fel Scales, and Heavy Knothide Leather -only Leatherworkers can create Heavy Knothide Leather. Then there are some specialty leathers such as Thick Clefthoof leather, Cobra Scales, Wind Scales and Nether Dragonscales.

Be sure to hold onto all the leather you gather until you have a full stack. This will give you a better return on your time investment. Leatherworkers usually buy leather in stacks because they need it to level or create a certain item. Listing them in stacks of 3 or 4 as you find them isn't helpful and they probably won't sell.

Knothide Leather

Knothide Leather is much more difficult to come by than Rugged Leather at level 60. High level mobs such as Ripfang Lynx and Warp Chasers in Netherstorm have decent drop rates. There is always the slight chance you will get some Knothide Scraps. If you gather these up in stacks of 20, they will also sell on the auction house.

Any high level skinnable mob will drop Knothide leather, but it isn't a guaranteed drop.

Stacks of Knothide leather sell for about 7-10 gold.

Wind Scales

Wind Scales can be good source of gold. This leather goes in phases on my server. For a few weeks they will sell as soon as I list them and other times it takes a few listings.

These can be farmed from two different creatures in Blade's Edge Mountain. The first one is called Felsworn Scalewing, which are located South of Skald. These creatures are level 66 to 67. Another mob that drops the Wind Scales is called Scalewing Serpents, which can be found in Scalewing Shelf and Razor Ridge.

These Serpents are levels 66 to 68 and have an annoying Lightning Strike.

Wind Scales sell for about 3-5 gold a piece.

Nether Dragonscales

The Nether Dragonscale market also goes in phases for me on my server. Sometimes I can sell 50 of these in one day, but a week later I have trouble moving 10 of them.

These are used in a handful of Leatherworking recipes, so their demand comes and goes.

You can farm for these in the Singing Ridge of Blade's Edge Mountain. This area is located just south of Toshley's Station. They drop off of the blue Netherwing Dragons in that area. The drop rate on these dragonscales is fairly low probably around 7 percent, so do not expect to get a whole bunch right away. Fortunately, they also drop Knothide leather and leather scraps which also sell for a good amount of gold.

Nether Dragonscales sell for about 2-4 gold a piece.

Cobra Scales

These scales can only be found off of the Coilskar Cobras at Coilskar Cistern in Shadowmoon Valley. There is a cave that has 8 groups of Cobras and it is easily farmed because of their fast respawn rate. Within this cave there are also Naga, so you will have to clear them out as well. The Naga drop a few silver and vendor trash.

The drop rate on these scales are fairly low, so do not expect to get more than 6 Cobra Scales an hour! Now since they are so rare and relatively difficult to farm, they sell for a great price at the Auction House. I have been selling them anywhere from 20-40 Gold a piece! If you can farm up 6 Cobra Scales an hour and sell them for 25 gold a piece that is 150 gold an hour.

The mobs in this cave range from level 67-70 and they drop a lot of gray vendor trash. Make sure you have a lot of bag space because

the vendor trash will only stack in piles of 5 or 10. The vendor trash will help to add a few gold to your gold per hour total.

Thick Clefhoof Leather

This is yet another type of leather that I have been successful in making gold. Thick Clefhoof leather is being used in several popular armor kits, which add a substantial amount of stats for certain class types. Well since this armor kit is so popular, players need a lot of these Thick Clefhoof leather and it is impossible for those without skinning to farm for them.

Well I found an excellent place to farm for this leather. In the area of Nagrand called Spirit Fields, there are at least 4 big groups of Clefhoof that roam the area in large packs. In each pack there is at least one Clefhoof Bull, 3-4 Clefhoof, and 1-2 Clefhoof Calf. The Clefhoof Bull have the highest drop rate for this leather type, so make sure you kill these ones first. I have successfully skinned Thick Clefhoof Leather off of each type of Clefhoof in these packs.

I recommend this area because there is a huge amount of Clefhoof here increasing your chance for the Thick Clefhoof Leather. These seem to have a very fast respawn timer also. You will also walk away with a few stacks of Knothide leather too. The area where I farm is located at the coordinates (45,74) in the Spirit Fields. Watch out for Durn the Hungerer because he patrols in the field.

The Thick Clefhoof Leather has been selling anywhere from 2-6 gold a piece.

Stylin' Adventure Hat-Questing in Style

As stated above in the Skinning sections, there are two recipes available to Leatherworkers that make some really cool looking hats. The hats are called Stylin' Adventure Hat, Stylin' Purple Hat, Stylin' Crimson Hat, and Stylin Jungle Hat.

These recipes are Bind on Pickup, so you must be present in the instance group to win it. I should also note that only Leatherworkers are able to see and roll on BOP recipes, so you cannot be out-rolled by someone who just intends to vendor it.

The first hat, Stylin' Adventure Hat, pattern drops in the Old Hillsbrad Foothills instance off of the Durnholde Rifleman. The Stylin' Purple Hat pattern drops off of Blackheart the Inciter in Shadow Labyrinth instance. The Stylin' Crimson Hat pattern only drops from Sethekk Ravenguard in Sethekk Halls. Lastly, the Stylin Jungle Hat pattern drops off of the Rift Keeper and Rift Lord inside The Black Morass.

Be sure to get your recipes for at least the novelty!

Unfortunately, there is no hat with cloth proficiency. This makes my caster characters very sad!

Netherweave Cloth

Since Netherweave cloth is needed for tailoring and first aid, I figured I would include some places that drop it regularly.

Everyone will need a large amount of it to level their First Aid and Tailors need a very large amount to level to 375 skill. Netherweave cloth is currently selling for 4-6 gold a stack on the servers.

Forge Camps-Hellfire Peninsula

The first area that was quite good for Netherweave cloth was in Hellfire Peninsula. The demons in Forge Camp: Mageddon, Rage, and Annihilator all dropped a decent amount of Netherweave cloth. Now these mobs do hit very hard for their level, so do not be surprised if you get hit for 450+. Sister of Grief and the Legionnaires drop a good amount of cloth. These mobs are level 60-62 non-Elites.

Firewing Point-Terokkar Forest

Another place I thought dropped a lot of Netherweave cloth was Firewing Point in Terokkar Forest. This area is jammed pack of humanoid Blood Elves, which drop up to 4 cloth per kill. I also got about seven green items while I was farming here too. These blood elves will also drop Firewing Signets that can be sold on the Auction House. These signets are used to increase reputation with the Scryers in Shattrath city.

These Blood Elves were levels 62 to 64 and they are relatively easy for their level. They have a very fast respawn timer and there are a ton of them here. You won't have to wait for respawns!

Ruins of Karabor-Shadowmoon Valley

Just outside of Black Temple you will see a ton of Sunfury Blood elves on the ledge.

The Blood Elves drop a ton of Netherweave Cloth as well as Sunfury Signets for an added bonus. The respawn rate on the Blood Elves is very fast and you will never run out of mobs to kill.

Just watch out for the elite Demon Hunter on the upper ledge.

You can get 4-5 stacks of Netherweave cloth an hour farming here!

Ancient Lichen

Ancient Lichen is an herb that is used in Alchemy. Ancient Lichen is fairly rare because they usually drop off of other herbs. Ancient Lichen is only seen in several places, so I think it has potential to make someone a lot of gold. It is used in many elixirs that increase spell damage. Recently it was added as a requirement for the druid's epic flight form quest. This should increase demand slightly.

Drauids need exactly 10 Ancient Lichen, so you should try to list them in stacks of 10 to cater to the druids. Someone looking to get their epic mount will likely pay a higher price for Ancient Lichen compared to someone using them to just create a one time use elixir.

The Spawning Glen /The Dead Mire-Zangarmarsh

The first place you can try to farm for this is in The Spawning Glen and The Dead Mire in Zangarmarsh. The only way you can gather them this way is through "skinning" the mob with Herbalism. Now for some bad news. This herb has an extremely low drop rate in these two areas, so it isn't exactly a "gold mine", but as an added bonus you can gather Mote of Life here as well.

Skettis-Terokkar Forest

In Skettis there are large tree elementals that have a chance to drop Ancient Lichen if you use Herbalism to "skin" them.

Check out [this section](#) for more information on their spawn points and other items they drop.

Coilfang-Zangarmarsh

If you are looking for a place to gather large amounts of this herb, you will need to head into one of the many wings of the Coilfang instance found in Zangarmarsh. Coilfang is located in Serpent Lake. Inside this instance, there are a ton of Ancient Lichen spawns.

Another instance where this herb drops is called Shadow Labyrinth, which is a wing of Auchindoun. Auchindoun is located in Terokkar Forest within The Bone Wastes.

Netherweb Spider Silk

Here's a great tip if you aren't able (or in the mood) to farm materials for your chosen profession and want to amass some serious gold at higher levels. I can consistently make anywhere from 100-200g per hour doing this depending upon which server I'm on.

What you're going to do is head out to Terokkar Forest to the area just East of Allerian Stronghold. This is an Alliance town but if you're Horde don't worry, this isn't a very central town for the Alliance so the number of players here is usually low.

This area is full of Dreadfang Widows. There are so many here that you can pretty much kill as many as you want but you'll never get them all before they start respawning. Dreadfang Widows drop a valuable material called "Netherweb Spider Silk" about 15% of the time. Netherweb Spider Silk is currently selling for just over 6 gold a

piece average auction house price. Additionally, they will also almost always drop a "huge venom sack" or a "dreadfang venom sac" along with various spider parts. The venom sacs are actually needed for a quest and can sell on the auction house for 20-50 silver each depending on your server. Even if you just vendor them they sell for about 15 silver each.

Additionally, these spiders drop green items approximately 2.4% of the time (or around 1 in 35 kills or so). Of course the quality of these items vary, but it's more gold in the tally for you.

In an hour I can easily farm 15-30 Netherweb Spider Silks here and end up with a ton of venom sacs and a few greens. There are also herbalism and mining spawn points close by if you are a gatherer.

So even at the low end of 15 silks selling for around 6 gold this puts me at 90 gold or so just for the silks. Then add in the venom sacks, vendor trash and occasional green and it would be difficult NOT to make at least 100 gold here in an hour. My totals are closer to 150-200 gold but then again it depends on your server and the going rate for the silk. The good news is that the silk is required for numerous high level tailoring recipes so this market should stay fresh for quite some time.

Caverns of Time -The Black Morass

They can also be farmed in The Caverns of Time in Tanaris. The Blackfang Tarantulas are level 65-68 and are rather difficult for their level. A word of caution is to watch out for Medivh because if he is triggered it will start a boss event. In order to be able to go into this

instance, you will need to have completed the quests inside Old Hillsbrad Foothills, so this will require some more preparation.

Large Fangs

For a limited time, large fangs will be needed by Jewelcrafters in order to level. They need about 40 large fangs in order to gather enough points to move on to the next design. One of the best places to farm for these is in Stranglethorn Vale. The Gorillas, Raptors, Tigers and Panthers have a decent drop rate for them. Also, there are a ton of these creatures in STV, so you should not have to wait for respawns. Another added bonus is for those that have skinning. You may be able to sell some of the lower level skins as well. It looks like these fangs are selling anywhere from 2-3 gold a piece!

You can also farm for these in Dustwallow Marsh off of the Darkfang Creeper. These have the highest drop rate in the game, so it may be better than the place mentioned above. These spiders are located North and Northwest of Stonemaul Ruins.

Fel Iron Rod

These rods are not quite as profitable as before, but you can still make quite a bit of gold from them. A fel iron rod is created by a blacksmith. The materials needed to create a Fel Iron Rod are 6 Fel Iron Bars! You could buy Fel Iron off the AH and have a Blacksmith create these for you, then turn around and resell them. The demand may not be quite as high, but there are always new players and new alts leveling in this game.

Enchanters need this rod in order to begin enchanting the BC enchants at 300+, so if you are a blacksmith make sure you start gathering the bars and creating these.

Fel Iron Rods are selling for about 12-15 gold a piece!

Troll the Profession Forum

Another great place to look for new gold selling tips is in the official WoW Profession Forums. On the forums, people discuss the spawn points of herbs, minerals, and the drop rates of certain items needed for the tradeskills. Even though it may not seem like a great place to make gold, this forum will give you some ideas on what items are hard to find. If something is tough to find, but is needed for all of the professions, then you have just found yourself a great gold making idea.

These fellow WoW players, usually have very accurate information and do not realize that their idea could net themselves a ton of gold. Well do not let these opportunities slip by you. Be sure to note which herbs, items, or minerals are in need at the moment and get on the move to farming them.

These forums also change as the economy changes, so the information is always being "updated" by regular posters. I am sure that these forums will become another invaluable tool in your gold making business as much as it has in mine!

Dreadfang Venom Sac

These sacs are used for reputation turn ins for those that accidentally picked The Scryers faction when they wanted to pick The Aldor in Shattrath City. You need to turn in 8 of these sacs in order to receive 250 reputation with Aldor. These are farmed off of the Dreadfang Spiders, which can be found in Netherweb Ridge in The Bone Wastes of Terokkar Forest. Their drop rate is pretty decent. Check your server's auction house for their pricing because it is varying drastically from server to server.

Dampscale Basilisk Eye

These eyes are used for reputation turn ins for those that accidentally picked The Aldor faction when they wanted to pick The Scryers in Shattrath City. You need to turn in 8 eyes in order to receive 250 reputation with Scryer. They have been selling on the AH for as much as 3 gold a piece on my server. Now they are not the easiest things to come by, but their drop rate is around 25%. For the best place to gather them, head to the Northern part of Terokkar Forest. Any of the basilisks in this zone have a chance to drop them, so start killing! If you are a Skinner, then you will be able to skin them for Knothide leather, which will bring you in even more gold. They also drop meat called Chunk o' Basilisk that are used for cooking. It creates a food that gives casters a nice increase to spell damage, so you may be able to sell the meat as well.

Old Markets Come Alive

Sometimes, old markets revive themselves due to changes in quests, tradeskills or some other unknown phenomena. This section will list markets that have revived on their own accord for no apparent reason whatsoever.

Savory Deviate Delights

It is a good idea to check out some old markets that had good potential but did not work out because it was always flooded with product. I have been fishing and selling *Savory Deviate Delight* for 6 gold for a stack of 5!

Rugged leather

I have found on my server that Rugged leather is selling for very large amounts of gold. I can sell stacks of Rugged leather for 4-7 gold for a stack of 20. I have also noticed that Thick leather has been selling for 2-4 gold a stack. This may be an old market that skinners could take advantage of for the time being.

A great place to farm for Rugged and Thick leather is in Felwood. The area just northwest of Bloodvenom Falls has a very large number of Angermaul Bears. These bears spawn at a pretty decent rate. Whenever, I killed all of the bears, I ran down to the south a little ways and killed the ooze that were there too.

These ooze have a chance to drop that rare [Disgusting Oozeling](#) pet. Between the bears, wolves, and ooze in the area you will be able to pick up a ton of grey vendor trash that sells for quite a lot of silver. The only bad thing about this area is that there is no vendor nearby. My bags were full in about 20 minutes and I was forced to leave, so I could clear out my bags. I made about 5 gold in those 20 minutes not counting the leather! Overall, it is an extremely good farming spot!

Tailor Made Shirts

I have been making a lot of gold from creating different colored shirts that are available to me from tailoring. The most popular colors include [Pink Mageweave](#), [Lavender Mageweave](#), [Rich Purple Silk Shirt](#) and [Orange Mageweave Shirt](#).

