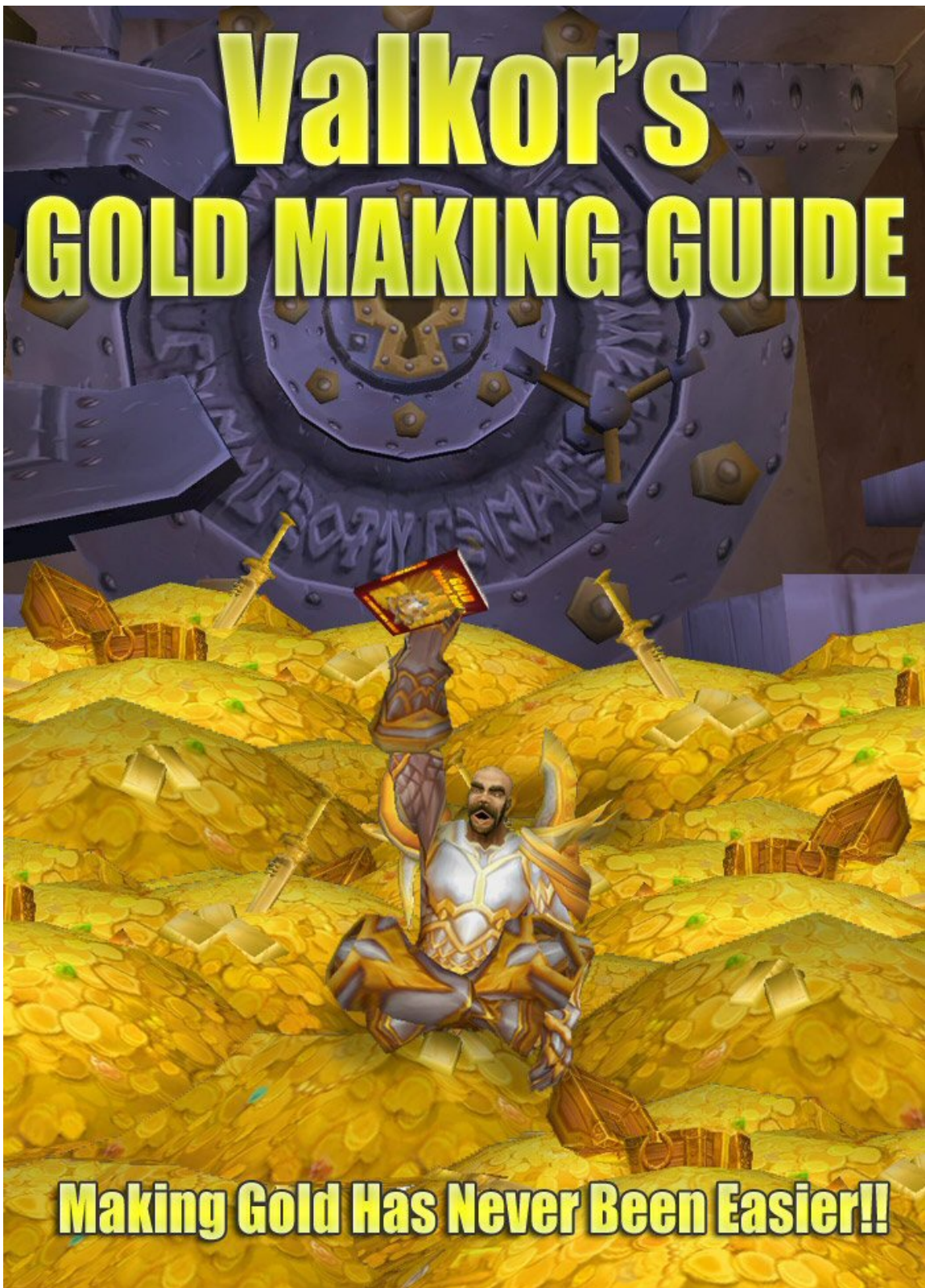


Valkor's GOLD MAKING GUIDE



Making Gold Has Never Been Easier!!

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To provide additonal information on the various topics covered in this guide, I have linked many items, quests, merchants, and enemies to Thottbot and Allakhazam. Below you will find a list of the different colored links that are used throughout the guide and what each color represents.

Items - GREEN Quests - ORANGE

NPCs - PURPLE Enemies - RED

Other - BLUE

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Buying Low and Selling High with the Auction House

An old saying that definitely applies here is to remember that one player's trash is another's treasure. Your job is to get the "trash" from those players and then get that "treasure" to another player that is willing to pay BIG bucks for that item. Because this is such an important part of your gold making, I am going to spend the next couple of pages going over the Auction House and how to best take advantage of it.

My first recommendation to you is to install a good 3rd party MOD that will assist you at the Auction House. The one that I like the most is one called "Auctioneer". This is a free mod that is priceless to you as someone who is trying to maximize your income. To download Auctioneer, simply go to

<http://auctioneeraddon.com/> and go to the Downloads section.

Once you have the add-on installed, the first thing you will notice with this new MOD is that there is now a "Scan" button on the Browse tab of the Auction screen. You will want to run this scan at least once a day for about a week so that it can build a database file of all items that are selling in the Auction House. Ideally, if you can do this once in the morning and again in the evening for about a week, it will cover just about every item that gets sold. Depending on the number of auctions running at the time, the scan can sometimes take upwards of 10 minutes. I know this sounds like a long time but trust me, this is time very well spent. After a week of doing these scans, the database file should have all of the information you need to make good decisions when buying and selling items. It probably wouldn't hurt to run this every so often down the road to keep your database file up to date.

Now that you have your database file created and up to date with all the latest auction information, you are now ready to buy items cheap and then turn around and sell them right back for an UNBELIEVEABLE profit! We'll get into that more in just a bit.

Another feature added with this add-on is the Enhanced Tool Tip. When you hover over an item, as shown in Figure 1, it will provide you with another smaller window that has additional information. As you can see, this is a Rare Pattern (Blue item) that is currently being sold at the Auction House for 8g 50s with a Buyout of 10g. Towards the bottom of the window, it lets you know that this item is sold by a Vendor for a mere 30 Silver. The vendor that sells this particular item is [Rikqiz <Leatherworking Supplies>](#) in Stranglethorn Vale at Booty Bay. This is VERY important information because it essentially is telling you that you can purchase a pattern for 30 Silver and in turn, sell the crafted item it makes at the Auction House for approximately 8-10 Gold. After the cost of materials, this is **around a 2000% profit!!**



Figure 1 - Pattern: Gem-Studded Leather Belt

Just because it says that this item is sold by a vendor, doesn't necessarily mean that's the only place you can get it. If you remember from earlier, another person's trash is just waiting for you to buy it. When you spot items like this, you can search the Auction House for them to see if you can find them cheap. One of the things you probably have already noticed is that when you go to sell a pattern or formula, the auction defaults the starting bid to a very small amount. You'd be surprised at how many people don't bother to change these values or if

they do, they still have it far below market value. In turn, you will constantly find all kinds of formulas, plans, and patterns that are being sold for Silver by players who don't understand the items they are selling.

What you should do is buy these items, run over to the nearest mailbox to collect the items, and then run right back to the Auction House to put them back on the market for a HUGE profit. You can use the Auctioneer add-on to get the Suggested Starting Bid and Buyout that it recommends. You can also take a quick look at some of the other auctions for that same item. If you find other auctions for that same item, make sure that you have a Buyout Price that is a little less than everyone else's auction. If you are the only one selling that item, then you basically have a monopoly of that item in the Auction House allowing you to set your own price.

How does the Auctioneer know all of this information for these items you ask? The answer is the "Scan" feature that was discussed on the previous page. Just like the stock market, the economy in World of Warcraft is in a flux and is constantly changing. That's what the Auctioneer specializes in, scanning the World of Warcraft economy and building a database of all items and their current value out on the market.

Something else nice about this Add-On is that even if you aren't at the Auction House, you can still see what is selling for a low price by running the /auctioneer broker command. This will return a list of items that have a buyout of something that is far less than what the market is paying. This is a very nice feature to use for the times when you aren't always near an Auction House because it will tell you if there is anything worth going back for.

The last feature of the Auctioneer Add-On that I would like to touch on is the new "Search Auctions" tab. This is by far the best feature of the Auctioneer. What this will do is scan all current auctions and compare against the information it has gathered in previous scans to show you what items are selling for and how much profit can be made on that item if you were to buy it and then re-sell it at the current market value.

An example of this can be found in Figure 2. You will see that there is a **Book of Ferocious Bite**, which has a Buyout of 40 Gold. However, look at the 2nd column labeled "Profit". This is telling you that based on scans of other auctions on your server, this item has a buyout that is a lot less than it should be...almost **15 Gold** to be exact! What I do in these cases, is buy these items that show a large profit margin, and then turn around and sell them for the current market value for an EASY profit.



Qty	Name	Buyout	Profit	Pct
3	Essence of Air	18 4 0	2 75 99	14
4	Essence of Earth	10 0 0	1 62 52	14
4	Living Essence	18 0 0	3 50 56	17
19	Vision Dust	6 0 0	1 59 24	21
28	Core of Elements	5 0 0	1 27 20	21
1	Book of Ferocious Bite V	40 0 0	14 79 99	23
2	Living Essence	8 21 0	2 54 28	24
10	Core of Earth	4 0 0	1 22 30	24
29	Dark Iron Scraps	4 13 25	1 66 75	29
29	Dark Iron Scraps	4 0 0	1 80 0	32
12	Red Dragonscale	5 0 0	2 68 0	35
1	Small Brilliant Shard	2 0 0	1 12 0	36
10	Lesser Magic Essence	1 17 60	2 42 40	68
8	Lesser Magic Essence	80 0 0	2 8 0	73
10	Lesser Magic Essence	95 0 0	2 65 0	74
7	Lesser Magic Essence	60 0 0	1 92 0	77

Figure 2 - Scan Results

Here are some tips that will make you more successful at the Auction House:

Buyouts

Always have a Buyout set on your items. How many times have you found an item that you were looking for in the Auction House but it didn't have a Buyout? I know that in most cases where this happened to me, I usually went off looking for other auctions sometimes willing to pay a little more to get the item now. That's exactly what everyone else is doing as well. So make sure that you always have a Buyout set. If you don't it will result in a lot of wasted money because you have to keep re-listing that item over and over or someone else might put in a very low bid at the end causing you to lose a lot of profit. Setting a Buyout Price will also allow you to make money a lot faster because you won't have to wait the 24 hours to elapse before you can get your payday! When you get your money

faster, that allows you to take that money and turn it into more money.

Setting a Price

When setting your Starting Bid, don't set it to a nice round number like 15 Gold. Instead, set it to something like 15 Gold and 47 Silver. This makes potential buyers think that is what the Auction House defaulted your item to and that it truly is worth that much. When setting your Buyout price, make sure you look at all other auctions to see what they are going for. Once you find the lowest Buyout price, make sure you set yours just a little bit lower. This is known as "Undercutting". When you do this, the next potential buyer that is looking for that item will definitely be buying yours before anyone else's for two reasons: 1) You set a Buyout 2) You have the lowest Buyout of all available auctions.

Auction Durations

There is something else you will want to keep in mind relating to setting a Buyout Price. When other people's auctions do not have a Buyout Price and people aren't bidding on their items, this will actually work to your advantage on the "Buy Low" part. Because less people are interested in bidding on an item with no Buyout, you can search through these auctions that are about to end and put in a very low bid. You will be amazed at how cheap you can buy some nice rare items. This is even easier for you to do if you are doing this when the servers aren't as populated. I find the mornings to be the time when you have the least amount of competition bidding against you on these bargain auctions. On top of rare items, be sure to keep a close eye on the high level formulas, plans, and recipes which are always very popular.

I recommend doing the 24 hour auctions instead of the 12 and 48 hour ones. The reason I prefer this time period is because different people play the game at different times of the day because other things get in the way of their life such as work and school. When you have an auction that runs for the full 24 hours, yes it costs a little more to set up than the 12 hour one but by doing this it will be visible to all other players no matter what time of day suits them best. If your auction expires without being sold, that's ok. Just take a look at the market for that item after the auction expires and make a decision as to whether or not it's best to relist or hold onto

it until the market settles down. The reason why I don't really recommend the 48 hour auction is because it costs twice as much to list an item. This may not be a big deal for some items but if you are selling an higher level item, that listing fee can get pretty expensive. Another reason why I don't really recommend the 48 hour auctions is because I have found that if it doesn't sell in the first 24 hours, more than likely it's not going to sell in the next 24 hours at that listing price.

Trade Channel Posting

Something else that I have found helpful when trying to sell an item at the auction house is to post the item in the Trade Channel. This advertises your newly listed item to everyone in that major city. That way, people won't just see your item if they are searching the Auction House for it, they will see it just by watching their Chat Window. You will be surprised how many times your auction will end about 5-10 minutes after you started it simply because you notified people of the new item that is available.

Be Patient

My last tip for you when it comes to selling items at the Auction House is patience. You will NOT make a killing on every single auction you create. I repeat...Do NOT expect to make tons of gold on every single item you try to sell. That is unrealistic and no one is able to do that on a consistent basis. You shouldn't get too frustrated if you can't sell an item after the first try or two. This is especially true on the higher end items because you have a smaller number of players that can actually use that item. Be patient and use the tips and strategies that you learn in this guide to relist your item and you will make a profit from it.

Just remember that like the real world, the economy of the World of Warcraft is constantly changing. It's all about Supply and Demand. What this means is that there may be times where a really nice item normally sells for a 100 Gold but because the market is saturated with that item at the moment, they may be selling for 50 - 75 Gold. When this happens, you should store the item in the bank or send it to your alt for a couple days or so until the supply on the market has dropped. This is something that you will soon become an expert in as you practice the art of buying and selling more and more because you will learn how much certain items should sell for as well as which items tend to be the most popular.

Using Your Profession to Make You Money

There are couple ways to make money through a profession. The first way is to use your profession to either sell the materials you collect or the items you craft. Since one of your primary goals is to make a lot of Gold fast, then you should focus primarily on gathering and not worry so much about crafting items. What I mean by this is that instead of using all your harvested ore or herbs to craft weapons, armor, potions, etc..., you should just sell the mats in stacks at the Auction House. People would much rather prefer to just buy these necessary materials from you at the Auction House. What this means for you is that you can usually charge a lot more for the materials than you could for the crafted item they make.

The other way to make a lot of money is to scan the Auction House for items that are necessary for other players to complete Profession specific quests or gain the higher skills they are trying to achieve. Most players don't realize that an item they have is a quest item that someone else needs. If you can identify these, you will be surprised at how much Gold this is going to bring in for you. I will be displaying a list of these items later on in this section.

Gathering Professions

All of the Gathering Professions can make you a lot of money. The ones that I have found to generate the most gold for me in the shortest amount of time are Mining and Skinning. Herbalism and Fishing will also make you a lot of gold as well but Mining and Skinning have a larger market for their items. Below you will find a list of these professions and ways you can make some easy gold with each one.

Mining

Mining can generate you some serious gold because Engineers and Blacksmiths both need lots of it. I'm going to assume that everyone knows where they can find some Copper and Tin, for their respective starting points. For Iron, I head over to Arathi Highlands. That zone is loaded with it and you will also find some Mithril while you are there. Also, you will want to head over to the Drywhisker Cave next to Hammerfall in the Northeast. This cave has a lot of [Lesser Bloodstone](#) which is needed for

the [Favor for Krazek](#) quest, which is given by [Krazek](#) in Booty Bay. You can sell stacks of these for a few gold at the Auction House or in Booty Bay where the quest is given.

Another ore needed for a quest is [Incendicite Ore](#) which can be found in the cave just north of Dun Algaz in the Wetlands. This ore is needed for the [Search for Incendicite](#) quest given by [Pilot Stonegear](#) in Dun Morogh so you should try to sell through Trade Channel there or at the Auction House. One of the best places to find Mithril and Truesilver is by making passes in the Blasted Lands, Searing Gorge, and Tanaris. The Charred Vale in Stonetalon Mountains is also good for a quick run to get some Mithril while being able to find some Gold and Truesilver.

Now for the real money maker...[Thorium](#)! Not only does Thorium by itself sell very well (About 10 Gold per stack), you can also find [Arcane Crystals](#) in these veins. These things have a decent drop rate and can sell between 12 and 15 Gold a piece at the Auction House. If you don't do anything else to make gold but sell the Thorium and Arcane Crystals you find, you will be just fine. Now where are the best spots to get this you ask? The 3 best spots to find these veins are in the [Burning Steppes](#), [Eastern Plaguelands](#), and [Winterspring](#). These places are loaded. If those areas are being hit by too many people, you can also find some more Thorium veins over in Un'Goro. Making runs in these areas can make you well over **50 Gold per hour**! Be sure to make use of the [Gatherer UI Mod](#) to help you locate these veins. The faster you can locate the veins, the faster you can you can make money.

Skinning

This gathering profession can also generate a lot of gold for you too because these items are needed for multiple professions such as Leatherworking, Tailoring, and even Blacksmithing. One of the best tips I can give you is to find places where it is necessary for players to kill enemies/creatures for a quest. It's at these places where you can skin a lot in a small area without having to spend the time fighting.

Stranglethorn Vale is a very good example of this. There are about a dozen quests or so given out a [Nesingwary's Expedition](#) to the north. You will find a TON of [Raptors](#), [Tigers](#), and [Panthers](#) that you can skin. Another is Un'Goro where you will be able to skin a lot of [Devilsaurs](#) and [Gorillas](#).

Once you get to the higher levels, you should definitely head on over to Winterspring where you will find Shardtooths just about everywhere. There are 2 main clusters of **Elder Shardtooths** that you should visit because they will have a higher drop rate and these can be seen in Figure 3. These guys will drop a lot of **Rugged Leather** (3 Gold Per Stack) and **Warbear Leather** (6 Gold Per Stack) and you can skin the mobs in these areas as well for more hide. Taking into account the leather, skinning, and loot you'll find along the way, you can make about **40 Gold per hour** from these guys.

The only complaint I have about skinning is that you typically can't stack the items in groups of 20. This causes you to take up some extra space in your bags. To address this, buy bigger bags which won't be a problem with the additional gold you are bringing in now or you can mail them to your alt as soon as you get to a mailbox.

If there is a better spot for skinning **Rugged Leather** in Winterspring, it's in the Ice Thistle Cave as shown below in Figure 3. This cave is loaded with various types of **Ice Thistle Yetis**. These guys can do a decent amount of damage but the amount of **Rugged Leather** that you get from skinning these guys more than makes up for it. Whenever I go here I also find quite a few **Thorium Veins** so if you are a Miner, keep an eye out for those too.

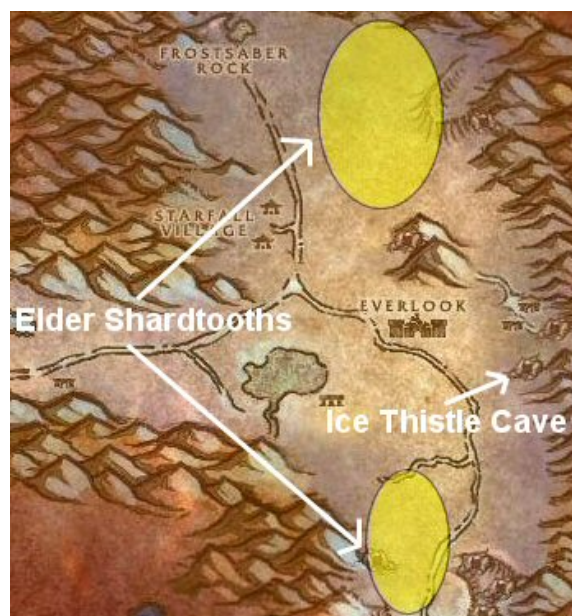


Figure 3 - Winterspring Skinning

Herbalism

Herbalism is also a great gathering profession. You won't be able to do much with these herbs yourself unless you pick up Alchemy to make some potions but that's ok because the plan here is to sell the herbs themselves. There are a few good herb spots that I like to hit up for some easy gold. The first are the [Plagueblooms](#) which as the name suggests can be found all over the Eastern and Western Plaguelands. This herb can also be found in abundance in Felwood which may be your best bet because most people focus on the Plaguelands. Plaguebloom currently goes for about 8 Gold per stack.

Another place I like to hit up is in the Hinterlands for some [Ghost Mushrooms](#). There are only a [few small spots](#) but at least that makes it easier for you to locate them without having to run around much. A stack of these sells for about 20-25 Gold!

By far one of my favorite places to go for collecting herbs is Felwood. Not only will you collect Plagueblooms there but you will also find a lot of other higher end herbs there as well. Examples of these are [Gromsblood](#) and [Dreamfoil](#) both of which sell for about 12 Gold per stack. When you combine that with the Plagueblooms that you can also collect in Felwood, it adds up to a TON of gold in a short amount of time. The only possible downside to Herbalism is that most of the herbs are pretty much only be used by Alchemists, which means that your market won't be as large as it is for some of the other professions. However, a lot of Alchemists prefer to just buy the herbs and as you can see by the selling prices, you can still make anywhere from 10 - 25 Gold per stack!

Fishing

I have to admit that I thought Fishing was a waste of time when the game first came out. Yeah it was fun to try but when all you were catching at the low levels were things like [Bristle Whisker Catfish](#) it quickly lost its luster. That soon changed however. After giving it another try and getting my fishing level up, I soon realized that fishing can actually generate a lot of income. One good way to make money is to fish for pearls like the [Black Pearls](#) and [Golden Pearls](#). You may have to open up a few clams before you get one of these pearls but once you do, you can sell them for a good amount of gold. Black Pearls sell for about 20 Gold per stack and a stack of Golden Pearls sells for around 35 Gold. You can get

these from any high level water area but one of the best spots is in Feralas near Feathermoon. Not only can you get them from fishing there but you can also get them as drops from the mobs nearby. No matter where you are fishing, be sure to get yourself a nice fishing rod and a good lure so that your fishing skill goes up and therefore increases your chance at catching those higher end items.

If you are having trouble getting a nice fishing rod, you can get the [Big Iron Fishing Pole](#) which will increase your fishing skill by 20. If you don't have much money to invest in a good fishing pole, this is one that you can get without buying. The fishing pole itself can be found as a drop just off the shore in Desolace in a [Shellfish Trap](#). The screenshot on the following page shows where these [Shellfish Trap](#) are located and as you can see they are in the shape of a circle. This works out well because you can make loops easily until you get it. The traps respawn after about 60 seconds so you will have no problem finding some to open.

To help you out with this, I highly recommend picking up 1 or 2 [Underwater Breathing Potions](#) because some of these traps are deep and if you have to keep stopping to come up for air, that will waste a lot of your time. So do yourself a favor and get some breathing potions. One other thing to keep in mind is that next to the traps and inside some of them that you open, you will find [Drysnap Crawlers](#) and [Drysnap Pincers](#) which are around level 35 so be sure that you bring a character high enough to deal with them. While you are over there, keep an eye out for [Stranglekelp](#) and [Firefin Snapper Schools](#) to bring in a little extra gold.

Fishing can bring you in a lot of gold if you hit spots in the higher level areas so don't consider it a waste of your time to pick this up early on in your playing. One thing that I have noticed is that fishing at night will increase the drop rate for your catches rather than fishing during the middle of the day. From personal experience, I think the best time to fish is between Midnight and 6am.