Check your auction house prior to making a whole bunch because there may already be someone supplying shirts on your server. However, do not be discouraged if there is one. Just match their pricing!

I usually sell the shirts for 4G a piece, so that I can make a decent profit off of them. Some of you may choose to farm the cloth, but I just buy it off of the Auction House when it is cheap and then make it into shirts. For me farming the cloth to make the shirts defeats the whole purpose. I only make them for some quick gold and farming for hours for mageweave cloth is not exactly fun. Good luck and once your shirt making business takes off you will be happy for this tip.

Thorium Ore

I know I have mentioned that Thorium is a great way to gold in another section of the guide, but I wanted to give it a little more attention here. Thorium has been consistently selling for more than 20G a stack on my server. I checked several other servers and it appears to be doing the same. If you are a miner and can find a lot of thorium I would really consider this being your niche market. Sell the thorium you find on an alt, so people cannot track it to your main. This may seem like a small thing, but I have made the mistake in the past by listing my items with my main. I would get whispers while I was farming asking if that was where I got all of the thorium.

Well needless to say, that is when I started mailing everything to an AH mule.

I don't know how long Thorium will sell for this much, but you might as well take advantage of it for as long as you can! Please read about the best ways to farm Thorium, which is located in the beginning of the [guide here](#). I personally find Un'goro my favorite, but you may have a place you prefer.

If I find more old markets that have seemed to pick up I will add them in this area to keep them all together for easier navigation.

The New Twink Level

Once everyone gets settled into level 70 be on the look out for the new "twink" items that everyone will be dying for. Since the new Outland enchants have a level limitation on them of only level 35, I see level 39 becoming the new "twink" level of choice.

Unfortunately, there are not a whole lot of nice BOE twink items in this bracket, most of the nicest items are BOP and come from Scarlet Monastery, Uldaman, or quest rewards.

If you wish to try your luck, there are some very nice items that drop in Uldaman. Some of the items to look out for are Miner's Hat of the Deep, Monolithic Bow, and Obsidian Cleaver. Remember that the drop rates on these items are extremely low.

Humbert's Helm

Right now there is one market that is hotter than just about anything else for making serious gold- that market is twinking.

For those unfamiliar with the term, WoWWiki says "A twink is a player character that is disproportionately powerful for its level, possessing potent items and high-end enchants that are generally way beyond the means of other players at that level."

In WoW, high level players are looking to make their lower-level twinks as powerful as possible to compete in the lower battleground brackets. The most popular being the 19 and 29 brackets. What this means to you is an opportunity to make some crazy amounts of gold by supplying their needs.

The first part of this tip is primarily for Horde but hang on there Alliance, there's something in here for you too and I play both factions so no one's getting left out.

One of the toughest armor slots to fill in the 29 bracket is the head. Hunters, rogues and druids all need good leather head gear and there is none to be found. One of the best items for this slot is a helm called "Humbert's Helm" and it carries the stats of 8 stamina and 7 agility. This item drops in one spot only and from one mob only and that mob is the Dun Garok Rifleman found in the Southeast corner of the Hillsbrad Foothills near the Dun Garok area. Even better, the drop rate on this item is just under 2% and the mob that drops it is only level 30 and under! Most of them are about level 28.

Here's the catch- these mobs are allied with the Alliance. That means that only Horde players can acquire this item from killing the mobs. However, Alliance needs to keep an eye for this item on the neutral

auction house because the resale potential on the Alliance auction house is **HUGE**.

As of this writing, the median sale price for this helm is just over 50 gold! There is also no limit on how many you can carry so you can farm multiple helms.

Now here is the trick to get the maximum gold out of this- list it on the neutral auction house. This is the only way Alliance can get this item and they pay well for it. While it goes for 15-20 gold on the Horde auction house it easily brings in 50 gold or so on the neutral. Additionally, Alliance characters should look for these on the neutral AH (if they are listed below current value) to purchase and then resell on the Alliance AH. Remember that most Alliance aren't aware of this item and will pay handsomely for it if it pops up in Alliance AH.

This is an incredible way for lower level players to make some serious gold. Remember though, use all the strategies from the Gold Secrets Gold Guide to make sure you get maximum value for your auctions (and to keep your strategies secret!).



Dun Garok Rifleman



Recipe: Transmute Primal Might

This is a vendor bought recipe that is colored like a green common drop, so it appears that it is a "rare" recipe of some kind. This recipe can be purchased off of a vendor in the Lower City of Shattrath and then sold on the auction house. The vendor's name is Skreah and he is located at the coordinates of 46,20. You need to head up the ramp to the hut, then cross over the wooden bridge to the next hut. After you reach that hut, you will need to circle down the spiral bridge to find the vendor. He is an alchemy supply vendor and the recipe is in limited supply. The cost of this recipe at the vendor is 8

gold, so make sure you check your auction house first to see if it is worth buying. I am able to sell this recipe for 15-20 gold on my server, which gives me a net profit up to 12 gold! Not bad for just clicking from a vendor.

Vir'aani Raiders / Arcanists

There is an area in Nagrand around Oshu'gun called the Spirit Fields. In these fields you will come across a lot of these Ethereal mobs called Vir'aani Raiders and Arcanists. They range from level 65-67, so make sure you can easily take on a mob of that level. These guys drop a lot of Netherweave cloth and they spawn extremely fast. I farmed these guys for about an hour and I walked away with 4 stacks of Netherweave cloth, which is the most I have been able to gather from 1 type of mob. In this area, there are also Oshu'gun Crystal Fragments that can be picked up off of the ground for reputation turn ins for The Consortium. You can turn in 10 at a time for 250 rep. Note that you can only turn these crystals in until you reach friendly and then that option disappears.

I was also getting a lot of green drops from these guys as well. Overall, this is one of the best places I have found for "grinding". What I did was just find one of the large crystals that they spawn around and just made my way around it. By the time I was finished with the last mob in the circle, the first few I killed were already respawned.

Murkblood Scavengers

In Nagrand, there is a village called Sunspring Post. It is located at the coordinates of 31,43. Within this village, the Murkblood

Scavengers have very little health. In fact, they can probably be 1 or 2 shot by most classes. The best part about them having very little health is that they have a full loot table. They drop 10-15 silver on average, Netherweave cloth and greens. A mage would have a blast in here since AoE is their specialty.

The mobs at this camp also give you reputation with Kurenai for Alliance and The Mag'har for Horde.

Pattern: Riding Crop-Mount Speed Increase Trinket

The pattern for the Riding Crop can only be found inside the instance Old Hillsbrad Foothills, which is one of the wings of Caverns of Time in Tanaris. In order to be able to get into this instance you first must be at least level 66. You also must complete the two quests that are found from a large dragon at the entrance. Make sure you dismount first before picking up "[To the Master's Lair](#)" because you will be given a dragon to fly on. Then complete the quest "[The Caverns of Time](#)". Now you will be able to go inside the instance. It is a very good idea to make a macro, so it is easier to find the vendor you are looking for. His name is Thomas Yance, so the macro would be /target Thomas Yance.

This instance is like no other you have been in before, so do not worry about aggroing mobs. As you enter head down the main road near Southshore. He does travel on the road a good ways, so you may have to search for a little bit. In fact, he goes deep into Southshore and then travels back to Tarren Mill. I personally found him heading towards Tarren Mill. This vendor sells all of the starting

gear as well as the Pattern for the Riding Crop. It sells for 5 gold and it is NOT a limited supply.

Make sure you check your server's Auction House before buying a ton of these. You do not want to get stuck with them. My server they are currently selling for 8-10 gold a piece.

For those of you who love the Lore behind this game, you will appreciate the names of children and people inside Southshore.

Formula: Enchant Shield-Intellect

While you are in this instance, check if you see Aged Dalaran Wizard. He sells a Limited Supply enchanting formula for 6 gold. It is a formula to enchant a shield with +12 intellect. I was able to sell this formula for 15 gold on my server! Your server may differ though.

Mark of Kil'jaeden/Mark of Sargeras/Fel Armament

These marks are used for reputation gains for the Aldor faction in Shattrath City.

Mark of Kil'jaeden can be farmed in Terokkar Forest at Shadow Tombs, which is located in The Bone Wastes. All of the Cabal humanoids have a chance to drop these. Another place you can farm for Mark of Kil'jaeden is in Nagrand. In Nagrand there is a camp in the Southeastern corner, that has a decent amount of mobs that drop the mark. The camp is called Kil'sorrow Fortress. Another place in Nagrand is inside Oshu'gun. All of the mobs inside have a chance to drop them as well. As always, the humanoids will drop

Netherweave cloth as well for an added bonus. The Marks have been selling anywhere from 1 gold to 1.5 gold a piece on the Auction House. These marks can be turned in in stacks of 10 or individually, so make sure you list them in the appropriate stack sizes.

Mark of Sargeras drop in several different zones in the game. One area to farm them is in Shadowmoon Valley. Near the center of Shadowmoon Valley there is an area called The Deathforge. This is a great place to make gold because there are a ton of mobs and they have a very good drop rate on the marks. They have about a 30% chance to drop the Marks of Sargeras.

Yet another area which I found has a great drop rate for these is in Netherstorm. There are several Forge Camps in the Northwest side of Netherstorm. The one camp in particular called Forge Camp: Gehenna has a decent drop rate for these marks. These mobs are packed pretty tightly together so keep an eye on your back for patrols. Mark of Sargeras have been selling for about 2 gold a piece on my server, so even if you only get a handful of them the gold will add up!

All of the mobs mentioned above have a small chance of dropping Fel Armament. Fel Armament are used to get the enchants that are available with high Aldor reputation. These armaments have been selling for about 14 gold a piece, so if you come across any make sure to list them on the AH.

Firewing Signet/Sunfury Signet/Arcane Tome

These signets are used for reputation gains for The Scryer faction in Shattrath City.

Firewing Signets can only be farmed in Terokkar Forest at Firewing Point. The good news about this place is that the spawn rate is extremely fast. In fact, it may be a bit too quick sometimes and it causes one to get a lot of adds. The humanoids in this camp also drop a lot of Netherweave cloth.

Remember that these can be turned in for reputation in stacks of 10 or individually, so list them accordingly on the Auction House.

Sunfury Signets drop in several different zones. These Signets can be turned in for Scryer rep all the way until you reach exalted.

The best place to farm these in the game is just outside of Black Temple at the Ruins of Karabor. There are a ton of Sunfury Blood Elf with a fast respawn and high drop rate. They also drop a few silver, a ton of Netherweave Cloth and chance for greens and rares.

Another great place to farm these is in Netherstorm. The Sunfury in Netherstorm are located at all of the Manaforges and Sunfury Hold. There are a lot of mobs in this place that drop these signets, so if one area is full of players you can always head to another. The Sunfury Signets have been selling for about 2 gold a piece or more! Remember to list them on the Auction House in stacks of 10 or individually to attract the most buyers. These will sell because everyone wants to raise their Scryer reputation to get new items.

All of the mobs mentioned above have a small chance of dropping Arcane Tome. Arcane Tomes are used to get the enchants that are available with the appropriate reputation with The Scryers. These

Tomes have been selling for 14 gold a piece, so make sure you do not throw them away!

Selling from Shattrath City

As most of you know, there are portals in the middle of Shattrath City, that allow you to travel to any of the other major cities in the game. The Trade channels are all linked together in these cities including from Shattrath City. It is most ideal to sell your goods in the trade channel from Shattrath because you can quickly get to each town in the matter of minutes.

Now you may be asking yourself, well how do you get back to Shattrath to start the whole process over again? Well it is a little trickier if you port to Darnassus or The Exodar. However, not many players do their buying and selling in those two cities. If you set your hearthstone to Shattrath City, you will be able to go into The Stockades of Stormwind or Rage Fire Chasm of Orgrimmar and get a free teleport back.

In order to be ported back, you will need to be invited to a group where you are not leader. While you are inside of the instance either leave the group or have the leader kick you from group. You will get a message saying that you are not in the instance's group and be ported out in a minute. This should then port you back to Shattrath City! This is most ideal for Alliance players because Ironforge and Stormwind is connected by the Deep Run Tram. This may not be as easy for Horde, but it is definitely possible because Silvermoon City, The Undercity, and Orgrimmar are linked by the means of a teleporter and Zeppelin Tower.

If you wish to have an alt in Shattrath City, you will need a Warlock to summon you into the city or a mage to make portal to Shattrath City. This is the only way that Blizzard allows someone lower than level 58 into the Outland.

Creating a False Choice

This is a concept that I do on a regular basis because it has been working exceptionally well! Whenever you list an item on the Auction House it will place the seller's name right next to the item. Well one of the worst things you can do is place a lot of product on the auction house at the same time. This will cause someone else to undercut you, which will make you lose your deposits if it doesn't sell. It also makes people wonder how you are getting so much of that specific item and they will try to find out how you do it. I have even done "/who's" on people to see where they are farming at.

So how do you get around wanting to list more product on the Auction House without sending any red flags to those purchasing? You list the same items on multiple characters. I have 4 player names that I list my ore on, so that I can put more of my product on the Auction House. I make sure not to make the prices the exact same. In fact, I may undercut my one banker alt by 1 silver just to see if someone will purchase it. Then I will list a stack for much higher than my other alts. Often times when I list product, it will sell on all of my banker alts because they think they are actually buying from different people when it is just me!

It will take some time getting used to logging onto different characters and needing to mail items to multiple characters, but it is well worth it. I also suggest not to list items on your main character.

People will see your name and search for you whenever you are online and then learn your secrets. List items on the characters that you do not use often.

As an example of how I do this, if I were to list Copper Ore stacks. My one alt would list it for 2 gold start and 2 gold 50 silver buyout. My next alt would come in and list hers for 2 gold 37 silver and 2 gold 65 silver buyout. Then yet another alt comes in and does a starting bid of 2 gold 25 silver and 2 gold 49 silver. Devious? Yes. Effective? Most certainly!

What's In a Name?

When you are creating a character that will list items on the auction house, it is important to pick a good name. I know it may seem like a small detail that does not matter because it isn't a character you will be playing. However, people who are looking to buy your items will be seeing this name a lot! Picking names like "mybank", "blueitems", "garagesale" "selltoyou", or "buymystuff" may be witty, but are not good choices. Whenever I see a name like this, my first reaction is that this person is trying to make gold off of me rather than selling items that they have farmed up along the way.

Can you ever recall seeing a name on the AH and thinking that it was a pretty stupid name? Well do not make this mistake. Choose names that sound like real characters, so that no one questions your items or pricing of items. Whatever name you choose, never make it your character's name with the word bank at the end. First off that gives people too much information about your character in my opinion. When I see the word "bank", I immediately think that this person probably has a lot of inventory to sell off too. This further

delays me buying his product because if these ones do not sell then he will most likely lower his price on the next listing.

Keep on Questin'

Even after you hit level 70, you may wish to continue questing. You now receive gold at maximum level rather than useless experience. At level 70, you can make quite a lot of money by just doing quests you never got around to doing while leveling. Easy quests can give you up to 15 gold and group quests I have seen give up to 24 gold.

The exact conversion rate I am not sure of, but I believe for approximately every 1,000 experience you would gain from a quest you now receive 1 gold. Even after you complete the quest, you have the quest item which you may vendor or disenchant. This rewards you with even more gold per quest!