The other nice thing about this profession is that it's something you can do whenever you are near water and are waiting for something such as the boat to show up or a party member to meet you somewhere. Not only does it kill time in these situations, but it will help you level up your Fishing skill faster and make you some money at the same time. I will talk about a couple more great spots for fishing later on in the [Gold Making Strategies and Tips](#) section.



Figure 4 - Shellfish Traps

Production / Service Professions

The crafting profession that you choose won't make you much money if you don't complement it with the right Gathering profession. All of these crafting professions need materials in order to craft an item so you'll want to make sure that you are gathering your own materials and not relying on the Auction House for them.

Alchemy

This is probably the best crafting profession for making money because all classes can benefit from the potions that an Alchemist can create. These potions are especially helpful in the higher level areas where you are fighting the upper level elites. As an Alchemist, you may have to invest some money up front on a couple good recipes but the return on investment is amazing. You should definitely pick up Herbalism as your Gathering profession on this as it will be needed for potions that you need to make.

One of the more popular items that sells for about 15 Gold for a stack of 5 are [Major Mana Potions](#). The [recipe](#) sells for ton of money at the Auction House but you can buy one for ONLY 3 Gold from [Magnus Frostwake](#) in the Western Plaguelands. I have made as much as 100 Gold in a good solid day's work just from selling the Major Mana Potions.

Another popular item is [Greater Fire Protection](#) which sells for about 10 Gold per stack of 5. The [recipe](#) for this is a bit of an investment up front. If you choose to buy one, the going rate is around 200 Gold. However, there is a better way to get one of these. It can be dropped by [Firebrand Invokers](#) and [Firebrand Pyromancers](#) in the Hall of Blackhand Dungeon. These guys are mid 50 Elites so they can be solo'd if you are a high enough level. The good news is for being such a nice recipe it will drop about 3% of the time meaning on average you should have one of these drop within 33 kills. Once you have this recipe, you will be making 10 Gold per stack or about 70-80 Gold per day depending on the market at the time. If you want, you can also just go ahead and sell the recipe at the Auction House for about 200 Gold. It's up to you whether you want to make a lot of money now or have a continual 10 Gold per sale income from the potions.

[Invisibility Potions](#) are in pretty high demand as well. They sell for about 10 Gold per stack and the recipe to make them is pretty cheap. You should also keep an eye out for the various transmute recipes as these items are profitable as well. Alchemy is one of those professions that if you choose to do nothing other than camp at the Auction House, you won't have any problems making a lot of money.

Blacksmithing

Picking up Mining as your Gathering profession is a no brainer. Blacksmithing can be an expensive profession to level up but once you reach the higher levels, you can craft a lot of nice rare and epic armor/weapons. One of the things you have to be careful of when purchasing plans from places like the [Thorium Brotherhood](#) is to check the Auction House for the going rate on the items before you invest a lot of money. If you aren't careful with the items you are choosing to craft and then put up for sale, you may actually lose some money. Always check the mats needed to craft an item to see how much they sell for at the Auction House and then compare that with the crafted item itself to see the profit.

As with any profession, one of the best ways you can make some good money with Blacksmithing is to craft items that other players can use as well. One of the best money makers that I have used with Blacksmithing are with the various types of rods that can be crafted such as the [Golden Rod](#), [Truesilver Rod](#), and [Arcanite Rod](#). Crafting these items is the only way an Enchanter can get them so they are always selling in the Auction House. The one that can make you the most profit is the Arcanite Rod. To make one of these, you need (3) [Arcanite Bars](#) and (1) [Dense Grinding Stone](#). The Dense Grinding Stone is cheap but the Arcanite Bars can be a little expensive to purchase going for about 18 Gold. This brings the total to craft one of these to about 55 Gold which sounds like a lot. However, the going rate for an Arcanite Rod is around 75 Gold each. That is a **20 Gold profit** every time you do this! Not bad for a few minutes of work.

Another way to make a lot of gold is with the [Steel Weapon Chain](#). This chain attaches to a weapon and prevents that player from being disarmed. Each of these sells for about 7 Gold. The hard part is getting the [plans](#). They can't be purchased from a vendor and the drop rate isn't too high. So unless you get lucky, that leaves just one place, the Auction House. These plans aren't up for sale too often but when they are, then can go for as much as 90 Gold. The good news is that there are clueless people out there when it comes to selling this who don't know what it's worth. I have personally seen 2 auctions that were selling these for less than 5 Gold because the default selling price is very cheap and they don't know what it's worth. In both cases, I obviously bought them. One of them, I kept for myself to create the Chains and the other I put back up for sale and made about 85 Gold. Keep an eye out for these plans because it's only a matter of time before they sell cheap and then you can make a lot of money by crafting these.

Some of the other popular Blacksmithing items that are always in demand are items such as [Mithril Spurs](#) and [Shield Spikes](#). While these won't bring you in a ton of gold per sale, they are things that you can sell a lot of and have it add up to a nice amount of change over time.

Enchanting

Enchanting requires a bit of effort because this is a service profession. Think of it as being a salesman, you need to find clients (other players)

that are willing to pay for the enchantments that you provide. There are a few ways to go about doing this. The first is to post messages in the Trade window saying something along the lines of "Enchanting Cloak - Greater Fire Resistance at Bridge". When you do an enchant for someone, ask them to add you to your friend's list because you will give deals in the future if they come back. Another way to sell your enchantments is to keep an eye on the Trade Channel. There are always people posting messages asking for someone to enchant something for them. Try to respond back right away because if more than one Enchanter replies back, they will typically respond to the first one.

When you are selling your enchantments to other players, you should first ask to see if they have the mats. If they do, then just charge a fee for your services. If they don't have the mats, you should mark up the cost of the reagents because they didn't feel like going to the Auction House on their own to get them. In this scenario, you will make a profit on the reagents and you can add in a small fee as well.

Another way to make some good money that doesn't involve selling your enchantments is to sell your overstocked reagents at the Auction House. A lot of reagents such as [Large Brilliant Shards](#) and [Arcane Crystals](#) sell for a lot of money. On top of that, there is no listing fee for Enchanting reagents so if they don't sell, it doesn't cost you anything.

As far as another profession to pick up with Enchanting, Tailoring is good because they can compliment each other with disenchanting. You can also pick up a gathering profession such as Herbalism or Skinning to help the funding. What I like to do is pick up Mining because there are various types of gems needed for Enchanting such as [Arcane Crystals](#) that you can get from the Thorium veins. This will allow you to get some of the materials yourself and therefore increase your profit margin on the enchantments you are selling.

You should also disenchant anything that you don't need. This includes unneeded quest rewards, BOP items, and old equipment that you no longer need. The only exception to this is some of the rare items because they can go for a lot more at the Auction House. To help you determine if an item is worth disenchanting, you should use the [Enchantrix](#) add-on which will provide this information for you. If you find yourself hurting on money on the earlier levels, don't get too discouraged. Enchanting can be an expensive profession to level up at times. Once you hit about 250, you will really start making some good money.

Some of the more popular enchants are weapon enchants like [Enchant Weapon - Fiery Weapon](#) and [Enchant Weapon - Winter's Might](#). People are also interested in the enchants that add to their profession's skill level such as [Enchant Gloves - Advanced Herbalism](#) and [Enchant Gloves - Advanced Mining](#). Once you start learning some of these higher level enchants, you will be making a LOT of money because they are in such high demand.

Engineering

Engineering is probably one of the harder professions to make money from mainly because the target audience for their crafts are usually just other Engineers. There are however a couple ways that I have found to make money when I was playing with the Engineering profession. The first way to make gold is by only crafting items that can be used by the other classes. Some of the more popular items that non-Engineers can use are Guns and Scopes. A gun and scope that I have been making a lot of money on are the [Dark Iron Rifle](#) (80 Gold) and the [Sniper Scope](#) (7 Gold). There are also a couple of items that Engineers can make that are needed by other professions such as [Salt Shaker](#) which is needed by Leather Workers. These sell for about 5 Gold a piece on my server. You should also keep your eye out for rare high level Schematics as this is another way to generate a nice little income.

There are also quite a few quests out there that require Engineering items to complete. A few of these are: [Advanced Target Dummy](#) for [Show Your Work](#), [Gyrochronatom](#) for [Gyro... What?](#), and [Hi-Explosive Bombs](#) for [That's Asking A Lot](#). If you can focus on crafting these items needed for quests or ones that don't require Engineering to use, that is your best bet for making some good money as an Engineer.

If you are higher level Engineer with a skill of at least 350, there is another great way to make gold. Before I go over this next gold making strategy there are two items that you need to have. First, you will need a [Zapthrottle Mote Extractor](#) which you can either make or buy from another engineer. If you choose to make this item, you will of course need to get the [Schematic](#) first. You can get this as a reward for completing the [The Zapthrottle Mote Extractor!](#) quest which is given by your race's appropriate Master Engineer Trainer. The second item you will need is the

Furious Gizmatic Goggles or something equivalent that will let you track gas clouds from a flying mount.

Once you have both items, you should equip the goggles and fly around Nagrand. You will find a lot of windy clouds where you can use the mote extractor to extract anywhere from 3 to 5 [Motes of Air](#) from each cloud. The last time I did this I was able to get 25 [Motes of Air](#) in an hours worth of flying. I would then either sell the [Motes of Air](#) or create the [Primal Air](#) depending on which one was selling for more at the Auction House. In Figure 5, you will see the flight path that I use to find these clouds. The clouds can be found anywhere along the flight path but the places where I found them more frequently are shown as red dots in the figure below.



Figure 5 - Nagrand Clouds Flight Path

Engineers also have the unique ability to craft various pets. The table on the following page shows the 8 types of pets that can be crafted by an Engineer. You should learn as many of these as possible because they are very popular and always sell well at the Auction House.

<i>Pet</i>	<i>Type</i>
<u>Compact Harvest Reaper</u>	Combat
<u>Mechanical Dragonling</u>	Combat
<u>Mithril Mechanical Dragonling</u>	Combat
<u>Gnomish Battle Chicken</u>	Combat
<u>Mechanical Squirrel</u>	Non-Combat
<u>Pet Bombling</u>	Non-Combat
<u>Lil' Smokey</u>	Non-Combat
<u>Lifelike Mechanical Toad</u>	Non-Combat

Table 1 - Crafted Pets

Leatherworking

Leatherworking can be a profitable profession but it won't be as easy to make money as it is for some of the other professions because the Auction House can be flooded at times with a lot of Leather crafted items. The Gathering profession that you should pick up to compliment this profession is obviously Skinning. This profession does more "saving" you money than it does "making" you money. Leatherworking is a great profession for creating your own armor because the skinning gives you a lot of materials to work with and the armor you make doesn't usually need much more than that.

There are still some patterns that you can learn that will make you a very nice profit at the Auction House. One of which was discussed in the ["Buying Low and Selling High"](#) section and that is the [Gem-Studded Leather Belt](#). This pattern can be purchased for just 30s from [Rikqiz](#) in Booty Bay. If you have the hide needed to make this belt, the remaining materials can all be purchased for less than 2 Gold, which is still a lot less than the belt currently sells for.

Another nice pattern that I have made probably close to 350 Gold total on is the [Pattern: Devilsaur Leggings](#). These have a decent drop rate from the oozes scattered all throughout Un'Goro Crater. If you don't feel like getting them yourself, they do sell pretty cheap (about 8-10 Gold) at the Auction House. While this may not sound cheap, the leggings sell for about 50 Gold. The most expensive material needed to make these are [Devilsaur Leather](#). You'll need 14 of these and they currently sell for about 1 gold a piece. What you should do instead of buying these is head down to Un'Goro and kill these [Devilsaurs](#) yourself as they are all over the place. As a level 57 character, I was able to get 15 of these things in less than an hour. So...for an hours worth of work, I was able to make 50 Gold! Note that I didn't subtract out the cost of the pattern because that is a one time purchase and you can keep doing this over and over again for approximately 50 Gold profit all the time. If you were to have Skinning, but not Leatherworking as your profession, this would also be a good spot because the Devilsaur Leather alone sells very well at the Auction House.

Tailoring

Lower level bags are flooding the market and they are getting cheaper and cheaper. To make money off the selling bags, you should stick with the ones that are 12 slot or higher. Your best bet to make some quick and easy money is with [Mooncloth Bags](#) because the recipe is cheap and you can craft the item for about half the cost of what you can sell it for. You should be able to make about a 7 Gold profit per bag. As far as the [Bottomless Bags](#), they sell for a ridiculous amount of money but the [recipe](#) is very hard to find. Keep an eye out for this recipe in the Auction House. If you see it, compare it against the going rate of of Bottomless Bags on your server and make the decision as to whether or not it's a good deal.

Another way to make money with bags is with the Speciality Bags such as the [Shard Bags](#), [Herb Bags](#), and [Enchanting Bags](#). These hold a lot more items than a normal bag so they are always in demand by Warlocks, Herbalists, and Enchanters. Most of these can only be obtained from drops or from vendors that require a certain reputation level. There are however, two of these speciality bags that I have made a lot of money on that can purchased from a vendor without building up reputation first. The [Pattern: Enchanted Runecloth Bag](#) is sold by [Kania](#) in Silithus for 2 Gold and the [Pattern: Soul Pouch](#) is sold by [Vizzklick](#) in Tanaris for 1 Gold

20 Silver are both popular 20 slot bags that can bring in a nice little income for you.

For whatever reason, shirts which have no real value at all sell very well in the Auction House. Another nice thing about these shirts is that they don't require a whole lot of investment to make. Do a quick search of the Auction House on your server to see which shirts are selling for the most money and then get the recipes for those. On the servers I have been playing on recently, the [Rich Purple Silk Shirt](#) and the [Swashbuckler Shirts](#) seem to be the more popular items to buy.

Also, just about anything that starts off with the word Mooncloth will sell very well. [Mooncloth](#) sells for about 10 Gold and it only requires 2 [Felcloth](#) to make. You can also look into making the rare Mooncloth armor such as [Mooncloth Vest](#) and [Mooncloth Leggings](#) as they all seem to be selling very well between 50 and 60 Gold.

Another great way to make money from Tailoring is by picking up Enchanting. Tailoring allows you to make a lot of green items at a cheap price. Once you have the item, you should then disenchant that item and sell the disenchantments you just got. This requires very little investment on your part and you will make a lot of gold especially when you are getting things like the [Large Brilliant Shard](#) which sell for about 6 Gold a piece. If you do decide to go with Enchanting as your other profession, you should highly consider creating a low level alt that does nothing for your main other than disenchant. This will allow you pick up another profession to go along with Tailoring. Skinning is a good profession because it can be a nice cash flow and it will also help provide some of the materials that are needed for some of the higher end crafting, which in turn will make your profit margin bigger.

Items Needed for Profession Quests

For some professions, there are quests or books that are necessary to improve to the highest skill levels. Each of these quests has certain items that need to be made (or purchased at the Auction House). In most cases, players don't want to spend the time getting all the materials for creating these items. They are willing to sacrifice their Gold for the convenience of just purchasing the item. Below is a list of the required items necessary to complete the quests for certain professions. You should always keep an eye out for these items when scanning the Auction House.

If you see any of these selling cheap, you should snatch them up and put them back up for sale to get yourself a nice profit. Even if you are charging a lot for one of these items, if it's the only one up for sale, someone will buy it. Something else you can do is take some of these items and conveniently stand by the quest giver and sell these items to players directly. You can always sell them for a lot more than the going rate the Auction House because you are making the items easily available to other players right by where the quest needs turned in.

Alchemy - Coolant Heads Prevail 1 Frost Oil	Alchemy - Gyro... What? 1 Gyrochronatom
Blacksmithing - The Art of the Imbue 40 Mithril Bar 40 Citrine	Blacksmithing - On Iron Pauldrons 4 Bronze Battleaxes 4 Bronze Warhammers
Blacksmithing - Armorsmith 4 Ornate Mithril Helms 2 Ornate Mithril Boots 1 Ornate Mithril Breastplate	Blacksmithing - Horns of Frenzy 2 Solid Iron Mauls 2 Silvered Bronze Boots 2 Silvered Bronze Gauntlets
Blacksmithing - Smelt on-Smelt Off 40 Iron Bar 40 Mithril Bar	Blacksmithing - Supplying the Front 6 Copper Axes 6 Copper Chain Belts
Blacksmithing - Trampled Under Foot 4 Green Iron Helms 4 Green Iron Bracers 4 Green Iron Leggings	Engineering - Gnome Engineering 6 Mithril Tubes 2 Advanced Target Dummies 1 Accurate Scope
Blacksmithing - Barbaric Battlements 2 Patterned Bronze Bracers 2 Bronze Greatswords 2 Sharp Claws	Engineering - Goblin Engineering 20 Big Iron Bombs 20 Solid Dynamite 5 Explosive Sheep

Blacksmithing - Great Silver Deceiver 40 Mithril Bar 5 Truesilver Bar	Leatherworking - Dragonscale 2 Tough Scorpion Breastplate 2 Tough Scorpion Gloves 10 Worn Dragonscale
Blacksmithing - Weaponsmith 4 Massive Iron Axes 4 Moonsteel Broadsword 2 Big Black Maces 2 Heavy Mithril Axes	Leatherworking - Elemental 2 Heart of Fire 2 Breath of Wind 2 Globe of Water 2 Core of Earth
Blacksmithing - Gearing Redridge 4 Runed Copper Belts 4 Heavy Copper Mauls	Leatherworking - Tribal 1 Wild Leather Vest 1 Wild Leather Helmet

Table 2 - Profession Quest Items

For some of the other professions such as First-Aid, it is necessary to obtain a manual to increase the maximum skill level. These books are not sold in many places which is why they are so popular at the Auction House. You can buy one from [Deneb Walker](#) (Alliance) in Stromgarde Keep in Arathi Highlands or from [Balai Lok'Wein](#) (Horde) in Brackenwall Village in Dustwallow Marsh. Whenever you see these books whether it's an NPC or the Trade Channel, be sure to snatch them up and sell them at the Auction House. Players are always looking to level up there professions and they are willing to pay for it.

Merchant Locations for Cheap and Rare Items

While pets don't serve much of a purpose in the game other than maybe some virtual companionship, they are still very popular items at the Auction House. The following page contains a list of pets that can be purchased by a vendor. Most of the pets can be purchased for 50 Silver or less and then be re-sold at the Auction House for a lot of Gold. The [Cat Carrier \(White Kitten\)](#) sells for much more than the others listed below because the vendor ([Lil Timmy](#)) wanders the canals between Old Town and the Trade District in Stormwind and is a little harder to find. Because a lot of these are faction specific pets, that means they are even more rare to the other faction. Items that the other faction can't obtain should be sold in Neutral Auction houses. So, if you have an Alliance character and recently purchased a Cat Carrier, put that up for sale at Gadgetzan so that someone on the Horde side will pay a lot of Gold for it.

There are other pets that can be dropped throughout the game which can make you even MORE Gold because they are more rare. One of them is the [Dark Whelpling](#) which I have found a couple times. This was sold for 90 Gold the first time and about 105 Gold the second time I found one. Keep an eye in the auction house for these pets. Many times people sell them for a lot less than what they could actually be sold for. When you find these auctions, make sure you get them before someone else does and then put them back up for sale for a **HUGE** profit.

Location	Pet	Vender	Cost
Booty Bay	Parrot Cage (Cockatiel)	Narkk	40s
Booty Bay	Parrot Cage (Senegal)	Narkk	40s
Dark Moon Faire	Tree Frog Box	Flik	1g
Dark Moon Faire	Wood Frog	Flik	1g
Darnassus	Great Horned Owl	Shylenai	50s
Darnassus	Hawk Owl	Shylenai	50s
Dun Morogh	Rabbit Crate (Snowshoe)	Yarlyn Amberstill	20s
Elwynn Forest	Cat Carrier (Bombay)	Donni Anthania	40s
Elwynn Forest	Cat Carrier (Cornish Rex)	Donni Anthania	40s
Elwynn Forest	Cat Carrier (Orange Tabby)	Donni Anthania	40s
Elwynn Forest	Cat Carrier (Silver Tabby)	Donni Anthania	40s
Orgrimmar	Black Kingsnake	Xan'tish	50s
Orgrimmar	Brown Snake	Xan'tish	50s
Orgrimmar	Crimson Snake	Xan'tish	50s
Stormwind	Cat Carrier (White Kitten)	Lil' Timmy	60s
Thunder	Prarie Dog Whistle	Halpa	50s
Undercity	Cockroach	Jeremiah Payson	50s

Table 3 - Pet Locations

Throughout the world, you will encounter many vendors and merchants. Whenever you come across one, make sure you stop to check out what items they are selling. On the last page of items, you will usually find a Limited Supply item denoted with a number in () next to the item. In most cases, these Limited Supply items are sold for Silver. However, at the Auction House, they can be worth a LOT of Gold. The following few pages contains a large list of formulas, plans, recipes, and schematics that I have put together which shows

the vendor and location where they can be found along with their normal selling price.

The list is sorted by Location first so that you can quickly identify what is available to you based on where you are currently at. Be sure to note that because some of these are Limited Supply items they may not always be available to you at the time of your visit. Another rule of thumb is that the more you have to pay to purchase the item, the larger profit you will turn at the Auction House. With that said, don't assume that it's not worth your time to buy and sell the items going for less than 1g because they will usually provide you the largest percentage of profit.

<i>Location</i>	<i>Item</i>	<i>Vender</i>	<i>Cost</i>
Alterac Mountains	Recipe: Frost Oil	Bro'kin	1g 60s
Alterac Mountains	Pattern: Stormshroud Pants	Leonard Porter	1g 20s
Alterac Mountains	Pattern: Wicked Leather Gauntlets	Leonard Porter	1g 20s
Arathi Highlands	Pattern: Raptor Hide Belt	Androd Fadran	25s
Arathi Highlands	Expert First Aid - Under Wraps	Deneb Walker	1g
Arathi Highlands	Manual - Heavy Silk Bandage	Deneb Walker	22s
Arathi Highlands	Manual - Mageweave Bandage	Deneb Walker	55s
Arathi Highlands	Frost Protection Potion	Drovnar Strongbrew	20s
Ashenvale	Recipe: Shadow Protection Potion	Harklan Moongrove	9s
Ashenvale	Pattern: Herbalist's Gloves	Harlown Darkweave	18s
Azshara	Pattern: Blue Dragonscale	Blimo Gadgetspring	2g
Azshara	Pattern: Chimeric Gloves	Blimo Gadgetspring	1g 20s
Azshara	Schematic: Deepdive Helmet	Blimo Gadgetspring	36s
Blackrock Depths	Formula: Enchant Weapon - Mighty Intellect	Lokhtos Darkbargainer	10g
Blackrock Depths	Formula: Enchant Weapon - Mighty Spirit	Lokhtos Darkbargainer	8g
Blackrock Depths	Plans: Dark Iron Destroyer	Lokhtos Darkbargainer	22g
Blackrock Depths	Plans: Dark Iron Reaver	Lokhtos Darkbargainer	22g
Blackrock Depths	Pattern: Black Dragonscale Breastplate	Plugger Spazzring	2g 20s
Blackrock Depths	Recipe: Transmute Fire to Earth	Plugger Spazzring	1g 50s