Outland Rare Mobs

There are quite a few rare mobs in the Outland that have very high rates to drop a blue item. Some of these mobs are rare non-elites while others will take a few friends to take down because they are rare elite mobs. I have come across 3 of these rare mobs and was surprised when they dropped a blue because usually a rare mob means you just get a green item. Well the great thing about the Outland rare spawns is that you are almost guaranteed to get a blue if it's one of these rares listed in the table below.

This is something you can do in your spare time in between picking herbs, gathering ore, or skinning mobs. It may be tough to go searching for these mobs because their spawn timers may be once

every few hours to once every couple days. I am unable to list the amount of gold each mob is worth because the drops will always be a random suffix (e.g., of the physician, of the bandit) and the end suffix determines its value. Expect at least 40G for each of these items and others may go for as much as 100G.

Zone Name	Mob Name	Level/Type	Spawn Location(s)	Items Dropped
Hellfire Peninsula	Mekthorg the Wild	Level 61 Rare Non-Elite Orc	Wanders around Hellfire Citadel and Zeth'gor. Click here for map.	Drops Blue chest piece . Each armor proficiency available.
	Fulgorge	Level 62 Rare ELITE Rockworm	Wanders around Mag'har Post down to Falcon Watch; East through The Great Fissure and Hellfire Basin. Also seen around Southern Rampart and South West of Honor Hold. Click here for map.	Drops Blue gloves . Each armor proficiency available.
Zangarmarsh	Marticar	Level 61-63 Rare ELITE Fen Strider	Wanders Western side of Zangarmarsh near Marshlight Lake; North of Serpent Lake and South West of The Dead Mire. Click here for map.	Drops Blue cape called Striderhide Cloak
	Bog Lurker	Level 63 Rare Non-Elite Fungal Giant	Spawns in Daggerfen Village, Feralfen Village, and Umbrafen Village. Click here for map.	Drops Blue shoulders . Each armor proficiency available.
	Coilfang Emissary	Level 63 Rare Non-Elite Naga	Spawns in Bloodscale Enclave, Darkcrest Enclave, and Bloodscale Grounds. Click here for map.	Drops Blue leggings . Each armor proficiency available.
Terokkar Forest	Okrek	Level 64 Rare Non-Elite Arakkoa	Spawns in Veil Skith, Veil Reskk, and Veil Shalas. Click here for map.	Drop Blue belt . Each armor proficiency available.
	Doomsayer Jurim	Level 64 Rare Non-Elite Humanoid	Wanders along road East to Bonechewer Ruins. Also South to The Bone Wastes. Click here for map.	Drop Blue boots . Each armor proficiency available.
	Crippler	Level 65	Wanders around The Bone	Drops unique Blue

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		Rare Non-Elite Skeleton	Wastes. Click here for map.	ring called Dragonbone Ring
Blade's Edge Mountains	Hemathion	Level 68 Rare ELITE Dragon	Spawns around Vortex Pinacle. Click here for map.	Drops Blue chest piece . Each armor proficiency available.
	Morcrush	Level 67-68 Rare ELITE Giant	Wanders along road as far North as Broken Wilds and as South as Scalewing Shelf. Also spawns in Daggerspawn Canyon. Click here for map.	Drops Blue shoulders . Each armor proficiency available.
	Speaker Mar'grom	Level 63-68 Rare Non-Elite Humanoid	Spawns near Gruul's Lair and Bladespire Hold. Click here for map.	Drops Blue gloves . Each armor proficiency available.
Nagrand	Voidhunter Yar	Level 68 Rare Non-Elite Demon	Spawn around Oshu'gun in the Spirit Fields. Click here for map.	Drops Blue belt . Each armor proficiency available.
	Bro'gaz the Clanless	Level 66 Rare Non-Elite Ogre	Spawns in South Cleftwinds and Ogre camp East of Telaar. Click here for map.	Drops Blue Necklace called Gronn-Blessed Warbeads .
	Goretooth	Level 65 Rare Non-Elite Crocolisk	Spawns in Skysong Lake, Lake Sunspring, Halaani Basin, and water near The Low Path. Click here for map.	Drops Blue bracers . Each armor proficiency available.
Netherstorm	Nuramoc	Level 70 Rare ELITE Chimaera	Spawns in Northern edge of The Vortex Fields, on Southern edge of The Heap and Arklon Ruins. Also Western edge of Forge Base: Oblivion. Click here for map.	Drops Blue leggings . Each armor proficiency available.
	Ever-Core the Punisher	Level 68 Rare Non-Elite Elemental	Spawns around the edge of Manaforge Ara, Manaforge Ultris, and Manaforge B'Naar. Click here for map.	Drops Blue ring .
	Chief Engineer Lorthander	Level 69 Rare Non-Elite Blood Elf	Spawns around Manaforge Coruu. Also inside mine near Manaforge Ara. Click here for map.	Drops Blue cloak .
Shadowmoon	Ambassador	Level 69	Spawns in Illidari Point,	Drops Blue

Valley	Jerrikar	Rare Non-Elite Demon	Coilskar Point, Ruins of Baa'ri, and Eclipse Point. Click here for map.	bracers . Each armor proficiency available.
	Collidus the Warp-Watcher	Level 68 Rare ELITE Demon	Spawns along edge of map Northeast of Altar of Shattr; Along edge of map near Netherwing Pass and South of The Deathforge along road. Click here for map.	Drops Blue helm . Each armor proficiency available.
	Kraotor	Level 67-68 Rare ELITE Infernal	Spawns south of Magma Fields, The Deathforge, and south of Eclipse Point. Click here for map.	Drops Blue boots . Each armor proficiency available. *Currently Kraotor is bugged and his body cannot be looted properly.

Adamantite Ore

I wanted to speak about the gold making possibilities with mining Adamantite ore. It is very possible to make several hundreds of gold each day farming up Adamantite ore. On most servers Adamantite ore sells for at least 20g a stack and I have seen it as high as 25G a stack on some servers. The amount of gold in this ore is so great, that I recommend you to drop whatever non-productive tradeskill you have and pick up mining. That is how profitable this will be for you.

For those of you already with an epic flying mount, you will be able to gather ore much faster than someone on the slower flying mount. Obviously!

There are several zones that are excellent for mining Adamantite. The first zone that I particularly like is Terokkar Forest. The reason

why I like this area is because not many other players seem to farm here, so the competition is much less than in Nagrand.

Nagrand is the second best place for Adamantite, but the amount of competition is very high. Do not be surprised if you have players literally fighting over Adamantite deposits.

Never skip any type of mining vein including Fel Iron. Fel Iron Veins can drop Mote of Fire which sell very well too. Always keep an eye out for a lucky Khorium Vein too.

For those of you with Jewelcrafting, it may actually be more profitable to prospect the ore you gather and then sell the gems you get. You may even wish to cut them into popular gems. Prospecting the ore will not be as profitable at first, but over a longer period of time it certainly is especially if you are lucky and get blue gems often.

The mining maps have been released and can be found in this [section](#).

Captured Firefly

There is a really cool pet that drops from the Bogflare Needler in northern Zangarmarsh. This pet is probably one of the most sought after Burning Crusade pet that is Bind on Equip (meaning you can sell it). Now the drop rate on it is ridiculously low and because of that it's median price is in upwards of 600G.

If you are into killing one mob over and over, you should try your luck at this pet because it will make you a very good amount of gold. They spawn on the northern shores of Serpent Lake.

Personally I have been trying to get one of these for myself and haven't had any luck. However, perhaps you will!

Lightning Eels?-Give me a Zap!

After almost 3 years of World of Warcrafting (Yes I just made that up), Lightning Eels will finally have a purpose. They are used in the new cooking recipe for Stormchops. The food has a chance to zap nearby enemies with lightning every so often. Now I can see this food gaining some traction in the raiding guilds because it will help main tanks and off tanks keep better aggro. Even just a little bit more damage is helpful!

The best place to farm for Lightning Eels include Moonglade, Deadwind Pass, Winterspring (Frostfire Hot Springs), and the water around Scholomance in Western Plaguelands.

The drop rate is very low in some places (about 9%), but this may help increase the price of the Lightning Eels and Stormchops on the auction house.

I recommend fishing for the eels in Deadwind Pass to collect the newly added fish!

If you are a cook and you wish to create the new food, you will also need Clefhoof Meat, so you should farm that up along with the Lightning Eels.

Cashing in on the Engineering Flying Machine

Ore of all types will be in high demand come patch 2.3. Engineers will be able to create their very own flying machine! It's time to start stockpiling ore for those who decide to buy all the materials off of the Auction House. I would basically gather as much of this stuff as you can as quickly as possible. The patch may be out in a few days!

Here is the list of materials that will be needed:

Totals are approximate and may change before it goes live

210 Fel Iron Ore

48 Khorium Ore

16 Adamantite Ore

64 Eternium Ore

80 Mote of Fire (Some in Primal Form)

20 Mote of Earth (Some in Primal Form)

Watch prices soar with this patch! Be smart when you list these items. Do not over saturate the market and remember to use several alts to list a large amount of product on the AH all at once.

Steam Pump Flotsam=Profit

The Steam Pump Flotsam in the lakes of Zangarmarsh will be an excellent source for gold in this upcoming patch. For those of you with a love for fishing, you WILL like these new additions.

They have added a Strange Engine Part as a rare drop from the pools. For alliance they begin a quest that rewards you with 9G 75S from K.

Lee Smallfly in Telredor. For Horde, it appears they are just vendored for the same amount of gold.

(The Strange Engine Part is a reference to my favorite canceled TV show, Firefly-I wish they would bring it back!)

Don't forget that these also drop Heavy Supply Crates which contain Fel Iron Ore, Handful of Fel Iron Bolts, and Elemental Blasting Powder (all of which are needed for Engineering Flying machine).

In this new patch you might even find a Weather-Beaten Journal in one of the crates which will give you the ability to track Fishing nodes on your minimap. This addition alone will help increase your gold profits considerably. I got this on the PTR's and it is extremely helpful when looking for nodes. No more having to slow down on the flying mount to see what type of pool it is!

Azure Whelping

There is another great non-combat vanity pet available now! The [Azure Whelping](#) has a low chance of dropping off of the Blue Dragonspawn in Azshara. The drop rate on this item is very low, but some of you out there are luckier than me!

The Azure Whelping is bind on equip so it can be sold on the Auction House.

This new non-combat pet goes for up to 600G on most servers. Players love their vanity pets! I can't wait to get my hands on one of these.

Black Temple Farming

Don't worry, you don't have to be a raider for this one. You'll just need to travel to the Black Temple area in Shadowmoon Valley. You'll be farming the area in the Southwestern entrance zone of the outside of Black Temple. The mobs you're interested in here are pretty much any of the Blood Elf soldiers and demon hunter trainees that are found guarding the area. A couple notes of caution are that the patrolling guards can pull multiple mobs at once and there are a few elite mobs throughout this area- you don't want to aggro them. Fortunately if you are careful you should be able to make it through the area safely.

These mobs typically drop about 15 silver each along with a good amount of Netherweave cloth and most importantly, they have an overall very healthy drop rate for Sunfury Signets as well as Arcane Tomes. In fact, the best drop rate in the game for these items is this area around Black Temple. The Arcane Tomes sell for anywhere from 15-25g depending on the server and a stack of 10 Sunfury Signets goes for 7-12g depending on the server.

If any of you farmed Tyr's Hand in old Azeroth I really compare this area to the Burning Crusade's equivalent of Tyr's Hand. It's a massive area filled with humanoids that have a very profitable drop rate. Any class can farm here but this is of special interest to rogues as these mobs can be pickpocketed and mages as they can be gathered together and AOE-farmed.

If you're looking for a reliable farming spot at 70 then this fits that bill nicely and the Scryer reputation items almost always sell the first time they are listed on the auction house.





Netherstorm Farming

A great opportunity for herbalists exists in Netherstorm if you want to do some gathering/mob-farming. I prefer methods like this as it mixes up the sometimes mundane task of gathering a bit. Between the motes you'll be farming and the herbs gathered this a pretty much guaranteed 100+ gold per hour, easily more if your server's economy is good.

Basically, you'll be traveling a set path through the Netherstorm and gathering all the herbs you can find- primarily Netherbloom. There is also a fair amount of Dreaming Glory to be found in this area and the stacks can add up quickly so make sure and grab those as well.

I've plotted a map below with the path you'll want to take for maximum profitability, I've mapped the spawn points of all the herbs I've found in the region as well. You'll be starting at Area 52 and will be following the white line throughout Netherstorm. This will allow you to get the maximum number of herbs in the shortest amount of time. You'll notice that I avoid the center of the map as Stormspire and Eco-dome Midrealm don't contain much Netherbloom.

Looking at the below map you'll also see certain areas highlighted in blue. This is where you'll take a break from your herb gathering and kill some mobs to farm motes of mana. At point "1" you'll be looking for the Phase Hunters and the occassional Nether Ray. At point "2" you'll be farming the "Warp monstrosities" (if you are a caster it should be noted that these mobs do NOT drain mana). Finally at point "3" in Kirin'Var Village you'll be hunting pretty much all the ethereals (non-humans) like the Mage Slayers and all the ghost-like mobs. All of these mobs mentioned drop motes of mana which sell for a nice sum.

You can pretty much farm this path non-stop gathering all the herbs and killing the mobs for motes of mana. By the time you are ready for your second trip through you'll find that most all of the mobs and many herbs have respawned. This is a great path to travel if you are an herbalist looking for a reliable profit stream.

Map Below:



Nagrand/Terokkar mining and more

If you're a miner looking for some of the best ore-gathering in Outlands, look no further. Here is a path I personally use to maximize my mining and do some other farming along the way.

You'll be starting in the Southeastern corner of Nagrand (marked "Start") and heading throughout the map following the red path, ore spawn points are marked on the map. Please note that Rich Adamantite and Khorium may spawn on any Adamantite spawn points.

While traveling this route you can farm for Motes of Shadow in the Spirit Fields as indicated on the map area shaded in purple near Oshu'Gun. The Voidspawns have a great drop rate on the Motes and they respawn very quickly making it an excellent place to farm. They are fairly easy to kill for all classes as well.

For those of you who are skinners, you will also be able to gather Thick Clefthoof Leather on the eastern side of the Spirit Fields as indicated on the map in the pale orange next to Oshu'Gun. These Clefthooves may be skinned for Thick Clefthoof Leather, which is used in popular crafted leatherworking items.

Moving on from Nagrand you will now be headed into Terokkar Forest. You will also see the ore spawn points marked on this map as well. As you travel around the perimeter of the Bone Wastes you will see two areas on the map marked in yellow. These are the areas mentioned in the section on [Netherweb Spider Silk](#). These are both excellent areas that can earn serious amounts of gold per hour as detailed in the section I've linked.

Moving out of Terokkar you can head back to Nagrand and start the entire route over again. This is an excellent path to take if you are a miner looking for some profitable variety.

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Daily Quests

Daily quests allow players to earn gold and increase reputation with certain factions. Daily quests can be completed once per day, up to 10 different daily quests a day. Daily quests are becoming an excellent way to make gold on a daily basis that doesn't involve selling items on the auction house.