Blasted Lands	Elixir of Demonslaying	Nina Lightbrew	1g
Booty Bay	Schematic: Accurate Scope	Mazk Snipeshot	20s
Booty Bay	Schematic: TrueSilver Transformer	Mazk Snipeshot	1g 20s
Desolace	Recipe: Heavy Kodo Stew	Janet Hommers	70s
Desolace	Pattern: Barbaric Leggings	Vendor-Tron 1000	6s 50c
Desolace	Pattern: Gem-studded Leather Belt	Vendor-Tron 1000	30s
Desolace	Recipe: Free Action Potion	Vendor-Tron 1000	18s
Desolace	Recipe: Great Rage Potion	Vendor-Tron 1000	20s
Desolace	Schematic: Goblin Jumper Cables	Super-Seller 680	20s
Dustwallow Marsh	Expert First Aid - Under Wraps	Balai Lok'Wein	1g
Dustwallow Marsh	Manual: Heavy Silk Bandage	Balai Lok'Wein	22s
Dustwallow Marsh	Manual: Mageweave Bandage	Balai Lok'Wein	50s
Dustwallow Marsh	Expert First Aid - Under Wraps	Ghok'kah	50s
Dustwallow Marsh	Manual: Heavy Silk Bandage	Ghok'kah	22s
Dustwallow Marsh	Manual: Mageweave Bandage	Ghok'kah	50s
Dustwallow Marsh	Pattern: Icy Cloak	Ghok'kah	15s
Feralas	Recipe: Ghost Dye	Bronk	90s
Feralas	Pattern: Green Whelp Bracers	Jangdor Swiftstrider	28s
Feralas	Pattern: Living Shoulders	Jangdor Swiftstrider	1g 40s
Feralas	Pattern: Nightscape Shoulders	Jangdor Swiftstrider	40s
Feralas	Pattern: Green Whelp Bracers	Pratt McGrubben	28s
Feralas	Pattern: Living Shoulders	Pratt McGrubben	1g 40s
Gnomeregan	Schematic: Minor Recombobulator	Namdo Bizzfizzle	15s
Hillsbrad Foothills	Pattern: Green Leather Armor	George Candarte	20s
Hillsbrad Foothills	Recipe: Fire Protection Potion	Nandar Branson	15s
Hillsbrad Foothills	Formula: Enchant Boots - Minor Agility	Zixil	10s
Hillsbrad Foothills	Pattern: Earthen Leather Shoulders	Zixil	20s
Hillsbrad Foothills	Schematic: Goblin Jumper Cables	Zixil	20s
Ironforge	Schematic: Gnomish Universal Remote	Gearcutter Cogspinner	12s
Ironforge	Schematic: Thorium Grenade	Gearcutter Cogspinner	1g 20s
Ironforge	Schematic: Thorium Widget	Gearcutter Cogspinner	1g 20s
IronForge	Pattern: Tuxedo Jacket	Outfitter Eric	50s
IronForge	Pattern: Tuxedo Pants	Outfitter Eric	45s
IronForge	Pattern: Tuxedo Shirt	Outfitter Eric	45s

IronForge	Recipe: Elixir of Superior Defense	Soolie Berryfizz	1g 30s
Moonglade	Pattern: Runecloth Boots	Darnall	2g
Moonglade	Pattern: Runecloth Cloak	Darnall	1g 20s
Moonglade	Pattern: Runecloth Robe	Darnall	1g 20s
Moonglade	Formula: Enchant Cloak - Superior Defense	Lorelae Wintersong	2g
Moonglade	Formula: Runed Arcanite Rod	Lorelae Wintersong	2g 20s
Moonglade	Pattern: Felcloth Pants	Lorelae Wintersong	1g 60s
Orgimmar	Pattern: Lavender Mageweave Shirt	Borya	40s
Orgimmar	Pattern: Pink Mageweave Shirt	Borya	40s
Orgimmar	Recipe: Great Rage Potion	Hagrus	20s
Orgimmar	Recipe: Elixir of Superior Defense	Kor'geld	1g 30s
Redridge Mountains	Pattern: Black Whelp Cloak	Clyde Ranthal	6s 50c
Silithus	Formula: Enchant Cloak - Greater Fire Resistance	Kania	10g
Silithus	Formula: Enchant Cloak - Greater Nature Resistance	Kania	10g
Silithus	Formula: Lesser Mana Oil	Kania	1g
Silithus	Formula: Wizard Oil	Kania	2g
Silithus	Pattern: Enchanted Runecloth Bag	Kania	2g
Stormwind City	Pattern: White Wedding Dress	Alexandra Bolero	1g
Stormwind City	Recipe: Elixir of Shadow Power	Maria Lumere	1g
Stranglethorn Vale	Plans: Massive Iron Axe	Jaquilina Dramet	44s
Stranglethorn Vale	Big Stick	Kelsey Yance	5g 38s
Stranglethorn Vale	Recipe: Cooked Glossy Mightfish	Kelsey Yance	1g 60s
Stranglethorn Vale	Pattern: Gem-studded Leather Belt	Rikqiz	30s
Stranglethorn Vale	Pattern: Shadowskin Gloves	Rikqiz	35s
Stranglethorn Vale	Daring Dirk	Vharr	3g 20s
Stranglethorn Vale	Plans: Massive Iron Axe	Vharr	44s
Stranglethorn Vale	Plans: Moonsteel Broadsword	Zarena Cromwind	44s
Swamp of Sorrows	Formula: Enchant Bracer - Deflection	Banalash	58s
Swamp of Sorrows	Recipe: Elixir of Demonslaying	Rartar	1g
Tanaris	Recipe: Philosopher's Stone	Alchemist Pestlezugg	80s
Tanaris	Recipe: Transmute Arcanite	Alchemist Pestlezugg	5g

Tanaris	Recipe: Transmute Iron to Gold	Alchemist Pestlezugg	80s
Tanaris	Recipe: Transmute Mithril to Truesilver	Alchemist Pestlezugg	80s
Tanaris	Schematic: EZ-Thro Dynamite II	Blizrik Buckshot	50s
Tanaris	Plans: Golden Scale Coif	Trenton Lighthammer	44s
Tanaris	Pattern: Soul Pouch	Vizzklick	1g 20s
The Hinterlands	Plans: Mithril Scale Bracers	Harggan	60s
The Hinterlands	Pattern: Nightscape Shoulders	Nioma	40s
Tirisfal Glades	Pattern: Stormshroud Pants	Werg Thickblade	1g 60s
Tirisfal Glades	Pattern: Wicked Leather Gauntlets	Werg Thickblade	1g 20s
Western Plaguelands	Plans: Storm Gauntlets	Magnus Frostwake	4g
Western Plaguelands	Plans: Ornate Thorium Handaxe	Magnus Frostwake	1g 60s
Western Plaguelands	Recipe: Major Mana Potion	Magnus Frostwake	3g
Western Plaguelands	Recipe: Transmute Water to Air	Magnus Frostwake	1g 50s
Westfall	Recipe: Free Action Potion	Bernard the Mixer	18s
Westfall	Recipe: Frost Protection Potion	Bernard the Mixer	20s
Westfall	Recipe: Great Rage Potion	Bernard the Mixer	20s
Westfall	Recipe: Limited Invulnerability Potion	Bernard the Mixer	10s
Wetlands	Elite Shoulders	Wenna Silkbeard	1g 5s
Wetlands	Mystic Sarong	Wenna Silkbeard	1g 5s
Wetlands	Pattern: Green Leather Armor	Wenna Silkbeard	20s
Wetlands	Pattern: Red Whelp Gloves	Wenna Silkbeard	16s
Winterspring	Recipe: Major Healing Potion	Evie Whirlbrew	1g 50s
Winterspring	Formula: Enchant Chest - Major Health	Qia	1g 60s
Winterspring	Pattern: Frostsaber Boots	Qia	1g 60s
Winterspring	Pattern: Mooncloth	Qia	2g
Winterspring	Pattern: Runecloth Bag	Qia	1g 20s
Winterspring	Pattern: Runecloth Gloves	Qia	1g 60s

Table 4 - Cheap Recipes, Formulas and Other Rare Items

Quick Instance Runs

Some of the best items in the game can be found in instances. Unfortunately, some instances can take several hours to complete which may not always be possible for a player to do. The good news is that there are some shorter instances that you can finish a lot quicker and still receive a lot of Gold and nice items in the process.

Scarlet Monastery (SM) - Between 15 and 25 minutes each

The nice thing about the Scarlet Monastery is that there are actually 4 different instances here that you can run through. This makes it nice because you can choose which one you want to go through or if you have the time you can go through them all. Each of the instances can be accomplished in about 25 minutes or less. If you are a high level, you should be able to pretty much solo these. There are a lot of quests here as well so be sure to grab them all before going in.

Graveyard (15 minutes)

The easiest of the four instances is the Graveyard. Once you clear the corridors and make it out to the Graveyard, be sure to look for [Ironspine](#), [Azshir](#), and the [Fallen Champion](#) as shown on the map below. These guys are rare spawns but if you see them, you will definitely like the blue items they can drop. Once the room is clear, go ahead and take out [Bloodmage Thalnos](#). Once you are done, you can pick up a quest (Horde only) from a prisoner nearby. Depending on your level / group, you should be able to fight through this in less than 15 minutes.

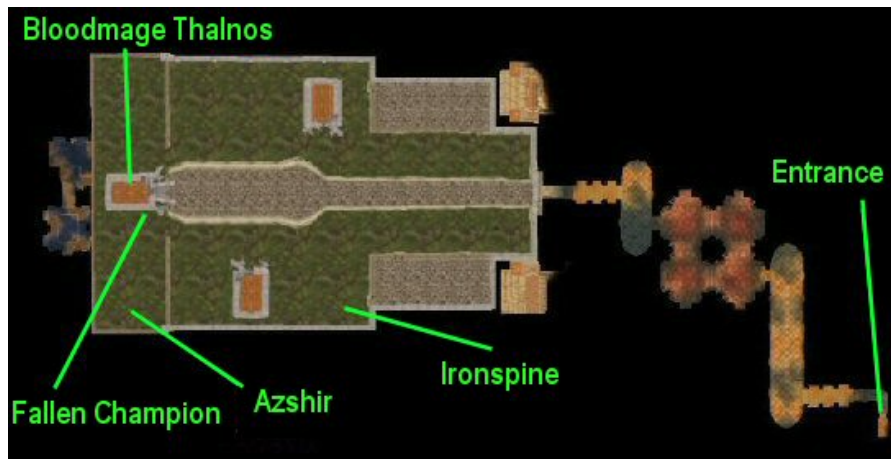


Figure 6 - Scarlet Monastery Graveyard

Library (15 to 20 minutes)

Here you will want to be sure that you get both bosses: Houndmaster Loksey and Arcanist Doan. Both of these are mid-30s Elite and each drop some nice blue and green items such as Watchman Pauldrons and Illusionary Rod. Once you defeat the Arcanist Doan, look around for a chest and inside you'll get the Scarlet Key which is needed for the remaining 2 instances.



Figure 7 - Scarlet Monastery Library

Armory (20 minutes)

This one will start to get tougher as in here you will be looking for Herod, the Scarlet Champion. Unfortunately, there's no real shortcut to this guy, just follow the instance until you pretty much reach the last room. As with any instance, be sure that no patrols are coming by before you starting pulling. Once you reach and defeat Herod, he will drop some very nice blue items, most of which are geared towards a Warrior. A couple that I have gotten from him were the Swampchill Fetish and Beguiler Robes, both of which sold very well.

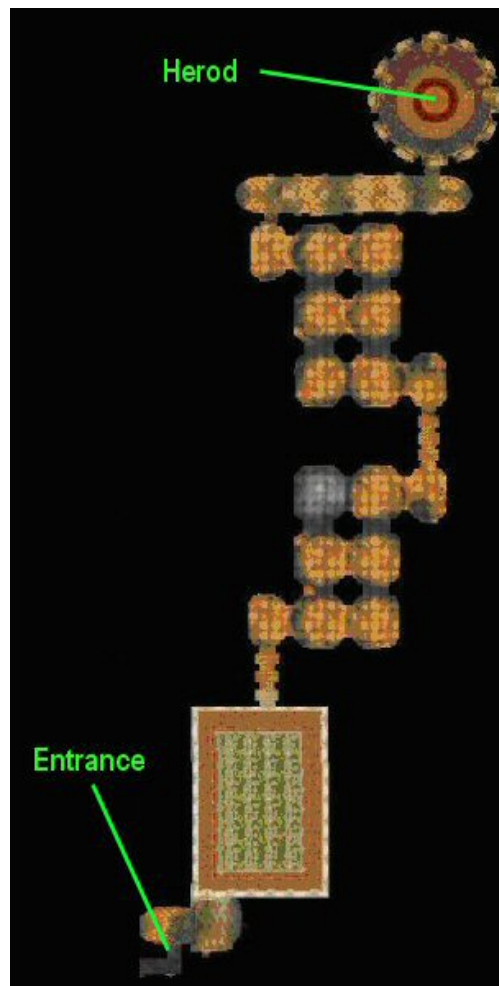


Figure 8 - Scarlet Monastery Armory

Cathedral (20 to 25 minutes)

You won't reach any bosses here until you go past the garden. Once you do, Mograine will be straight ahead. Before attacking, be sure to clear out as much as you can as he will be calling his friends into battle if any are still around. Once Mograine is beaten, Whitemane will come out and you will have to take her out as well. Both of these bosses will drop some nice blue items. Before leaving, be sure to head over to the right and the torch you see is actually a switch. This will open up a room where you can find Fairbanks. Kill him and collect even more loot. Congrats, you have finished the Scarlet Monastery and collected a lot of gold as well as several very nice blue and green items.

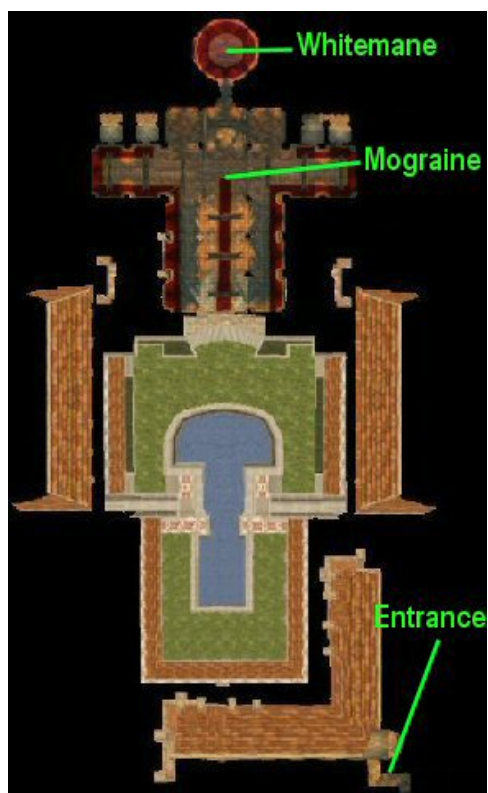


Figure 9 - Scarlet Monastery Cathedral

Deadmines (20 minutes)

If you aren't quite that high of a level to complete SM, then head over to Westfall where you can then go to the Deadmines for a lot of quick runs that yield some good gold and a lot of blue items. If you are playing an Alliance character, be sure to grab the quests in Stormwind before going in. Once inside, you will encounter several bosses. Most of the bosses are around 20 Elite. Despite being a lower level, these Deadmines bosses drop some really nice blue items such as the [Cruel Barb](#) and [Blackened Defias Armor](#). Once you defeat [Edwin VanCleaf](#), head outside to the boat where you will find a Murloc named [Cookie](#). Take him down and you can get the [Cookie's Stirring Rod](#).

At this point, you will have pretty much finished the Deadmines and can then leave the instance. If you are lucky, you might run into [Miner Johnson](#) inside. He is a Level 19 Elite and is a rare spawn. If he is inside, you will find him just after Rhahk'Zor's chamber to the left. The last time I fought him, I got the [Gold-Plated Buckler](#) which was nice for the level I was playing with. He also can drop some recipes and schematics so be sure to see if he is there before you run through the rest of the instance. Once you reach Level 30, you should be able to solo this without much of a problem. Nice thing about any instance that you can solo is that you can get all the loot! The map below shows where each of the bosses and Miner Johnson can be found.

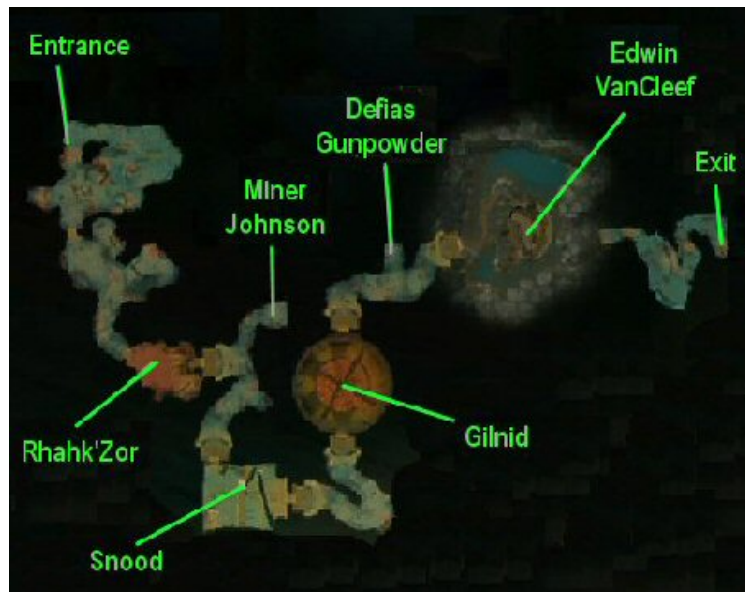


Figure 10 - Deadmines

Uldaman (20 to 30 minutes)

This instance has mid-40 Elites and contains several bosses that drop blue items. One of the nice things about Uldaman is that there is a back door to the instance which takes you to the half way point near the Obsidian Sentinel. The backdoor entrance is a cave in the Badlands near Dustwind Gulch. You will know that you have found it because guarding it are some elites by the entrance.

Once inside, you will soon find the [Obsidian Sentinel](#). Once you get past him, you will have 2 directions to choose from. If you are an Enchanter, you will definitely want to venture over to the part of the map where [Annora](#) is labeled. Once you clear the area, talk to Annora and start learning the enchants. You need to start using the new enchants while you are there so that you can learn the rest of the ones she offers in one trip. You should learn all of the enchants she offers because you will easily make your money back by selling your services in the Major Cities. To learn all of the enchants, you will need about 12 gold and the following mats: (90) [Vision Dust](#), (20) [Dream Dust](#), (20) [Lesser Nether Essence](#), (10) [Greater Nether Essence](#), and (1) [Runed Truesilver Rod](#).

Below is a list of enchants that you can train on.

<i>Enchant</i>	<i>Level</i>	<i>Cost</i>
Artisan Enchanting	230	5g
Enchant Shield - Greater Spirit	230	54s
Enchant Chest - Superior Mana	235	54s
Enchant Boots - Agility	240	58s
Enchant Bracer - Greater Strength	240	62s
Enchant 2H Weapon - Greater Impact	240	62s
Enchant Chest - Stats	245	62s
Enchant Weapon - Greater Striking	245	62s
Enchant Gloves - Minor Haste	250	65s
Enchanted Leather	250	1g
Enchanted Thorium	250	1g

Table 5 - Enchants offered by Annora

Whether you had to head over to Annora for training or not, you now need to start working your way over to [Firehammer](#). Important note here...when you enter the room with Firehammer, you will see a chest off in the distance...DO NOT open it. That chest is needed for the [Restoring the Necklace](#) quest which we are not doing here. You should go ahead and take out everyone that you can without pulling Firehammer. Once you have cleared as much as you can, go ahead and take out Firehammer to get a nice blue item. Some of the drops that I have gotten from him on a few occasions are [Galgann's Fireblaster](#) and [Flameseer Mantle](#). Once you are done, you should leave the instance and repeat.

If you have a high level Druid or Rogue, you can work your way to Firehammer in a matter of minutes by stealthing your way there. Once you kill Firehammer, run right back out of the instance and you just got a quick blue item that you can sell. After you sell all the loot you get from these quick 5-10 minute stealthing runs, it can make you about 50 Gold per hour!



Figure 11 - Uldaman

All 3 of the instances just covered can be completed pretty quickly if you are a high level, can stealth around, or if you have a good group of players together. Just by making these instance runs over and over again, you can easily make a lot of easy gold from money collected along the way and the loot that you can turn around and sell at the Auction House when you are done. If you are one of the lucky players that can afford to sit down to go through a 2 or 3 hour instance from beginning to end, I recommend going through Scholomance over in the Western Plaguelands. You can also go through Dire Maul which has multiple wings of the instance like the Scarlet Monastery so you can pick which part you want to go through. These are by far some of the most difficult instances to complete but at the same time they can be very rewarding.

A tip you should always use in any instance where you are in a group that is taking turns on the items that get looted, is to try to allow other players to get the Bind On Pickup (BOP) items, unless you need them for yourself. This will allow you to get more of the Bind On Equip (BOE) items. The reason for this is pretty obvious; you can sell the BOE items at the Auction House for a lot of money. If you can't use the BOP, you are stuck with selling it to a vendor for not as much compensation or you can disenchant if you are an Enchanter.

Great Gold Making Spots

Angerclaw Maulers

Head into Felwood and find a [nice cluster](#) of [Angerclaw Maulers](#). These guys respawn pretty fast so when you kill all of them in an area, the first ones you killed will start to respawn and you won't have much downtime. Even though they don't necessarily drop a lot of higher end items, you will get a lot of stackable Claws, Jaws, Bones, etc... that sell very well as vender trash. On top of that, you can skin them and make even more money off of the Leather that you sell at the Auction House. On average, this will bring in about 40 Gold per hour.

Whelps in the Badlands

A good spot for a low level 40 is the [Eastern Side](#) of the Badlands. Here you will find a LOT of Whelps, mainly the [Scalding Whelps](#). They can do a good amount of damage but their hit points are low so you should be able to solo these just fine. They drop a lot of leather, a handful of blue items and a lot of very nice greens. I wasn't even grinding these guys and I got a [Dark Whelpling](#) for one of my drops. If you're a skinner, you'll definitely love this spot because you will get experience, gold/loot, and you can skin these guys.



Figure 12 - Scalding Whelps Location

Power Crystals

There are several different colored power crystals needed in order to complete the [Crystals of Power](#) quest which is given by [J.D. Collie](#) in Un'Goro. These blue, green, red, and yellow crystals can be found all over Un'Goro and are very easy to collect because they are usually a safe distance away from most mobs. When you go to sell the crystals, I have found that they sell best in stacks of 7 because that's how many of each color are needed to turn in for the quest. I have seen a small stack of 7 sell for as much as 1 Gold which equates to about 3 Gold for every 20 that you collect. In an hour I was able to collect about 90 power crystals which comes to about 13 Gold. Another thing to be aware of is that you can utilize the [Gatherer Mod](#) to help you locate these a LOT faster. While this isn't a 50+ gold per hour strategy that everyone is looking for, it is something that is very easy to do. Also, because there are a few other Un'Goro gold making strategies listed in this guide such as [Skinning Devilsaurs and Gorillas](#) or collecting [Essences of Fire](#), you can essentially be doing one of those in addition to collecting the power crystals all at the same time.