Currently, there are 3 different factions that have daily quests available, i.e., Sha'tari Skyguard, Ogri'la, Netherwing. The sections below are divided by each faction and each quest is discussed thoroughly for easy questing.

Some daily quests require you to complete a grouping of prerequisites or a certain reputation before they become available.

Blackwind Landing-Skettis Sha'tari Skyguard-Daily Quests

These quests are available to any level 70 with a flying mount. All Daily quests are listed in red for those who have already completed the prerequisites.

Threat from Above! (Prerequisite)

Speak to Yuula in Shattrath City next to the Flight master at (64,42) to pick up this quest.

You must have a riding skill of 225 and level 70 to pick up this quest.

Fly northwest to the Barrier Hills just outside of Shattrath City at (26,10).

Kill 20 Gordunni Ogres. Watch for the elite that roams around the camp!

There are a few Mana Thistle and Adamantite Deposits that spawn in this area.

Return to Yuula in Shattrath City next to the Flight Master at (64,42) for quest turn in.

Reward is 250 Sha'tari Skyguard reputation.

This opens up To Skettis!, which is the next quest in the chain.

To Skettis! (Prerequisite)

Speak to Yuula in Shattrath City next to the Flight master at (64,42) to pick up this quest.

You must have completed Threat from Above! For this quest to become available.

Fly to Blackwind Landing in Skettis.

Speak to Sky Sergeant Doryn at Blackwind Landing at (64,67).

Reward 10 Sha'tari Skyguard reputation.

This opens up the daily quest Fires Over Skettis

Fires Over Skettis (Daily Quest)

Speak to Sky Sergeant Doryn at Blackwind Landing in Skettis at (64,67).

This quest must be completed while on a flying mount.

Put the Skyguard Blasting Charges on a hotbar for easy egg popping.

Watch out for the Monstrous Kaliri because they hamstring and knock you off your mount. If you aggro one, it is best to immediately get to a safe place and fight it. They have killed me several times from fall damage.

The Monstrous Kaliri Eggs can be found around most of the huts and in dead tree stumps. These are some of the best places to look for their eggs.

(76,80)

(76,81)

(74,84)

(74,81)

(73,83)

(70,75)

The respawn rate on the eggs is a few minutes.

Destroy 20 Monstrous Kaliri Eggs.

Return to Sky Sergeant Doryn at Blackwind Landing at (64,67).

Reward 11G 99S and 350 Sha'tari Skyguard reputation.

Escape from Skettis!

Speak to the Skyguard Prisoner located in one of the huts to pick up this quest.

The Skyguard Prisoner spawns in three different locations in Skettis. It's much easier to find him because you will now see a blue "!" on your minimap.

He can be found at the following coordinates: (60,75), (68,74) (75,86).

This escort can be difficult to solo, however it is doable. Often times there are people grouping just to do the escort. Check general chat for other players looking to complete the quest too.

Once you find the Skyguard Prisoner, clear out a few of the Arakkoa before accepting the quest. Don't wait too long though since many other players are constantly searching for him. You might have the quest giver ninja'ed from you!

As you escort the Prisoner you will be ambushed by 3 Arrakoa up to two times.

Protect the Skyguard Prisoner and make sure he doesn't die in these ambushes. He will help you kill the mobs, so focus fire on whichever mob he is attacking.

Return to Sky Sergeant Doryn at Blackwind Landing at (64,67).

Reward 11G 99S and pick from 3 [Volatile Healing Potions](#) or 2 [Unstable Mana Potions](#).

Ogri'la/Shatari Skyguard-Blade's Edge Mountains-Daily Quests

These quests are only available once you have completed all quest prerequisites, which includes five group quests. All Daily quests are listed in red for those who have already completed the prerequisites.

Speak with the Ogre (Prerequisite)

Speak to V'eru at the Terrace of Light at Shattrath City at (57,46) to pick up this quest.

This quest directs you to the big ogre named Grok located in the Lower City of Shattrath City at (65,68).

This opens up Mog'dorg the Wizened which is the next quest in the chain.

Mog'dorg the Wizened (Prerequisite)

Speak to Grok in the Lower City of Shattrath at (65,68) to pick up this quest.

This quest requires you to go to Blade's Edge Mountains and speak with Mog'dorg the Wizened.

Mog'dorg the Wizened can be found at the top of a tower just south of the Circle of Blood at (55,44).

Completing this quest opens up three new group quests.

Even Gronn Have Standards-Group (Prerequisite)

Speak to Mog'dorg the Wizened in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires you to have a group to kill Slaag to loot Slaag's Standard.

Slaag can be found inside a small building in the Barrier Hills at (,). In order to kill Slaag you will need at least a 3 person group with a well-geared tank, healer and a DPS of some type (mage, warlock etc). If your gear is lacking, then you must have a full group.

Clear out the area around the building so that your tank can tank him at the entrance of the building. Do not enter inside the building because your healer will have a hard time getting heals off. He has an ability which creates dust that hits everyone in your group for damage. Your healer must be aware of this and keep everyone alive during this.

Once he is killed Slaag's Standard will spawn on the ground for everyone to loot (even those not in our group). Be sure to pick this up before it despawns. It only lasts 1-2 minutes.

Return to Mog'dorg the Wizened at the tower in Blade's Edge Mountain at (55,44) for quest turn in.

Grulloc Has Two Skulls-Group (Prerequisite)

Speak to Mog'dorg the Wizened in Blade's Edge Mountains at (55,44) to pick up quest.

This quest require you to have a group to kill Grulloc in order to obtain Grulloc's Dragon Skull.

Grulloc can be found on the canyon's floor just east of Mog'dorg the Wizened at (60,47).

Grulloc may be a challenge for some players because he hits really hard and goes into an enraged state that increases damage significantly.

The tank should tank him near the sack on the ground and DPS should allow the tank to gain enough threat as to not pull aggro. Once Grulloc goes into an enraged state, the tank should kite him about. This is possible because Grulloc will move at 50% slower speed and can be easily outpaced. When the enraged state is over, return to the sack and continue to DPS him down until he dies. Rinse and repeat this until he is dead.

Once Grulloc is killed, Grulloc's Dragon Skull will spawn on the

ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns.

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

Maggoc's Treasure Chest-Group (Prerequisite)

Speak to Mog'dorg the Wizened in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires you to have a five person group to kill Maggoc in order to obtain Maggoc's Treasure Chest.

Maggoc patrols a large section of Blade's Edge Mountains. His path begins just north of Toshley's Station. He then turns right and walks south into Scalewing Shelf. Once he reaches the end he turns around and starts his path all over again.

When you decide to engage him, you must make sure the surrounding area is cleared of all mobs. Maggoc isn't quite as hard as the other two Gronn, but he isn't easy either. He hits very hard and will cast Mortal Strike on your tank. The mortal strike debuff isn't that severe so any good healer should be able to heal through it.

Once Maggoc is killed, Maggoc's Treasure Chest will spawn on the ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns. It will only last about 1-2 minutes!

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

The next two quests only become available once the quests Even Gronn Have Standards, Grullocc Has Two Skulls, and Maggoc's Treasure Chest are completed.

Grim (oire) Business-Group (Prerequisite)

Speak to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires you to have a five person group to summon and kill Vim'gol the Vile in order to obtain the Vim'gol Vile Grimoire.

The summoning circle is located in the Northeastern portion of Blade's Edge Mountains at (77,31). It is just southwest of Gyroplank Bridge that leads into Netherstorm.

You must have 5 people in your group to summon Vim'gol the Vile. Each party member needs to stand in a different fire ring within his summoning circle.

Vim'gol the Vile hits pretty hard and will shoot shadow bolts to other party members. Your healer will need to pay close attention to the whole party's health. Once Vim'gol reach about 50% health he will begin to cast a spell which makes him grow. Each party member should return to the fire rings, so this spell cannot be completed. Some groups may disregard this is they have enough DPS. It is possible to DPS him fast enough that you can kill him before he enrages.

Once Vim'gol the Vile is killed, Vim'gol's Grimoire will spawn on the ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns. It only lasts for 1-2 minutes.

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

This opens up Into the Soulgrinder, which is the last group quest prerequisite.

Into the Soulgrinder-Group (Prerequisite)

Speak to Mog'dorg atop the tower in Blade's Edge Mountains at (55,44) to pick up quest.

This quest requires a five person group to summon and kill Skulloc in order to obtain Skulloc's Soul.

Soulgrinder Barrow is located just outside of Gruul's Lair at (60,24). Read from the Vim'gol Vile Grimoire to summon Skulloc. The Soulgrinder will appear on the altar and ghosts will begin to spawn and will try to stop the from awakening Skulloc.

Your group must kill these ghosts and not allow them to reach the altar. Use the Vim'gol Vile Grimoire to fear the ghosts add away from the altar if you get in trouble. Each player in your group should have this item to use. There is a 30 second cooldown on it's use, so you may need to alternate between each other.

Once you have killed the ghosts, immediately drink and bandage up to full.

Skullocc will now awaken and will start to attack. Skullocc is a little harder than he used to be because he now summons Ogre adds. He will spawn three Ogre adds about every 20-30 seconds. Your tank should focus on Skullocc while one of your DPS take out the Ogres as fast as possible. A Mage could Polymorph one of the Ogres and take out the others to keep them off the healer. As soon as all the Ogres are killed immediately return to DPSing Skullocc. Remember the Ogres will respawn in waves every 20 seconds, so your DPS will need to be ready to kill them immediately. Not doing this in a timely fashion could wipe your party if you get too many adds or if they attack your healer.

Once you have killed Skullocc, Skullocc's Soul will spawn on the ground for everyone to loot (even those not in your group). Be sure to pick this up before it despawns. It only lasts for 1-2 minutes.

Return to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) for quest turn in.

This now completes the group quest prerequisites for the Ogril'a Daily quests!

Speak to Mog'dorg (Prerequisite)

Speak with Bladespire Supplicant at the Circle of Blood in Blade's Edge Mountains at (55,45) to pick up quest.

This quest directs you to speak with Mog'dorg the Wizened who is atop the tower in Blade's Edge Mountains at (55,44).

Ogre Heaven (Prerequisite)

Speak to Mog'dorg the Wizened atop the tower in Blade's Edge Mountains at (55,44) to pick up quest.

This quest directs you to speak with Chu'a'lor at Ogri'la in the Blade's Edge Mountains (29,57). Ogri'la is on the flying mount only portion of western Blade's Edge Mountains.

The Crystals (Prerequisite)

Speak to Chu'a'lor at Ogri'la in the Blade's Edge Mountains at (29,57) to pick up quest.

Gather 5 Apexis Shard from any type of mob found in any of the flying mount areas of Blade's Edge Mountains. The Apexis Shards are static drops off of these mobs, so it may take some kills to gather all 5.

You can also gather the Apexis Shard from Apexis Shard Formation that spawn on the ground near the Flayers. The Flayers also drop the Apexis Shard, so this is the best way to gather the Shards.

Return to Chu'a'lor at Ogri'la at (29,57) for quest turn in.
Reward 250 Ogri'la reputation

An Apexis Relic (Prerequisite)

Speak to Chu'a'lor at Ogri'la in the Blade's Edge Mountains at (29,57) to pick up quest.

You will need at least 1 Apexis Shard for this quest. Kill mobs in the surrounding area until you have 2 or 3 Shards (just in case you fail the quest).

This quest is a memory mini-game of sorts, which is played at one of the Apexis Relics. The Apexis Relics are protected by four (Need mob names) and must be completely cleared out before engaging the Relic.

As soon as you click on the Relic it will begin to glow. You must either remember the sequence in which the crystals lit up, write them down on a piece of paper or simply type it out in your say text box. Personally I use a corresponding number on my keypad for each crystal and type that out in the say text box. If you make a mistake on the sequence you will be hit with lightning for a couple thousand damage and it can kill you if you are low health.

It may take a few tries to get this down. Just make sure you are full health each time you try.

There is currently a mod called Ogri'lazy that makes this whole process easier and can be downloaded from Curse [here](#). I offer no technical support for this mod.

You will need to continue repeating the sequences until you gain the buff, Apexis Vibrations. Once you have this buff, then the quest will be completed.

Return to Chu'a'lor at Ogri'la at (29,57) for quest turn in.
Reward 250 Ogri'la and Sha'tari Skyguar Reputation.

This opens up the next daily quest and Our Boy Wants to Be A Skyguard.

The Relic Emanation (Daily Quest)

speak to Chu'a'lor in Ogri'la at (29,57) to pick up quest.

This is a daily quest that may be completed once a day.

You will need at least 1 Apexis Shard for this quest. Kill mobs in the surrounding area until you have 2 or 3 Shards (just in case you fail the quest).

This quest is a memory mini-game of sorts, which is played at one of the Apexis Relics. The Apexis Relics are protected by four (Need mob names) and must be completely cleared out before engaging the Relic. This quest is the same memory mini-game from the quest An Apexis Relic. It is however slightly more difficult because you must complete 8 rounds of sequences.

As soon as you click on the Relic it will begin to glow and start a sequence of colors. You must either remember the sequence in which the crystals lit up, write them down on a piece of paper or simply type it out in your say text box. Personally I use a corresponding numbers on my keypad for each crystal and type that out in the say text box. If you make a mistake on the sequence you will be hit with lightning for a couple thousand damage and it can kill you if you are low health.

It may take a few tries to get this down. Just make sure you are full health each time you try, so you don't die!

There is currently a mod called Ogri'lazy that makes this whole process easier and can be downloaded from Curse [here](#). I offer no technical support for this mod.

In order to complete the daily quest, you must successfully playback 8 rounds of sequence. You will gain the buff Apexis Emanation that increases movement speed by 15% for 90 minutes while in the Blade's Edge Plateau. The buff will be canceled if you leave the area.

Return to Chu'a'lor in Ogri'la at (29,57) for quest turn in.
Reward 9G 10S, 15 Apexis Shards and 350 Ogri'la Reputation.

The next Ogri'la specific daily quest cannot be opened until you have reached Honored. In the meanwhile, you can complete a few prerequisite quests for the Sha'tari Skyguard daily quests.

Our Boy Wants To Be A Skyguard Ranger (Prerequisite)

Speak to Torkus in Ogri'la at (28,57) to pick up this quest.

You will need 10 Apexis Shard for this quest.
Kill mobs in the surrounding area until you have 10 Apexis Shards.
The daily quest should have given you 15 Apexis Shard and these can be used.

For this quest you will need to find a Fel Crystalforge in one of the Forge Camps on the plateau. Be very cautious when you are in the Terror Camps because the cannons will shoot anyone on their flying

mount. Even if you are mounted on the ground, they will shoot fel fires that cause damage as well as daze you off your mount. Depending upon how high up you are when struck this may cause significant fall damage too.

A Fel Crystalforge can be found at (32,40) and (30,81). Either one will work as long as you have 10 Apexis Shards on you. Be sure to clear out the area around the Crystalforge to gain access to it.

Trade the 10 Apexis Shard for an Unstable Flask of the Beast. This completes the quest.

Return to Torkus in Ogri'la at (29,57) for quest turn in. Reward 250 Ogri'la reputation.

Completing this quest opens up The Skyguard Outpost.

The Skyguard Outpost (Prerequisite)

Speak to Chu'a'lor in Ogri'la at (29,57) to pick up quest.

This quest directs you to speak with Sky Commander Keller just north of Ogri'la in the Skyguard Outpost at (28,53).