Crusader Enchant

The [Formula: Enchant Weapon - Crusader](#) is one of the most sought after formulas in the game. There is only one place to get one of these (besides the Auction House) and that is from the [Scarlet Spellbinders](#) which can be found at the tower on your way up to Heartglen. Click [here](#) to see a map of where you can find them. While you may have to invest some time before it drops, don't forget that this formula is worth anywhere from **250 to 350 Gold!** In addition to the Crusader Enchant, you will find a lot of other nice green and blue items along the way including some of the cards that make up the Elementals, Portals, and Warlords decks.

As long as this place isn't being farmed, you will have no problem making the money to justify your time up here. If this area is heavily occupied at the time, you would be better off using one of these other strategies and try coming back at a different time when it's less crowded. I have personally done this before and found mine in about 4 hours. With the profit I made from the formula as well as the other items I found during this time, it came out to be about 100 Gold an Hour for my time. If you are looking for a little more encouragement to get you going up here, someone else in my guild got it around their 15th kill which they obviously got very lucky but just to let you know that it could drop at any time.

Demonslaying Enchant

Over in the [Southwest Corner of Azshara](#) west of Forlorn Ridge (Shown in Figure 13), you will find some **Highborne Apparitions** and some **Highborne Lichling**. They don't have too many hit points which means you can kill a ton of these things in a short amount of time. These guys drop a lot of mageweave, as well as some nice green and blue items. I have also gotten quite a few Patterns and Plans such as [Formula: Enchant Weapon - Demonslaying](#). On average this should make you about 40 Gold Per Hour depending on how much this area is being hit at the time.

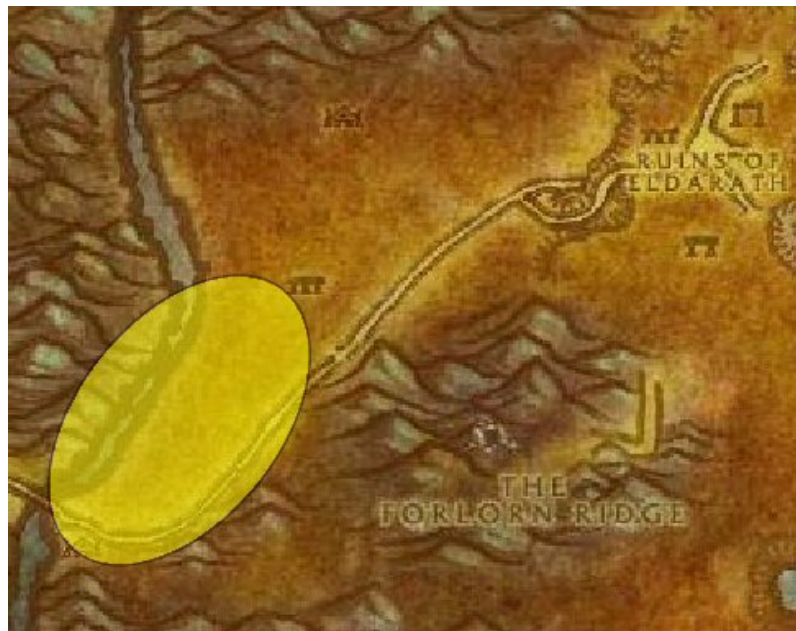


Figure 13 - Highbornes in Azshara

Winterspring Highbornes

In Winterspring, head to the area just [Southwest of Everlook](#). Here you will find some [Anguished Highbornes](#) and some [Suffering Highbornes](#). They will drop a ton of runecloth and you can also get a wide range of patterns, plans, and recipes. If you are lucky enough, you will spot [Princess Tempestria](#). You might need a little help with this one because she is a 60 elite and has some friends around her. She drops the [Tempestria's Frozen Necklace](#), lots of other BOE blue items and can also drop the [Ace of Elementals](#) which will fetch you about 30 Gold!

Legash Encampment

In Azshara near the [Legash Encampment](#) (Shown in Figure 14), you will find a large group of [Blood Elves](#) that have an Excellent Rune Cloth drop rate. They also drop a good amount of greens and some nice blues. The last time I was grinding there, I found the [Gryphonwing Long Bow](#) and sold it for about 95 Gold if I remember correctly. Even if you don't find any blues, the rune cloth and plenty of nice green items will still bring you a lot of gold for the little time you spend killing these guys. On top of that, there are also a lot of chests that spawn in the area so be sure to keep an eye out for other players sneaking in for the loot.

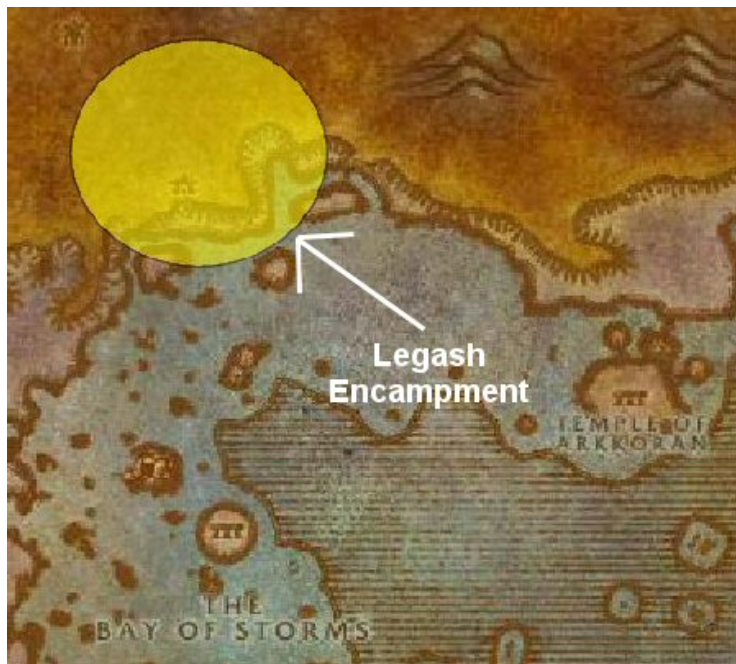


Figure 14 - Legash Encampment

Eye of Shadow

Also in Winterspring, head to the [Southern Part near Darkwhisper Gorge](#). There you will find [Hederine Slayers](#) which have a good drop rate (for an epic anyway) to give you the [Eye of Shadow](#). This item is needed for the Priest to get [Benediction](#). If you don't need it for yourself, you can make around 100 Gold for it at the Auction House.



Figure 15 - Eye Of Shadow Location

Essence of Air

In the [Northern part of Silithus](#), you will find some [Dust Stormers](#). These guys drop some good items and have decent drop rate for [Essence of Air](#) which goes for about 12 Gold a piece. They also drop a lot of elemental items and quite a few people have gotten an epic from these guys. As with any epic, they are hard to get but it's nice to hear that these guys have dropped a couple different ones. Not counting the epics because those are tough to get, the Essences and other elemental items received should bring you in about 60 Gold per hour.

Essence/Core of Earth

Another great spot in Silithus can be found in the [top left corner](#) of the zone. Here you will find plenty of [Desert Rumblers](#) that drop [Essence of Earth](#) and [Core of Earth](#) as well as lot of nice blue items and if you are really lucky maybe even an epic.

Twilights in Silithus

The place where I have been spending most of my time recently is Silithus. One of the things I do there is focus on the areas where you can find [Twilight Stonecallers](#) and [Twilight Avengers](#). There are a few [different clusters](#) of these guys scattered throughout Silithus which is nice because you don't have to worry about someone farming these guys all the time. These guys will give you a ton of [Runecloth](#) and a few items that I have personally found here are the [Orb of Deception](#), [Plans: Radiant Leggings](#), and a [Four of Warlords](#). Making passes in here with a high level character will easily make me about a 150 gold per day!.



Figure 16 - Twilights in Silithus

Cloth in Felwood

Over in [northeastern part](#) of Felwood, you can find a lot of [Hellcallers](#), [Betrayers](#), and [Tricksters](#). These guys don't drop a ton of great items but you will get a LOT of [Runecloth](#) and [Felcloth](#) which sells very well at the Auction House.



Figure 17 - Felwood Locations for Cloth

Making Gold in BRD

There is a gold mine waiting for you over in Blackrock Depths (BRD) that you just have to know about. At the Grim Guzzler Tavern inside of BRD, you will find [Lokhtos Darkbargainer](#) of The Thorium Brotherhood. What you need to do is build up your reputation so that you can purchase some top of the line Patterns and Plans. The way you do this is by completing quests and selling him certain items such as [Dark Iron Ore](#) and [Core Leather](#).

As you increase your reputation with him, he will begin selling you some of the 30 plans and patterns that he offers such as the [Plans: Dark Iron Destroyer](#) and the [Pattern: Molten Helm](#). To see a more comprehensive list of what he sells and how to gain the reputation needed to purchase these items, check out this link [here](#). As soon as you are able to begin purchasing these items, the gold will be flowing in.

Dark Iron Ore

The [Dark Iron Ore](#) in BRD is always in high demand because it is needed for reputation with the [Thorium Brotherhood](#), higher-end crafts by Blacksmiths, and some other very rewarding quests. So if you aren't up for spending a lot of time to build up your reputation, you can still make about 10 gold per stack. You should be able to mine about 30 of these per hour and if you are a Rogue or Druid, you should be able to stealth your way around better so that you can get between 50 and 60 an hour. This will bring you in a good amount of gold per hour for just mining.

Weeping Cave

Head over to the [Weeping Cave](#) in the Western Plaguelands as shown in Figure 18. Here you'll find a lot of [Rotting Behemoths](#) and [Decaying Horrors](#) that have drop a lot of nice loot and a decent amount of money. The drop you are looking for here is the [Recipe: Greater Nature Protection Potion](#) which will drop between 1% to 2% of the time. Currently on the server I play on, this sells for about 70 Gold. You should be able to get one of these in about 90 minutes of work which comes out to almost **1 Gold per minute!**

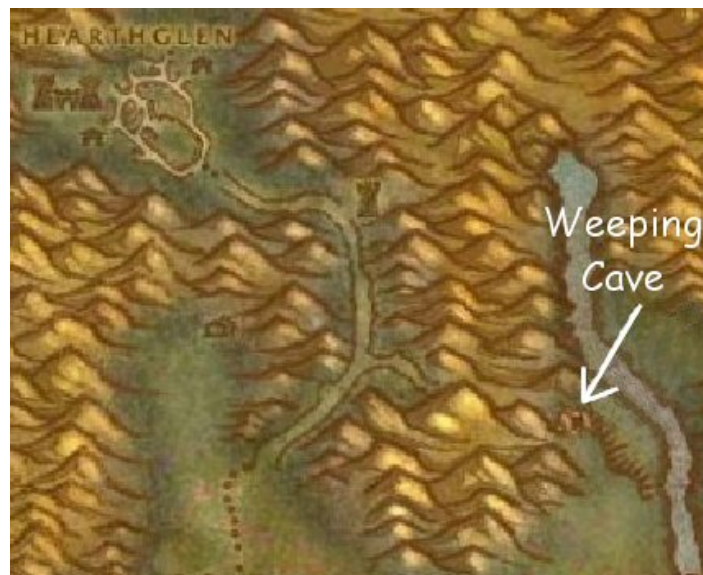


Figure 18 - Weeping Cave

Stone Guardians

The **Stone Guardians** on the **Northeastern half** of Un'Goro Crater have a really good chance to drop **Guardian Stones**. They are in high demand because they are needed to craft high level items for Blacksmithing, Tailoring, Leatherworking, and Enchanting. Right now on my server, they are going for about 5 Gold a piece. On top of that, the Guardians also drop **Essence of Earth**, some nice blue items and a lot of greens that you can either sell or disenchant.