Reward 10 Sha'tari Skyguard reputation
This opens up Bombing Run.

Bombing Run (Prerequisite)

Speak to Sky Sergeant Vanderlip in Skyguard Outpost at (27,52) to pick up quest.

Place the Skyguard Bombs on a hotkey or hotbar to make for easy bombing. This is essential for this quest!

Go north or south to one of the Forge Camps. Here you will need to destroy 15 Fel Cannonball Stacks. They glow green and are found in either Forge camps.

This quest is a lot harder than it sounds. This quest can be very difficult for those with a slow flying mount because the Fel cannons will shoot fire balls at you as soon as you get close to them. The Fire balls have a damage over time and they will knock you off your mount! This may result in a few deaths because of fall damage on top of the damage over time.

Players with an epic flying mounts should be able to complete this without any problems. Just keep moving as you bomb the Fel cannonball stacks. If you stop for a brief moment you will be hit with the flames and be knocked off the mount, so watch out!

It's very difficult to complete this with the slow mounts, so I suggest using the technique below.

The easiest way to complete this quest if you have a slow flying mount is to enter the Forge camp on your ground mount. Walk right up to the Fel cannon, get on your flying mount and immediately use the Skyguard Bomb on the cannonball stack. You may choose to dismount from the flying mount and run away from the flames on ground or continue on your flying mount. Personally I suggest dismounting from your mount and running away from the flames on foot.

Take your time and watch your back!
You must destroy 15 Fel Cannonball Stacks to complete this quest.

Return to Sky Sergeant Vanderlip in Skyguard Outpost at (27,52) for quest turn in.

Reward 500 Ogri'la, 500 Sha'tari Skyguard reputation

This opens up the next available daily quest and Wrangle Some Aether Rays.

Bomb Them Again (Daily Quest)

Speak to Sky Sergeant Vanderlip ni Skyguard Outpost at (27,52) to pick up quest.

This is the exact same quest as Bombing Run, but you can complete it once a day to raise reputation with Sha'tari Skyguard and Ogri'la. You also get a few gold for your time too.

Place the Skyguard Bombs on a hotkey or hotbar to make for easy bombing. This is essential for this quest!

Go north or south to one of the Forge Camps. Here you will need to destroy 15 Fel Cannonball Stacks. They glow green and are found in either Forge camps.

This quest is a lot harder than it sounds. This quest can be very difficult for those with a slow flying mount because the Fel cannons will shoot fire balls at you as soon as you get close to them. The Fire balls have a damage over time and they will knock you off your

mount! This may result in a few deaths because of fall damage on top of the damage over time.

Players with an epic flying mounts should be able to complete this without any problems. Just keep moving as you bomb the Fel cannonball stacks. If you stop for a brief moment you will be hit with the flames and be knocked off the mount, so watch out!

It's very difficult to complete this with the slow mounts, so I suggest using the technique below.

The easiest way to complete this quest if you have a slow flying mount is to enter the Forge camp on your ground mount. They won't shoot their fire balls if you are on a ground mount. Walk right up to the Fel cannon, get on your flying mount and immediately use the Skyguard Bomb on the cannonball stack. You may choose to dismount from the flying mount and run away from the flames on foot or continue on your flying mount. Personally I suggest dismounting from your mount and running away from the flames on foot.

Take your time and watch your back!

You must destroy 15 Fel Cannonball Stacks to complete this quest.

Return to Sky Sergeant Vanderlip in Skyguard Outpost at (27,52) for quest turn in.

Reward 11G 99S, 15 Apexis Shard, 500 Ogri'la and 500 Sha'tari Skyguard reputation

Wrangle Some Aether Rays! (Prerequisite)

Speak with Skyguard Khatie in the Skyguard Outpost at (27,51) to pick up quest.

For this quest you will need to wrangle 5 Aether Rays. The Aether Rays can be found all over the plateau and are non-aggressive.

Begin killing an Aether Ray. When you get them to about 35-40% health, in your combat log you should see, "The Aether Ray is ready to be wrangled". At this time you stop all DPS and right click on the Wrangling Rope in your inventory. This will cause the Aether Ray to become tethered to you. You can use your flying and ground mounts as usual even with the Rays by your side.

Do this to 4 other Aether Rays. They can despawn after some time, so do not go afk without turning in your Aether Rays. If you must go AFK, you can turn in each Aether Ray to Skyguard Khatie.

Return to Skyguard Khatie in the Skyguard Outpost at (27,51) for quest turn in.

Reward 350 Ogri'la and 350 Sha'tari Skyguard reputation

This opens up the next daily quest!

Wrangle More Aether Rays! (Daily Quest)

Speak to Skyguard Khatie in the Skyguard Outpost at (27,51) to pick up quest.

This is the exact same quest as Wrangle Some Aether Rays!, but you can complete it once a day to raise reputation with Sha'tari Skyguard and Ogri'la. You also get a few gold for your time too.

For this quest you will need to wrangle 5 Aether Rays. The Aether Rays can be found all over the plateau and are non-aggressive.

Begin killing an Aether Ray. When you get them to about 35-40% health, in your combat log you should see, "The Aether Ray is ready to be wrangled". At this time you stop all DPS and right click on the Wrangling Rope in your inventory. This will cause the Aether Ray to become tethered to you. You can use your flying and ground mounts as usual even with the Rays by your side.

Do this to 4 other Aether Rays. They can despawn after some time, so do not go afk without turning in your Aether Rays. If you must go AFK, you can turn in each Aether Ray to Skyguard Khatie.

Return to Skyguard Khatie in the Skyguard Outpost at (27,51) for quest turn in.

Reward 11G 99S, 15 Apexis Shard, 350 Ogri'la and 350 Sha'tari Skyguard reputation.

Once you reach Honored with Ogri'la, these quests become available.

Banish The Demons (Prerequisite)

Speak with Kronk in Ogri'la at (28,57) to pick up quest.

This quest takes you to Forge Camp: Terror to the south or Forge Camp: Wrath to the north.

When you approach the Forge Camp, remember to watch for the Fel Cannons.

For this quest you will need to have a handful of Apexis Shards. Each time you use the Banishing Crystal provided to you by Kronk, it requires an Apexis Shard. Depending upon how quickly you can kill demons determines exactly how many Shards you will need. Some players may need 3 Apexis Shards while others may need to use 7 Apexis Shards.

Right clicking on the Banishing Crystal will open up a portal. Simply kill any type of demon near the portal in order to banish them out of this world.

The portal only lasts a few minutes, so you need to open another by using the Banishing Crystal.

Continue to do this until you have banished 15 demons.

Return to Kronk in Ogri'la at (28,57) for quest turn in.

Reward Darkrune, 350 Ogri'la and 350 Sha'tari Skyguard reputation

This opens up the final daily quest!

Banish More Demons (Daily Quest)

Speak to Kronk in Ogri'la at (28,57) to pick up quest.

This is the exact same quest as Banish The Demons, but you can complete it once a day to raise reputation with Sha'tari Skyguard and Ogri'la. You also get a few gold for your time too.

This quest takes you to Forge Camp: Terror to the south or Forge Camp: Wrath to the north.

When you approach the Forge Camp, remember to watch for the Fel Cannons.

For this quest you will need to have a handful of Apexis Shards. Each time you use the Banishing Crystal provided to you by Kronk, it requires an Apexis Shard. Depending upon how quickly you can kill demons determines exactly how many Shards you will need. Some players may need 3 Apexis Shards while others may need to use 7 Apexis Shards.

Right clicking on the Banishing Crystal will open up a portal. Simply kill any type of demon near the portal in order to banish them.

The portal only lasts a few minutes, so you need to open another by using the Banishing Crystal again.

Continue to do this until you have banished 15 demons.

Return to Kronk in Ogri'la at (28,57) for quest turn in.

Reward 11G 99S, Kronk's Grab Bag, 15 Apexis Shard and 350 Ogri'la reputation

This concludes the Ogri'la and Sha'tari Skyguard Daily quests. You will be able to complete a total of 6 daily quests that will reward you with 69G a day or 483G a week! These are a great supplement to your other gold creating ideas you may already be doing.

Netherwing in Shadowmoon Valley-Netherdrake Daily Quests

The Netherwing daily quests require you to have an epic flying mount, which is a riding skill of 300. The Netherwing daily quests are specifically designed for those looking to obtain their Netherdrake mount, but they can be used to make gold after you've gotten your epic flying mount.

The prerequisites for these daily quests are quite long and quests do not become available until you've reached a certain reputation with the Netherwing faction (e.g., Friendly, Honored, and Revered).

First you must go from Hated to Neutral with the Netherwing faction. There is a 9 part quest chain that must be completed first. Here is an outline of each quest to become Neutral.

Kindness (Prerequisite)

Speak with Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest.

He moves around a little, so his exact coordinates may be slightly different.

The Rocknail flayer are found around the large crystals in Netherwing Fields. Watch out for Ruul the Darkener who is a level 71 elite mob. He rides through the middle of the field on a large Netherdrake mount.

You must kill the Rocknail Flayers for Rocknail Flayer Carcass. If you kill the smaller Rocknail Rippers you will obtain Rocknail Giblets. In order to create 1 Rocknail Flayer Carcass you must combine 5 Rocknail Giblets together. Obviously it's quicker to kill the larger Rocknail Flayer rather than the smaller ones.

Gather 8 Rocknail Flayer Carcass.

Before placing the carcass on the ground, make sure if you have a pet that it isn't on aggressive mode. There are also reports that Lightning Shield and certain totems may accidentally hit the Netherdrake dragon too. Remove all defensive buffs and do not use any totems.

Place one Rocknail Flayer Carcass on the ground by right clicking on it.

A Mature Netherwing Drake will come down and feed on the carcass.

Once you get credit for feeding the Netherwing Drake, move a few yards and place another carcass on the ground.

Sometimes if you place a carcass right after another in the same place, the quest bugs and feeds the same Drake. Therefore you won't receive credit for the feeding even though you in fact fed a Mature Netherwing Drake.

Feed 8 Mature Netherwing Drakes

Return to Morendai at Netherwing Fields in Shadowmoon Valley at (59,58) for quest turn in.

Leads to Seek out Neltharaku

Seek out Neltharaku (Prerequisite)

Speak to Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest.

Here you will need to use your flying mount to speak to Neltharaku who soars in the skies. She can move around a good ways and can be found just north of Morendai and as far south as Dragonmaw Fortress. Just look for the yellow "?" on your minimap.

Leads to Neltharaku's Tale

Neltharaku's Tale (Prerequisite)

Speak with Neltharaku and listen to his tale to complete the quest.

Leads to Infiltrating Dragonmaw Fortress

Infiltrating Dragonmaw Fortress (Prerequisite)

Speak with Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.

Go south to Dragonmaw Fortress at (,). If you enter through the front gate, you must watch for Ruul the Darkener. He patrols through Dragonmaw Fortress and can easily catch you off guard if you aren't watching out for him.

Kill 15 Dragonmaw Orcs of any variety.

Return to Neltharaku in the skies above Netherwing Fields for quest turn in.

Leads to To Netherwing Ledge!

To Netherwing Ledge! (Prerequisite)

Speak to Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.

You will need your flying mount for this quest.

Fly south to Netherwing Ledge. On Netherwing Ledge you will find the Nethervine Crystals needed for this quest. You will find them near the large crystals and are usually surrounded by 2 to 3 Dragonmaw Peons.

Watch for a few elites patrolling Netherwing Ledge!

Fly around the ledge and collect 12 Nethervine Crystals to complete the quest.

Return to Neltharaku soaring above Netherwing Fields for quest turn in.

Leads to The Force of Neltharaku

The Force of Neltharaku (Prerequisite)

Speak to Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.

Go south to Dragonmaw Fortress. Here you will need to free 5 Enslaved Netherwing Drake.

In order to do so, you will need to locate them. They are deep inside the Fortress always beside a Dragonmaw Subjugator. Use the Enchanted Netherwing Crystal from a distance on the Enslaved Netherwing Drake. Allow the Enslaved Netherwing Drake to become green before engaging in combat. If you enter combat, it will not work properly and the Netherwing Drake will attack you.

Once the Enslaved Netherwing Drake becomes friendly it will aggro a nearby Dragonmaw Subjugator. You must kill the Subjugator in order to free the Netherwing Drake.

Free 5 Enslaved Netherwing Drake.

Return to Neltharaku soaring above Netherwing Fields for quest turn in.

Leads to Karynaku

Karynaku (Prerequisite)

Speak to Neltharaku soaring above Netherwing Fields in Shadowmoon Valley to pick up quest.

This quest begins the boss event for the next part of the chain. Therefore you may wish to wait to turn this in until you have a group to kill Zuluhed.

Go south to Dragonmaw Fortress on your flying mount. This quest you may
Speak with Karynaku on the ledge of the fortress at (70,61).

Unless you have a 5 person group to kill Zuluhed the Whacked, immediately mount on the flying mount and leave.

Leads to Zuluhed the Whacked

Zuluhed the Whacked (Prerequisite)

Before picking up this quest, clear out all of the rooms in the Dragonmaw Fortress at (67,60) as well as the Enslaved Drakes on the top and bottom floors.

There should be 6 mobs that must be cleared to make this the easiest possible.

This quest requires a 5 person group in order to kill Zuluhed the Whacked.

Speak to Karynaku on the ledge at Dragonmaw Fortress at (70,61).

Each person in your party needs to be on this quest or they will not be able to loot the key to free Karynaku. Therefore they will be unable to complete the quest.

Zuluhed will spawn as soon as you pick up Zuluhed the Whacked. You will also start getting hit with arrows from Archers above you. Your main tank should know that it is immune to all taunts! Meaning your group should allow the tank adequate time to gain aggro. Tell your DPS to hold all DPS until the main tank feels he has enough threat. If your main tank loses aggro you will likely wipe because he will be unable to regain aggro of Zuluhed.

The main tank needs to move Zuluhed into the room on the left, so you can avoid being shot by the archers. DPS him down as fast as possible.

After about 30 seconds, Zuluhed the Whacked will begin to cast a spell to spawn a level 68 elite demon. Unfortunately the cast time on it is very fast and can probably not be interrupted. However if there is a mage or rogue ready to interrupt or silence it can be done. Just make sure they are waiting for it to occur.

If you are unable to silence Zuluhed, as soon as he starts to cast it, run into the other room that should have been cleared earlier. The demon won't follow the group into the next room allowing you to focus on Zuluhed.

Continue DPSing until Zuluhed the Whacked is killed and loot Zuluhed's Key.

Everyone in the group should walk over to Karynaku and free her from the chains with the key.

Leads to Ally of the Netherwing

Ally of the Netherwing (Prerequisite)

Speak with Karynaku on the ledge at Dragonmaw Fortress at (70,61).

Karynaku will fly you over to Mordenai located on the ground in the Netherwing Fields.

Speak with Mordenai in the Netherwing Fields for quest turn in.

You will now be Neutral with Netherwing!

This concludes the reputation prerequisites from hated to neutral with the Netherwing!

Even after you reach Neutral there are more prerequisites before being able to start on the daily quests.

Blood Oath of the Netherwing (Prerequisite)

Requires 300 Riding Skill

Speak with Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest.

He moves around a little, so his exact coordinates may be slightly different.

Speak with Mordenai again for quest turn in.

Leads to In Service of Illidari

In Service of the Illidari (Prerequisite)

Speak with Mordenai at Netherwing Fields in Shadowmoon Valley at (59,58) to pick up quest.

He moves around a little, so his exact coordinates may be slightly different.

This quest requires you to travel to Netherwing Ledge and deliver the Illidari Service Papers to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85).

As you approach Netherwing Ledge, you will be transformed into a Dragonmaw Fel Orc as a disguise.

Leads to Enter the Taskmaster

Enter the Taskmaster (Prerequisite)

Speak to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85) to pick up quest.

This quest directs you to speak with Taskmaster Varkule Dragonbreath in the Dragonmaw Base camp at (66,87).

Completing this quest will open up a few of the neutral daily quests.

Only 1 Gathering skill daily quest can be completed a day. Therefore if you have two gathering skills you are unable to do the skinning and/or mining and herbalist quests. You are able to gather the materials though to sell on the Auction house if desired.

Nethercite Ore (Daily Quest) Miners only

Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base camp at (66,87) to pick up quest.

This quest requires you to gather 40 Nethercite Ore from Nethercite Deposits on Netherwing Ledge. In order to pick up the quest, you must have a mining skill of at least 350. Also, you must have a mining skill of 350 to mine from a Nethercite Deposit.

For gold making purposes, it may be more profitable to sell the Nethercite Ore on the auction house, rather than turning it in for the daily quest. Check your individual server's auction house for prices!

Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in.

Reward 4G 40S and 250 Netherwing reputation.

Netherdust Pollen (Daily Quest) Herbalists only

Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base camp at (66,87) to pick up quest.

This quest requires you to gather 40 Netherdust Pollen from Netherdust Bushes on Netherwing Ledge. In order to pick up the quest, you must have a herbalism skill of at least 350. Also, you must have a herbalism skill of 350 to gather from the Netherdust Bushes.

For gold making purposes, it may be more profitable to sell the Netherdust Pollen on the auction house, rather than turning it in for the daily quest. Check your individual server's auction house for prices!

Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in.

Reward 4G 40S and 250 Netherwing reputation.

Nethermine Flayer Hide (Daily Quest) Skinners only

Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest requires you to gather 35 Nethermine Flayer Hide from any variety of Nethermine Flayers on Netherwing Ledge.

For gold making purposes, it may be more profitable to sell the Nethermine Flayer Hide on the auction house, rather than turning it in for the daily quest. Check your individual server's auction house for prices!

Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in.

Reward 4G 40S and 250 Netherwing reputation.

Netherwing Crystals (Daily Quest) No gathering skill

Speak to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest can be completed by every player and is meant specifically for those without a gathering skill.

This quest requires you to gather 40 Netherwing Crystals from any mob on Netherwing Ledge. The Netherwing Crystals are bind on pickup, so they cannot be traded or sold on the auction house.

Return to Taskmaster Varkule Dragonbreath in the Dragonmaw Base Camp at (66,87) for quest turn in.

Reward 4G 40S and 250 Netherwing reputation.

Your Friend On The Inside (Prerequisite)

Speak with Yarzill the Merc in the Dragonmaw Base Camp at (65,86) to pick up quest.

Speak to Yarzill again for quest turn in.

Completing this will open up a few more daily quests available at neutral.

A Slow Death (Daily Quest)

Speak to Yarzill the Merc in the Dragonmaw Base camp at (65,86) to pick up quest.

First you must gather at least 12 Fel Gland from the wildlife in mainland Shadowmoon Valley. None of the mobs on Netherwing Ledge will drop the Fel Glands.

The best mob to farm for the Fel Glands are the Greater Felfire Diemetradon located along the green lava just east of the Hand of Gul'dan. Players who are skinners will also be able to skin the Diemetradon for Knothide Leather too.

It's best to farm up as many Fel Glands as possible because it's likely at least a couple of them will bug on you as you place the mutton to poison the peons.

For this reason gather at least 12 Fel Glands. It's best to have 15 just in case.

Head back to Netherwing Ledge and look for groups of Dragonmaw Peons. They cannot be Disobedient and must be actively mining on the crystals.

Right click on Yarzill's Mutton to place it on the ground with the Fel Gland poison. You will only gain credit for killing one Peon even if 3 come out to the mutton.

For some reason or another, this quest can bug out quite often and not reward you with any peon kills.

Continue to do this until you have killed 15 Peons. If you run out of Fel Glands, you will need to head back to the mainland to gather more.

Return to Yarzill the Merc in the Dragonmaw Base Camp at (65,86) for quest turn in.

Reward 11G 99S and 250 Netherwing reputation.

The Not-So-Friendly Skies... (Daily Quest)

Speak to Yarzill the Merc in the Dragonmaw Base Camp at (65,86) to pick up quest.

This quest should be done with 1 other person to make it easier and worth your time.

Get on your flying mount and head north to the floating rock chunks at (74,75) and (76,72). The Dragonmaw Transporters make flights from mainland Shadowmoon Valley to Netherwing Ledge carrying Netherwing Relics. Here you can intercept them and kill them on the small ledges.

Use any type of ranged attack to pull the Dragonmaw Transporters off their mounts. They will land and the Netherdrake will not attack. It's best to have a friend here to help because the Transporters hit very hard on cloth (i.e., up to 2,000 damage). They also have a nasty poison, which will force you to sit and drink after each fight.

Luckily the drop rate on the Netherwing Relics is very high, but it isn't a guarantee they will drop with each kill.

Gather 10 Netherwing Relics from Dragonmaw Transporters.

Return to Yarzill the Merc in the Dragonmaw Base Camp at (65,86) to pick up quest.

Reward 11G 99S and 250 Netherwing reputation.

This concludes the daily quests available to players at Neutral reputation with the Netherwing faction.

These next quests are the prerequisites and daily quests available to players with Friendly reputation with the Netherwing faction.

Rise, Overseer! (Prerequisite) Friendly Reputation Required

Speak with Overlord Mor'ghor at the Dragonmaw Base camp at (66,85) to pick up quest.

This quest directs you to speak with Taskmaster Varkule Dragonbreath at the Dragonmaw Base Camp at (66,87).

Leads to The Netherwing Mines

The Netherwing Mines (Prerequisite)

Speak with Taskmaster Varkule Dragonbreath at the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest directs you to seek out the Mistress of the Mines on the western side of Netherwing Ledge at (62,87).

Completing this quest opens up another daily quest.

Picking up the Pieces (Daily Quest)

Speak with the Mistress of the Mines on the western side of Netherwing Ledge at (62,87) to pick up quest.

This quest requires you to gather 15 Nethermine Cargo from the Nethermine Cargo Crates inside the mine.

The mine is quite full of mobs, so it may be easier to do this with one other person.

You may complete this quest alongside Dragons are the Least of Our Problems.

Return to the Mistress of the Mines at the entrance of the mines at (62,87) for quest turn in.

Reward 18G 28S and 350 Netherwing reputation.

Dragons are the Least of Our Problems (Daily Quest)

Speak to the Dragonmaw Foreman inside the Netherwing Mines on Netherwing Ledge at (64,87) to pick up quest.

This quest can be completed alongside Picking up the Pieces and Nethermine Flayer Hide.

You must kill 15 Nethermine Flayer and 5 Nethermine Ravager to complete this quest.

It's best to have at least one other person to help out to make this quest much easier. The Nethermine Flayer and Ravager are located deep in the mine. The Ravagers are very difficult to find, so keep an eye out for them inside the mine.

Return to the Dragonmaw Foreman inside the Netherwing Mines at (64,87) for quest turn in.

Reward 11G 99S and 350 Netherwing reputation.

Overseeing and You: Making the Right Choices (Prerequisite)

Speak to Chief Overseer Mudlump at the Dragonmaw Base Camp at (67,86) to pick up quest.

For this quest you will need to get 10 Knothide Leather. Those of you who are not skinners, you will need to purchase it off the auction house (or beg a skinning friend to give you some).

Also needed for this quest is the Hardened Hide of Tyrantus. Fly to Eco-Dome Farfield in Netherstorm. This will be quite a journey from Netherwing Ledge.

Tyrantus is a large devilsaur in Eco-Dome Farfield at (46,11). He is a very easy fight and can be done solo.

Be sure to loot his Hardened Hide for the quest.

Return to Chief Overseer Mudlump at the Dragonmaw Base Camp at (67,86) for quest turn in.

Completing this quest will open the last daily quest at Friendly reputation.

The Booterang: A Cure For The Common Worthless Peon (Daily Quest)

Speak to Chief Overseer Mudlump at the Dragonmaw Base Camp on Netherwing Ledge at (67,86) to pick up quest.

On your flying mount, use the Booterang on any Disobedient Dragonmaw Peons.

Use the Booterang on 20 Disobedient Dragonmaw Peons to complete the quest.

Return to Chief Overseer Mudlump at the Dragonmaw Base Camp at (67,86) for quest turn in.

Reward 11G 99S and 350 Netherwing reputation.

This concludes the daily quests available at Friendly Netherwing reputation.

These next quests are the prerequisites and daily quests available to players with Honored reputation with the Netherwing faction.

Stand Tall, Captain! (Prerequisite) Honored Reputation Required

Speak to Taskmaster Varkule Dragonbreath at Dragonmaw Base Camp at (66,87) to pick up quest.

This quest directs you to speak to Overlord Mor'ghor at the Dragonmaw Base camp at (66,85) for quest turn in.

Completing this opens up another daily quest.

Disrupting the Twilight Portal (Daily Quest)

Speak to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85) to pick up quest.

This quest requires you to go the the Twilight Ridge in Nagrand in order to kill 20 Deathshadow Agents.

Twilight Ridge is located on the western side of Nagrand and is only accessible with a flying mount.

There is an elite Deathshadow Overlord that patrols around the camp, however if you are careful he can be completely avoided.

Kill 20 of any type of Deathshadow mob in the Twilight Portal. You may have to take more than 1 at a time some camps.

Return to Overlord Mor'ghor at the Dragonmaw Base Camp at (66,85) for quest turn in.

Reward 11G 99S and 500 Netherwing reputation.

This concludes the daily quests available at Honored Netherwing reputation.

These next quests are the prerequisites and daily quests available to players with Revered reputation with the Netherwing faction.

Hail, Commander! (Prerequisite) Revered Reputation Required

Speak to Taskmaster Varkule Dragonbreath at the Dragonmaw Base Camp at (66,87) to pick up quest.

This quest directs you to speak to Overlord Mor'ghor at the Dragonmaw Base camp at (66,85) for quest turn in.

Leads to Kill Them All!

This next quest is different according to which Shattrath reputation you chose (e.g., Aldor or Scryer). Please see the appropriate quest below.

Kill them All!-Scryer (Prerequisite)

Speak to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85) to pick up quest.

This quest directs you to speak with Arcanist Thelis in the Sanctum of the Stars at (56,59) to deliver the flare gun.

Leads to Commander Hob

Commander Hob (Prerequisite)

Speak to Arcanist Thelis at the Sanctum of the Starts at (56,59) to pick up quest.

This quest directs you to speak with Commander Hob at the Sanctum of the Stars at (56,58) for quest turn in.

Completing this quest opens the final daily quest for the Netherwing faction.

The Deadliest Trap Ever Laid-Scryer (Daily Quest)

Speak to Commander Hob at Sanctum of the Stars at (56,58) to pick up quest.

This quest can be done solo for certain classes. However I recommend having at least a healing class available.

Signaling the flare will begin an event that spawns waves of Dragonmaw Skybreakers. You must help Commander Hob defend the Sanctum of the Stars from the waves of Dragonmaw that spawn.

In order to complete this quest, Commander Hob must be alive at the end. Luckily the graveyard is rather close and you may run back to the Sanctum of the Stars to help finish off the Dragonmaw.

Commander Hobb will give you Scryer Medals to deliver back to Overlord Mor'ghor.

Return to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85).

Reward 7G 49S and 500 Netherwing reputation.

This completes the Netherwing Daily Quests.

Kill them All!-Aldor (Prerequisite)

Speak to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85) to pick up quest.

This quest directs you to speak with Anchorite Ceyla at Altar of Sha'tar at (62,28) to deliver the Flare gun.

Leads to Commander Arcus

Commander Arcus (Prerequisite)

Speak to Anchorite Celya at the Altar of Sha'tar at (62,28) to pick up quest.

This quest directs you to speak with Commander Arcus at the Altar of Sha'tar at (62,29) for quest turn in.

Completing this quest opens the final daily quest for the Netherwing faction.

The Deadliest Trap Ever Laid-Aldor (Daily Quest)

Speak to Commander Arcus at the Altar of Sha'tar at (62,29) to pick up quest.

This quest can be done solo for certain classes. However I recommend having at least a healing class available.

Signaling the flare will begin an event that spawns waves of Dragonmaw Skybreakers. You must help Commander Arcus defend the Altar of Sha'tar from the waves of Dragonmaw that will spawn.

In order to complete this quest, Commander Arcus must be alive at the end. Luckily the graveyard is rather close and you may run back to the Altar of Sha'tar to help finish off the Dragonmaw.

Commander Arcus will give you Aldor Medals to deliver back to Overlord Mor'ghor.

Return to Overlord Mor'ghor at the Dragonmaw Base Camp on Netherwing Ledge at (66,85).

Reward 7G 49S and 500 Netherwing reputation.

This completes the Netherwing Daily Quests.

If you become exalted with the Netherwing faction, you can buy a Netherdrake mount. It also brings your total number of daily quests to 16 if you have a gathering skill. As you can see, there is great gold making potential in the daily quests. There are lots of prerequisites for them to become available. However, these daily

quests give you a reliable gold total each day in the meanwhile allowing you to do other gold creating methods in your spare time.

Cooking Daily Quests

There is a rotation of 4 new Daily quests for those of you with a cooking skill of at least 275. The daily quest available each day is randomly selected, so it is possible to see the same one two days in a row.

These daily quests give 7G 59S for completing them, but can only be done once a day. You also have the option of picking a Barrel of Fish or Crate of Meat. Inside the Barrel of Fish or Crate of Meat, you will get random types of fish or meat. In one I got 8 Furious Crawdad! There is also a chance to get one of the new cooking recipes, which includes recipes for Stormchops, Skullfish Soup, Broiled Bloodfin, Kibler Bits, Delicious Chocolate Cake, and Spicy Hot Talbuk.

Below is a short description of the cooking quests.

Manalicious! Is the easiest daily quest in the rotation. You must travel to one of the Eco-domes (excluding Stormspire) in Netherstorm and pick up Mana Berry from the Mana Berry Bushes growing on the ground. Collect 15 Mana Berry.

Soup for the Soul is another easy quest. You must gather 4 Clefthoof meat in Nagrand. Then go to the Ancestral Grounds at (26,59) and cook up 4 Roasted Clefthoof. Once this is done

you combine the ingredients in the Cooking Pot provided to you by The Rokk and you will have the tasty Spiritual Soup.

On some servers you may find it profitable to sell the Roasted Cleft hoof (or cleft hoof meat) on the Auction House in stacks of 4 for other cooks to purchase for the daily quest.

Revenge is Tasty is much harder than the others. You must kill the Monstrous Kaliri in the Skettis for a Giant Kaliri Wing. This means you must be level 70 and have a flying mount to complete it. The Monstrous Kaliri will dismount you from your flying mount, so watch out. You also need to gather 3 Warp Flesh from the Blackwind Warp Chasers. Cook up 3 Warp Burgers and then combine the ingredients in the Cooking Pot to create the Kaliri Stew.

On some servers you may find it profitable to sell the Warp Burgers (or Warp Flesh) on the Auction House in stacks of 3 for other cooks to purchase for the daily quest.

Super Hot Stew is the most complicated quest. Make sure you can create a fire to cook the food while you are in the field because you won't have access to a flame.

Horde and Alliance need to check their cooking tabs to see if they can create Mok'Nathal Shortribs and Crunchy Serpents.

Alliance can buy these recipes from Sassa Weldwell at Toshley's Station in Blade's Edge Mountain.

Horde will need to complete the quest [Mok'Nathal Treats](#) at Mok'Nathal in order to get these recipes. For Horde who have already completed the quest and threw away the recipes, you can check Xerintha Ravenoak at Evergrove. The recipes are on a limited supply though.

Once you can make the food, you will need to gather 2 Serpent Flesh from any Scalewing Serpent and 3 Raptor Ribs from any Daggerjaw Lashtail. Both of these mobs can be found close to one another in Razor Ridge.

Now fly to Forge Camp: Terror and kill an Abyssal Flamebringer. Create a small fire and cook up the Mok'Nathal Shortribs and Crunchy Serpent. Then right click on the cooking pot to create the Stew over the Abyssal Flamebringer's body.

On some servers you may find it profitable to sell the Mok'Nathal Shortribs on the Auction House in stacks of 3 and the Crunchy Serpent in stacks of 2 for other cooks to purchase for the daily quest.

Battleground Daily Quests

Blizzard has added new daily quests for those enthusiastic about PVP. There is a total of 4 daily quests that have you venture into one of the Battlegrounds.

The quests are:

Call to Arms: Arathi Basin
Call to Arms: Alterac Valley
Call to Arms: Warsong Gulch
Call to Arms: Eye of the Storm

The quests require you to win the Battleground and will reward you with 11G 99S and a small amount of honor. It is a nice way to gain some extra gold while slaughtering your enemies!

Normal and Heroic Dungeon Daily Quests

There are two sets of dungeon daily quests available each day. One will be for the instances on normal difficulty and the other is for instances on Heroic difficulty.

The daily quests for the regular difficulty instances will reward you with 16g 39S, Ethereum Prison Key and 250 Consortium reputation. These quests require you to kill a specific type of mob in one of the many Burning Crusade instances. If you love to run instances with friends and guild members, remember to pick up the daily for that day to get some extra gold for your run.

This is a list of the normal dungeon daily quests:

Wanted: Shattered Hand Centurions
Wanted: Rift Lords
Wanted: Arcatraz Sentinels
Wanted: Malicious Instructors
Wanted: Coilfang Myrmidons

Wanted: Sunseeker Channelers

Wanted: Tempest-Forge Destroyers

The Daily quests for the Heroic difficulty instances will reward you with 24G 60S, 2 Badge of Justice and 350 Consortium reputation. These quests are similar to the regular difficulty quests, but the instances must be set on Heroic difficulty in order to complete them.

This is a list of the heroic dungeon daily quests:

Wanted: A Black Stalker Egg

Wanted: The Epoch Hunter's Head

Wanted: Nazan's Riding Crop

Wanted: Keli'dan's Feathered Stave

Wanted: The Scroll of Skyriss

Wanted: Bladefist's Seal

Wanted: The Warlord's Treatise

Wanted: The Headfeathers of Ikiss

Wanted: Shaffar's Wondrous Pendant

Wanted: The Exarch's Soul Gem

Wanted: Murmur's Whisper

Wanted: Aeonus' Hourglass

Wanted: A Warp Splinter Clipping

Wanted: Panthaleon's Projector

Shattered Sun Offensive Daily Quests

There are many new daily quests available to help your server build the town of Sun's Reach on the Isle of Quel'danas. Rebuilding the town will uncover many new features including a new Badge of

Justice vendor, Jewelcrafting vendor, a new portal in Shattrath City to the Isle and 19 more daily quests! These daily quests are in place to raise your reputation with the Shattered Sun Offensive and to create gold. Therefore, everyone will be interested in helping to build this town!

These quests can be done once daily and will give you a very nice amount of gold each and every day. Daily quests are becoming the new way to create gold, so you need to jump on the bandwagon with these. Once all 19 daily quests are opened up, you will be able to create 205 gold from the daily quests each day. This is no small sum of gold.

Not all of the quests begin on the Isle of Quel'danas. There are others in Shattrath City and on the Throne of Kil'jaeden in Hellfire Peninsula. The quests are divided up according to each area in which you pick them up as well as the order they open up. Not all of these daily quests will be available the first day patch 2.4 goes live.

I suggest picking up all the quests in each quest hub because many of them take you to the same areas.

Shattrath City

- Sunfury Attack Plans
- Gaining the Advantage (Gathering Skill Only)
- Intercepting the Mana Cells
- The Multiphase Survey

Sunfury Attack Plans

Speak to Lord Torvos in Shattrath at (63,35) to pick up this quest.

This quest requires you to go to Netherstorm. Go to Manaforge Duro, Manaforge B'Naar, Manaforge Coruu, or Manaforge Ara and kill the Sunfury Blood Elves until one drops the Sunfury Attack Plans.

The drop rate can be fairly low on this and may take 20-30 kills for them to drop.

Return to Lord Torvos in Shattrath at (63,35) for quest turn in.

Reward is 10G 10S and a [Shattered Sun Supplies](#) and 250 Shattered Sun Offensive Reputation.

These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored. Rarely you may receive a [Badge of Justice](#).

Gaining the Advantage-(Gathering Skill Only)

Speak to Emissary Mordin in Shattrath at (63,35) to pick up this quest.

This quest can be completed along side Sunfury Attack Plans in Netherstorm.

Any ore, herb or beast that is unique to the Outlands may drop the Nether Residue.

This means any herb or mining vein will work because everything here is strictly unique to Outland.

Skimmers should skin the Phase Hunters, Warp Chasers and Swiftwing Shredder in the Vortex Fields at (61,59) or the Ripfang Lynx in Eco-Dome Midrealm.

Gather 8 Nether Residue.

Depending upon your gathering skill this may take 30 minutes to complete. The drop rate is fairly low.

Return to Emissary Mordin in Shattrath at (63,35) for quest turn in.

Reward is 16G 39S and 2 [Major Rejuvenation Potion](#) and 250 Shattered Sun Offensive Reputation.

Intercepting the Mana Cells

Speak to Exarch Nasuun in Shattrath at (49,43) to pick up this quest.

This quest can be completed on your way to Netherstorm for the two quests above.

This quest requires you to have a flying mount to gain access to Bash'ir's Landing in Blade's Edge Mountains at (55,15).

Kill the Ethereals for a Phase Device. This device gives you unlimited invisibility, so you may see the Smuggled Mana Cells.

Right click on the device to activate it.

All the Ethereals will disappear as you fade into the invisible world. The only mobs that can attack you in this form are Phase Wyrms.

Gather 10 Smuggled Mana Cell that lay on the ground from around the camp.

Return to Exarch Nasuun in Shattrath at (49,43) for quest turn in.

Reward is 10G 10S, a [Shattered Sun Supplies](#) and 250 Shattered Sun Offensive Reputation. These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored. Rarely you may receive a [Badge of Justice](#).

The Multiphase Survey

Speak to Harbringer Haronem in Shattrath at (62,52) to pick up this quest. He moves around slightly.

This quest requires you to go to the Spirit Fields in Nagrand. Equip the Multiphase Spectrographic Goggles from your inventory.

You will see glowing red spheres floating around the Spirit Fields. Stand next to 1 and right click on the goggles from your character screen to take a Multiphase Reading.

Take 6 Multiphase Readings to complete the quest.

Return to Harbringer Haronem in Shattrath at (62,52) for quest turn in.

Reward is 10G 10S, a [Shattered Sun Supplies](#) and 250 Shattered Sun Offensive Reputation. These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored. Rarely you may receive a [Badge of Justice](#).

Isle of Quel'Danas (Sunwell Isle)

Remember the quests on this isle are opened up slowly. Not all of these quests may be available on your realm. Once an area is taken over the quest names are changed to continue the storyline. See the notes in each section for the alternate quest names.

The Isle of Quel'danas is found on the Eastern Kingdoms.

Shattered Sun Staging Area

- Erratic Behavior
- The Sanctum Wards
- The Missing Magistrix (1 time prerequisite)

Erratic Behavior

Speak to Vindicator Xayann in the Shattered Sun Staging Area at (47,31) to pick up this quest.

This quest can be completed alongside of The Sanctum Wards. Go west from the Shattered Sun Staging Area to the grassy coastal area around (44,26).

Kill 5 Erratic Sentry and use the Attuned Crystal Core on their corpse. These mobs are immune to all types of threat generating moves.

The Attuned Crystal Core will convert them as servants to the Shattered Sun.

Return to Vindicator Xayann in the Shattered Sun Staging Area at (47,31) for quest turn in.

Reward is 9G 10 S and 150 Shattered Sun Offensive Reputation.

Note: Once Sun's Reach Sanctum is recovered by the Shattered Sun Offensive, this quest changes to Further Conversions.

The Sanctum Wards

Speak to Captain Theris Dawnhearth in the Shattered Sun Staging Area at (47,31) to pick up this quest.

This quest can be completed alongside Erratic Behavior. Go west from the Shattered Sun Staging Area to the grassy coastal area around (44,26).

Kill the Wretched Devourer and Wretched Fiend for Mana Remnants.

You must gather 4 Mana Remnants.

Then go south to a Crystal Ward at (46,35).

Right click on the Mana Remnants as you stand next to the Crystal Ward. This will re-energize it.

Return to Captain Theris Dawnhearth in the Shattered Sun Staging Area at (47,31) for quest turn in.

Reward 9G 10S and 150 Shattered Sun Offensive Reputation.

Note: Once Sun's Reach Sanctum is recovered by the Shattered Sun Offensive, this quest changes to Arm the Wards!

The Missing Magistrix (Prerequisite for Hellfire Daily Quests)

This is a one-time quest to introduce players to the Hellfire Daily Quests.

Speak to Captain Theris Dawnhearth in the Shattered Sun Staging Area at (47,31) to pick up this quest.

WARNING: This quest will teleport you off of the Isle of Quel'Danas to the Throne of Kil'Jaeden in Hellfire Peninsula. There is no teleporter to bring you back to the Isle and if your 70 has no flying mount, you will be stuck here forced to use your hearthstone. Do not complete this quest until you have finished all other quests at Sun's Reach for the day.

Use the Captured Legion Scroll at the Demonic Portal at Dawning Square at (48,44).

This will teleport you to the Throne of Kil'Jaeden.

Speak to Magistrix Seyla at the Throne of Kil'Jaeden at (58,18) for quest turn in.

Reward 75 Shattered Sun Offensive Reputation.

See the section below for the daily quests available at Throne of Kil'Jaeden in Hellfire Peninsula

Sun's Reach Sanctum

- The Battle for the Sun's Reach Armory
- Distraction at the Dead Scar
- Know Your Ley Lines
- A Charitable Donation

The Battle for the Sun's Reach Armory

Speak to Harbringer Inuuro in Sun's Reach Sanctum at (48,35) to pick up this quest.

Go south to the Dawning Square at (49,42).

Kill 6 demons that spawn here. Any variety works.

You also need to impale the Emissary of Hate with the Shattered Sun Banner from your inventory.

This can be done on any Emissary of Hate, including those killed by others and/or already impaled, making this extremely easy. There is no need to camp his respawn.

Return to Harbringer Inuuro in Sun's reach Sanctum at (48,35) for quest turn in.

Reward 10G 10S and 250 Shattered Sun Offensive Reputation.

Note: Once Sun's Reach Armory is recovered by the Shattered Sun Offensive, this quest changes to The Battle Must Go On.

Distraction at the Dead Scar

Speak to Battlemage Arynna in Sun's Reach Sanctum at (48,35) to pick up this quest.

Now speak to Ayren Cloudbreaker at (48,26) to rent a Dragonhawk mount.

Click on the Airstrike Option

Place the Arcane Charges on a hotbar for easy bombing.

This bombing run is a lot harder than the others we have seen in this game so far. It will probably take a few times to understand exactly where the mobs spawn. Some of them are located on ledges and balconies in the Dead Scar, while others are just on the ground.

Currently, this quest only gives kill credit to one bomber regardless of who has the flag or who has done the most damage. This is rather frustrating especially on the Pit Overlords and Eredar Sorcerer, which take up to 3 bombs to kill.

Kill
12 Wrath Enforcers
3 Eredar Sorcerers
2 Pit Overlords

It may take 2-4 runs to complete this.

Return to Battlemage Arynna in Sun's Reach Sanctum at (48,35) for quest turn in.

Reward 9G 10S and 150 Shattered Sun Offensive Reputation.

Note: Once Sun's Reach Armory is recovered by the Shattered Sun Offensive, this quest changes to The Air Strikes Must Continue.

Know Your Ley Lines

This quest is available once the portal from Shattrath City to Quel'Dana has been opened.

Speak to Astromancer Darnarian in Sun's Reach Sanctum at (47,35) to pick up quest.

For this quest you will need to take readings from several objects on the isle.

The first one is the Demonic portal located at the Dawning Square at (48,44).

Simply right click on Astromancer's Crystal from your inventory. There is a casting time on this item.

The second one is the Bloodcrystal located in Dawnstar Village at (42,36). There are quite a few mobs surrounding the Bloodcrystal. Be sure to clear out an area before trying to use Astromancer's Crystal.

Simply right click on Astromancer's Crystal from your inventory.

The third one is the Naga shrine located on Greengill Coast at (61,62).

Simply right click on Astromancer's Crystal from your inventory.

Return to Astromancer Darnarian in Sun's Reach Sanctum at (47,35) for quest turn in.

Reward 11G 99S, [Darnarian's Scroll of Teleportation](#) and 250 Shattered Sun Offensive reputation.

The Darnarian's Scroll of Teleportation is a one time use teleport back to Shattrath City from the Isle of Quel'danas. You can only have 1 on you at a time, so be sure to destroy it or use it each day.

A Charitable Donation

This quest is opened once the Sun's Reach Harbor has been recovered by the Shattered Sun Offensive.

Speak to Anchorite Ayuri outside Sun's Reach Sanctum at (49,37).

Donate 10G to build a monument for the people who died to take Sun's Reach back from the Dawnblade.

Reward 150 Shattered Sun Offensive Reputation.

Note: Once the monument is built, this quest changes to Your Continued Support.

Sun's Reach Armory

- Intercept the Reinforcements
- Making Ready
- Taking the Harbor
- Ata'mal Armaments

Intercept the Reinforcements

Speak to Vindicator Kaalan in Sun's Reach Armory at (51,39) to pick up this quest.

Now speak to Ayren Cloudbreaker at (48,25) to rent a Dragonhawk mount.

Click on intercepting the Dawnblade

Place the Flaming Oil on a hotbar to make for easier fire starting.

Set fire three boats:

- Sin'loren
- Bloodoath
- Dawnchaser

The Dragonhawk will then land on the Sin'loren.

Kill 6 Dawnblade Reservist to complete the quest. Swim to other boats if this one is too crowded with other players.

Get back on the Sin'loren

Speak to the Unrestrained Dragonhawk to get a ride back to shore.

Return to Vindicator Kaalan in Sun's Reach Armory at (51,39) for quest turn in.

Reward 7G 59S and 250 Shattered Sun Offensive Reputation.

Note: Once Sun's Reach Harbor is recovered by the Shattered Sun Offensive, this quest changes to Keeping the Enemy at Bay.

Making Ready

Speak to Smith Hauthaa behind the Sun's Reach Armory at (51,14) to pick up this quest.

This quest can be completed alongside Know Your Ley Lines and Disrupt the Greengill Coast.

Get on the road and go west to the Greengill Coast at (60,43).

Kill the Darkspine Myrmidon for Darkspine Chest Keys. Gather 3 of these keys.

Then use the keys on the Darkspine Ore Chest. They spawn on the ground near the murloc camps. The murlocs won't attack you when opening the chests.

Inside the chests will be 1 piece of Darkspine Iron Ore. Gather 3 Darkspine Iron Ore to complete the quest.

Return to Smith Hauthaa outside the Sun's Reach Armory at (51,41) for quest turn in.

Reward 11G 99S and 250 Shattered Sun Offensive Reputation.

Note: Once Smith Hauthaa's Anvil is created, this quest changes to Don't Stop Now...

Taking the Harbor

Speak to Magister Ilastar on the top floor of Sun's Reach Armory at (49,40) to pick up this quest.

This quest can be complete alongside Know Your Ley Lines. Go southwest to Dawnstar Village at (42,36).

Kill 6 Dawnblade Summoner

6 Dawnblade Blood Knight

3 Dawnblade Marksman

Be sure to kill the summoner's imp minion first. Also watch for the Blood Knights who heal themselves half way through the fight.

Return to Magister Ilaster on the top floor of Sun's Reach Armory at (49,40) for quest turn in.

Reward 11G 99S and 250 Shattered Sun Offensive Reputation.

Note: Once Sun's Reach Harbor is recovered by the Shattered Sun Offensive, this quest changes to Crush the Dawnblade.

Ata'mal Armaments

This quest is available once Smith Hauthaa's Anvil has been created.

Speak to Smith Hauthaa behind Sun's Reach Armory at (51,41) to pick up this quest.

This quest takes you to the Ata'mal Terrace in Shadowmoon Valley.

Go towards Black Temple and make a left at (67,42) to the Ata'mal Terrace.

Kill the Shadowmoon Slayers and Shadowmoon Dreadweavers for Ata'mal Armaments.

Watch out for the 70 elite Shadowworn Drakonid that patrol around the area.

My personal favorite spot to kill for the armaments is at (68,41). You can pull the mobs onto the ledge without having to worry about aggroing the elite patrols.

The drop rate is fairly low, but it varies greatly.

Gather 5 Ata'mal Armaments

Return to Smith Hauthaa behind Sun's Reach Armory at (51,41). Use Smith Hauthaa's Anvil to cleanse the Ata'mal Armaments of their corruption.

Reward 18G 28S and [Blessed Weapon Coating](#) or [Righteous Weapon Coating](#) and 350 Shattered Sun Offensive Reputation.

Sun's Reach Harbor

- Discovering Your Roots
- Disrupt the Greengill Coast
- Open for Business

Discovering Your Roots

Speak to Mar'nah at the Sun's Reach Inn at (51,33).

This quest takes you the Razorthorn Rise in between Hellfire Peninsula and Terokkar Forest. You will need a flying mount to reach this area.

Kill the Razorthorn Flayer for a Razorthorn Flayer Gland. You only need 1.

Clear the area around 5 Razorthorn Dirt Mounds. Now use the Razorthorn Flayer Gland on one of the Ravagers. If you are a hunter or warlock, you will lose your pet.

The Ravager will become your pet and you will need to control him with the pet bar. If you have your pet bar hidden with a UI mod, you will need to unhide it to complete this quest.

One of the options on the pet bar is Expose Razorthorn Root.

Click on this action while standing next to one of the Dirt Mounds. The Ravager will dig into the ground exposing the root. Loot the Razorthorn Root.

Do this to 4 other Dirt Mounds until you have gathered all 5 Razorthorn Roots.

Return to Mar'nah at the Sun's Reach Inn at (51,33).

Reward 9G 10S and a [Shattered Sun Supplies](#) and 350 Shattered Sun Offensive. These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored. Very rarely you may receive a [Badge of Justice](#).

***Note:** Once the alchemist lab is opened, this quest changes to Rediscovering Your Roots with a gold reward of 13G 88S.*

Disrupt the Greengill Coast

Speak to Captain Valindria on Silvermoon's Pride in Sun's Reach Harbor at (54,34).

Go east to Greengill Coast.

This quest can be completed alongside Making Ready and Know Your Ley Lines.

Kill the Darkspine Siren for Orb of Murloc Control. You should only need 3 or 4 of them to complete this quest. You do not need to gather 10.

Then go to one of the camps where the murloc slaves roam. Right click on the Orb of Murloc Control from your inventory. It will allow you to target where the orb hits, so try to concentrate on camps with several murlocs standing together.

Free 10 Greengill Slaves.

Return to Captain Valindria on Silvermoon's Pride in Sun's Reach Harbor at (54,34).

Reward 11G 99S and 250 Shattered Sun Offensive Reputation

Open for Business

This quest becomes available once the alchemist lab is opened.

Speak to Mar'nah at Sun's Reach Inn at (57,33).

Go west to the grassy coastal area around (45,25).

This quest can be completed alongside Erratic Behavior and The Sanctum Wards.

Here you will see Bloodberry Bushes on the ground.
Gather 5 Bloodberries.

Return to Mar'nah at Sun's Reach Inn at (57,33).

Reward 11G 99S, [Bloodberry Elixir](#) and 250 Shattered Sun Offensive reputation.

Throne of Kil'jaeden in Hellfire Peninsula

There is no teleport to the Isle of Quel'Danas. You must use your flying mount to get out here. The prerequisite quest is merely letting you know there are quests available here each day and is only available once.

- Blood for Blood
- Blast the Gateway

Blood for Blood

Speak to Magistrix Seyla at the Throne of Kil'jaeden at (58,18) to pick up this quest.

This quest can be completed alongside Blast the Gateway.

Kill the Wrath Herald for 4 Demonic Blood. The Demonic Blood is used to power the Fel Siphon.

Use the Fel Siphon on the Felblood Initiate around the Suspended Terrorguards at (60,22) (60,23) (62,21) (62,23).

Allow the spell to channel completely. It takes a few seconds for the transformation to take place. They will lose their elite designation and become Emaciated Felblood.

Kill 4 Emaciated Felblood.

Return to Magistrix Seyla at Throne of Kil'jaeden at (58,18) for quest turn in.

Reward 11G 99S, 5 Mark of Sargeras or Sunfury Signets (you can choose) and 250 Shattered Sun Offensive Reputation.

Blast the Gateway

Speak to Magistrix Seyla at the Throne of Kil'jaeden at (58,18).

Click on the Sizzling Embers from your inventory to release a Living Flare.

Kill Incandescent Fel Spark until the Living Flare becomes an Unstable Fel Spark. This takes 8 kills.

You can cheese it by standing next to other people's mobs when they die.

Then walk into the Gateway at (59,19) and wait for the Unstable Fel Spark to explode.

This will destroy the gateway.

Return to Magistrix Seyla at the Throne of Kil'jaeden at (58,18).

Reward 10G 10S, a [Shattered Sun Supplies](#) and 250 Shattered Sun Offensive reputation.

These usually have a green item in them, which could be DE'd into enchanting materials, sold on the AH, or just vendored. Very rarely you may receive a [Badge of Justice](#).

Fishing Daily Quests

There are several new fishing daily quests and new fishing items that will help to make you some gold and to advance your character in fishing skill!

Here is the list of the Fishing Daily quests. All quests start at Old Man Barlo in Terokkar Forest fishing along the shore of Silmyr Lake at (39,13).

Crocolisks in the City

This quest requires you to catch a Baby Crocolisk in the waters of Stormwind or Orgrimmar.

The drop rate on it wasn't too bad. It took about 10 successful casts to get the Baby Crocolisk.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest
Reward [Bag of Fishing Treasures](#).

Shrimpin' Aint Easy

This quest requires you to catch 10 Giant Freshwater Shrimp from any lake in Zangarmarsh.

Remember there are different fishing requirements for the lakes here. Umbrafen Lake and The Lagoon have a base skill of 305 and an ideal fishing skill of 400. Marshlight Lake, Serpent Lake, and Sporewind Lake have a base skill of 355 and an ideal fishing skill of 450. An ideal fishing skill is when you won't miss any fish. Choose the appropriate lake according to your fishing skill.

Since the shrimp are too small to catch on a hook (as the quest text states), you will need to catch Bloated Barbed Gill Trout. Inside the Bloated Barbed Gill Trout, will be the Giant Freshwater Shrimp.

Continue fishing up Bloated Barbed Gill Trout until you have obtained 10 Giant Freshwater Shrimp.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest
Reward [Bag of Fishing Treasures](#).

Bait Bandits

This quest requires you to catch a Blackfin Darter from the rivers in Terokkar Forest.

The rivers of Terokkar Forest have a base fishing skill of 355 and an ideal fishing skill of 450. An ideal fishing skill is when you won't miss any fish. Bring along some lures in order to reach the ideal fishing skill.

The quest states that you must pull back at the last possible moment in order to catch the darter. I cannot verify if that is true or not because I caught the darter without paying attention to when I clicked on the bobber.

It took about 4 successful casts to catch the Blackfin Darter.
Return to Old Man Barlo at Silmyr Lake in Terokkar Forest.
Reward [Bag of Fishing Treasures](#).

Felblood Filets

This quest requires you to catch a Monstrous Felblood Snapper from the green pools of water in Shadowmoon Valley or Hellfire

Peninsula. In Shadowmoon Valley you can fish from the Fetid Pools at (27,40) and in Hellfire Peninsula you can fish from the Pools of Aggonar.

The green waters in Hellfire Peninsula and Shadowmoon Valley have a fairly low base fishing skill around ~280 and an ideal skill of 375. Remember an ideal fishing skill is when you won't miss any fish. Bring along lures if needed to reach the ideal fishing skill.

It took about 30 successful casts for me to catch the Monstrous Felblood Snapper.

Return to Old Man Barlo at Silmyr Lake in Terokkar Forest
Reward [Bag of Fishing Treasures](#).

The One That Got Away

This quest requires you to catch the World's Largest Mudfish from any lake in Nagrand.

Remember both Skysong Lake and Lake Sunspring require the same base fishing skill of 400 and an ideal fishing skill of 495. Any ideal fishing skill is when you won't miss any fish. Bring lures if needed to fish in these areas.

I found this quest was a little buggy and it won't drop for you if you aren't specifically fishing in "Skysong Lake" or "Lake Sunspring". When you begin to fish, make sure you are in an area where the name of the lake is listed above your minimap. If you do not see the lake name, you must move around until you reach an area where it is above your minimap.

It took about 5 successful casts to catch the World's Largest Mudfish. Return to Old Man Barlo at Silmyr Lake in Terokkar Forest Reward [Bag of Fishing Treasures](#).

Inside the [Bag of Fishing Treasures](#) you will find an assortment of items. However you can get a few gold inside the bag as well as some vendor trash that may sell for a few gold too. Remember that each and every bag WILL be different. I can't possibly list every single item that could be in the bag.

Some bags will have Elixir of Water Walking. This will allow you to water on walk for 10 minutes! Another item you may find is an [Ancient Coin](#). This sells to a vendor for 25G!

You may receive a handful of [Sharpened Fish Hooks](#). These are new lures that add +100 to your fishing skill for 10 minutes.

Each Bag of Fishing Treasures may also obtain a special item. These items have a much lower drop rate on them.

The special items include:

[Recipe: Captain Rumsey's Lager](#)

[Spun Truesilver Fishing Line](#)

[Weather-Beaten Fishing Hat](#)

[Muckbreath's Bucket](#)

[Toothy's Bucket](#)

[Chuck's Bucket](#)

[Snarly's Bucket](#)

[Eye of the Sea](#)

World PVP Daily Quests

There are 2 new world PVP daily quests available that you can do each day to make gold.

The first daily quest involves Halaa in Nagrand.

In Defense of Halaa (Alliance)

Speak to Lakoor in Telaar at (56,74) to pick up this quest.

Kill 10 enemy players at Halaa in order to complete the quest.

Reward 11G 99S and 209 Honor.

Enemies, Old and New (Horde)

Speak to Karrtog in Garadar at (52,36) to pick up this quest.

Kill 10 enemy players at Halaa in order to complete this quest.

Reward 11G 99S and 209 Honor.

The second daily quest involves the Spirit Towers in the Bone Wastes of Terokkar Forest.

Spirits of Auchindoun (Alliance)

Speak to Exorcist Sullivan in Allerian Stronghold at (56,54) to pick up this quest.

Help secure one of the spirit towers for the Alliance in the Bone Wastes.

This quest can only be completed once every 6 hours due to how the towers are captured.

Reward 11G 99S and 209 Honor.

Spirits of Auchindoun (Horde)

Speak to Exorcist Vaisha in Stonebreaker Hold at (49,46) to pick up quest this.

Help secure one of the spirit towers for the Horde in the Bone Wastes.

This quest can only be completed once every 6 hours due to how the towers are captured.

Reward 11G 99S and 205 Honor.

UI Mods you should have:

MapCoords-shows the map coordinates of your current location on your world map and under your character's portrait-
<http://www.curse.com/downloads/details/3440/>

Gatherer- shows the location of minerals, herbs, chests, etc. on your main map and minimap-

<http://www.curse.com/downloads/details/24/>

Cartographer-shows the location of minerals, herbs on your mini map and main map, gives you coordinates, shows unexplored areas of the map, instance maps and MANY other things. All in one map mod-

<http://www.curse.com/downloads/details/4947/>

Lootlink- In-game database of items-

<http://www.curse.com/downloads/details/10525/>

Enchantrix- Shows item disenchant results so you can track what is worth disenchanting-

<http://enchantrix.org/>

Auctioneer- Provides you with in-game data on your auction house-

<http://auctioneeraaddon.com/>

(see our auctioneer guide for killer tips on how to use this one)

Bagnon- Helps to manage your character's inventory. It allows you to view the inventory and banks of all characters on that server. Gives you a gold total for the entire server too.

<http://www.curse.com/downloads/details/2090/>

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Recommended Resources:

Level 1-70 in Under 8 Days!

If you've spent any time playing World of Warcraft you've probably heard of Joana and Brian Kopp. Joana was the winner of Blizzard's "fastest to 50" leveling contest and continues to smash leveling records on every new server that opens up.

He has created a horde guide for getting to 60 in as little as 4 days 20 hours! Yes, it's true...this guy is incredible and tells you exactly how to do it for yourself.

Click Here for the HORDE Leveling Guide: <http://www.netbunk.com/joana>

If you play an Alliance character or are looking to level up a new Draenei character then you will want to check out Brian Kopp's guide. It is the perfect companion to Joana's guide but it is designed for Alliance leveling. If you want to level an Alliance character as fast as possible- this is what you need.

Click Here for the Alliance Leveling Guide: <http://www.netbunk.com/alliance>

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