Deviate Fish

Another great money maker in fishing is over at the Wailing Caverns where you will be fishing for some **Deviate Fish**. For awhile, it was popular to use the **Recipe: Savory Deviate Delight** to make some **Savory Deviate Delight**. However, the Deviate Fish seem to be selling for more at the Auction House recently than the delight that you can turn it into by Cooking.

So my recommendation to you is not bother with buying the Recipe which sells for about 25 Gold and just focus on collecting the fish. Besides, this recipe does drop in the Barrens so you may come across it while you are out there anyway. If you have a nice fishing macro, then you will be able to make gold here without doing much work at all. While this isn't the hundreds of gold an hour that everyone wants, it is an easy way to make some gold if you can't take on those higher level elites yet.



Figure 19 - Deviate Fish Locations

Patch of Elemental Water

Off the coast of Azshara near the Bay of Storms you can find several [Patches of Elemental Water](#). A picture of what one of these patches looks like can be seen in Figure 20. Here you can fish for [Elemental Waters](#), [Globes of Water](#), and [Essences of Water](#) which can go for 5-7 Gold a piece!. The only thing you have to watch out for is there are some Level 50's out there. You should be able to avoid them for the most part but you should keep an eye out in case one is sneaking up on you. Depending on your Fishing skill level, you should be able to make around 75 Gold per hour for all the loot.



Figure 20 - Patch of Elemental Water

Auction House / Market

Using the Trade Channel

Keep a close eye on the Trade Channel wherever you are. When people post items in the Trade Channel that usually means they want to sell the item quick. These people will typically accept lower than market value and then you can take their "trash" and sell that "treasure" to someone else for a lot more at the Auction House.

When you see a nice item that looks like something you can make some Gold off of, send that person a whisper to see what they are asking for. If they ask you for an offer, offer them something that is less than what you know you can sell it for at the Auction House. If their asking price is reasonable or high, reply back saying something like "uhh, I can only afford to pay [lower amount] for that but thanks anyway". If they are a new player who doesn't know what they have, they may interpret your "uhh" as in their asking price is really high and a lot of times they will drop the price.

If they do know what they are selling, the fact that they are offering it up in Trade Channel shows that they want to hurry up and sell the item. A lot of times they will reply back to work a deal with you, especially if you are polite with them. People who have a good first impression of you will be more willing to sell the item to you at a very reasonable price.

Once you have agreed on the price, if both of you are not close to each other at the moment, ask that person to mail you the item using C.O.D. This will allow you to continue doing whatever it is that you are working on while still being able to get the item. If you have to stop playing to meet that player, that is time...and time is money.

Controlling the Market

Control the market. What I mean by this is instead of undercutting someone else's auction so yours is bought first, you could do a Buyout on the other person's auction. Yes you have to spend money to purchase their item but what this means is that you now have a monopoly of that item in the Auction House. You can put both back up for a higher amount and make a profit on both. I am not saying that you should just go out and buy all items of your same type that you are trying to sell because that doesn't always work. What I am saying though is that if there is just 1 or 2 auctions up where you know the Buyout is lower than Market Value, it would be beneficial in that scenario to buy that item and monopolize the market for that item in the Auction House.

Setting up your Auctions

If you do choose to set up either a 2 hour or 8 hour auction, you should make sure that the auction isn't going to end at a time like 4am. Ideally, you want your auctions to be running in the evenings and end sometime before Midnight. The reason for this is that servers have the most players online between 6pm and Midnight. While this isn't always the case such as during holidays, it does hold true in most cases. This is another advantage of using the 24 hour auctions because they will be covering all hours of the day.

Neutral Auction Houses

Items that can only be obtained by a certain faction should be sold at Neutral Auction houses. The reason is because that item is rare to the other faction and with basic Supply vs. Demand principles, that equates to a LOT of Gold for you! On top of that, they can be seen by everyone... Horde and Alliance.

The Darkmoon Faire

This next tip requires that you have a decent amount of starting money. As you are already aware I'm sure, there are different types of cards ([Beasts](#), [Warlords](#), [Elementals](#), and [Portals](#)) that make up an entire deck. What you do here is buy whatever remaining cards from the Auction House that you need to make up an entire deck. Just remember that when purchasing the remaining cards you need, to not overpay or that will cut into your profit on the deck. Keep your eyes open and a good deal will show up. Once you have the entire deck, you can put that up for sale at the Auction House and you can make a good 50-75 Gold Profit...just from getting the individual cards and assembling the deck yourself. You

can make even more when the [The Darkmoon Faire](#) is around because the decks can be sold for [Darkmoon Cards](#) which are Epic Trinkets that a lot of players are trying to get.

Auction House Trick

While this next tip isn't necessarily one that will earn you any friends among other players in the World of Warcraft, I should at least mention it because it is a trick people will use at the Auction House. When there are a lot of the same items for sale at the Auction House, one of the things you can do is sneak an item of that same type somewhere in the middle of them all but instead of listing it for 75 Silver, list it for 75 Gold. The hope is that someone will accidentally buy your item because they weren't really paying attention. Even if this is something that you may never do, you should at least be aware of it so that you aren't on the other end of this deal some day.

Gold Making Tips

Server Maintenance

Keep an eye on the Message Window when you first start up World of Warcraft to see when they reboot. They will usually have a maintenance schedule or give you a couple days notice on when they are rebooting the servers. When this happens there are two things you HAVE to do. Before the reboot, start bidding very low on the auctions that have Short or Medium time left. When the reboot occurs you will be the high bidder and because the servers are offline, other players can't outbid you. This allows you to get some very nice items for a lot less than they would normally go for which you can then in turn put back up for sale for EASY money.

After the reboot, the [Limited Supply Items](#) are back up for sale at a lot of the merchants. If you can get online shortly after the server is back up, make sure you hit up a lot of the merchants and vendors. Some areas that are loaded with them and are very close to each other so you can get to them all very quickly are Ratchet, Booty Bay, and Gadgetzan.

Patch Releases

When a new patch is going to be released, you can usually view the patch notes prior to that. Look for items that are either going to have their stats altered or their % drop decreased. This your opportunity to start snatching these up like crazy so that when the new patch comes out, you will be on the nice side of the supply and demand allowing you to make a some serious cash. Epics that are involved here will bring you in an INSANE amount of Gold!

Also, on the flip side of that, look for items that are going to have their % drop increased. This means the market is about to get flooded with them and if you have been hanging on to them, go ahead and sell them before the new patch comes out.

Transmuting

Certain items in the game are worth significantly more if you simply transmute them before you put them up for sale. An example of this that I use all the time is transmuting [Arcane Crystal](#) (12 Gold) into [Arcanite Bars](#) (18 Gold). If you don't have Enchanting as one of your professions, you should be able to ask a friend or someone in your guild to do this for you. Whenever you visit the auction house, make sure you also look for other items that you can easily transmute for a profit such as [Essence of Undeath](#) which can be turned into [Essence of Water](#). If so snatch them up, transmute them and then put them back up for sale. I have made as much as **100 Gold** in a day from doing this.

Parties in Instances

When you join a party or do instance runs, try to avoid groups that have someone of your same class already in the group. This will allow you to get more items that are specific to a class. For example, if there are 2 mages in a group and you are one of them, it's going to make it a lot harder to get those Rare and Epic cloth items because there are 2 of you fighting for them.

Choosing Rewards Wisely

The reward that you choose at the end of a quest can be a very easy money maker. A lot of quests have decent rewards but most of the time it's not an item that you can use personally. The other bad thing is that these reward items are almost always Soulbound as soon as you pick it up which means you can't make a profit from it at the Auction House. However, by simply choosing the item that will make the most from the vender can easily make you a lot of gold. So you are probably saying to yourself, "Ok, that sounds good but which one do I choose?". The best way is have an Addon installed (such as the Auctioneer) that will provide this additional information when you hover over the items. If you don't have an Addon to provide this information, just use a little common sense. For instance, a bigger weapon will almost always sell more. So if you have a choice between a 1 handed sword and a 2 handed axe, go with the axe. The extra money you'll make just by picking the most valuable reward item will really add up over time to a LOT of gold.

Healing, Tanking & Escorting

Post a message in one of the major cities advertising your healing, tanking, or escorting services. There are a lot of lower level players who would be very willing to pay for your time. If they don't have a lot of gold to pay, you can say that you get to collect certain items along the way or at a specific boss. Whenever you are helping out a lower level player (or group), typically it is an instance or area that you are going to be able to breeze through. This allows you to collect the gold or items that are dropped in a very short amount of time.

Guilds

Join a guild...preferably one with a lot of high level characters. All guilds that I have been a part of have very friendly people in them. When players in a guild find items they don't need or don't apply to their class or profession, many times they will offer them up to someone else in the guild that wants them. That someone is you. You can get a lot of nice high level items from a guild that you can then either use for your own character or sell at the Auction House to make a lot of GOLD!

Twinks

For those of you that don't know or may have heard the word "Twinks" but not sure what it means, basically it's a character that is very powerful for their level. These twinks are formed by equipping themselves with the best equipment they can hold thus making them much more powerful than the average character at that same level. Twinks are most commonly used in battlegrounds or in PvP.

The way you can make gold off of this concept is by supplying these twinks with items. For example, in battlegrounds you can only go in with other players that are in the same level range. So a level 21 character would be in the same battleground as a level 29. This of course is a huge advantage to the level 29. To make the level 29 even more powerful not only against the level 21 but also any other level 29s, they will equip themselves with either rare (blue) or really nice green level 29 items. For this reason, any rare items that are level X9 where X is any number are highly sought after. When you get really nice blues or even greens where their item level ends in a "9", you will want to make sure you take advantage and sell for a lot more than usual.

Another thing you will want to do is search the auction house for these X9 level items. There are many people out there that don't know how popular these are and therefore will sell them for a lot less. When you find a deal, buyout the auction and relist for a very nice profit.

In addition to these X9 items, you will also want to keep your eye out for any nice blues that you may find because after all even those level 21s are looking for an edge against each other. Some popular twink items on most servers are the [Assassin's Blade](#), [Shadowfang](#), [Cruel Barb](#), [Lucky Fishing Hat](#), and [Deviate Scale Gloves](#) just to name a few.

Seasonal Items

For whatever the reason may be, seasonal items sell very well...especially when out of season. During Halloween, Christmas, or whatever holiday Blizzard decides to add some extra goodies to the game, make sure you stock up on those items by either putting them in your bank or storing on an Alt for awhile. Keep an eye on the Auction House to see how they are selling and usually within a month or so, you will be able to make a nice easy profit off of those items.

In addition to seasonal items selling well themselves, you will also want to look into the items needed to craft some of these. For instance, when [Gingerbread Cookies](#) and [Egg Nog](#) were introduced the demand for [Small Eggs](#) went up a lot because they were needed to make this seasonal item. So be sure to keep an eye out for materials needed to create these Seasonal Items and load up on those because they will sell like crazy at the Auction House. Again, higher level characters don't really care for collecting some of these lower level items on their own and would rather just overspend and buy them. This is where you come in and reap the profit!

Max Level Questing

When a player hits the maximum level, they will no longer receive experience from quests. Instead they will receive gold. What I would recommend doing is saving a lot of quests until after you hit the max level. To level up the last couple levels, you should do any instance running you want to do or grind using the farming strategies in this guide. Once you hit your maximum level, go ahead and finish up those quests and get a lot of gold.

Set Types and Information

Get your hands on set items whenever possible. Everyone is trying to get the set for their specific class or character and they are always willing to pay top dollar for the remaining pieces they need. In addition to selling the set items individually, you may also find that you can make more money by selling the set as a whole. Obviously you can't list the entire set in one auction but what you can do is post messages in the major cities advertising that you have a complete item set.

With all the patches Blizzard has released, there are literally hundreds of different set items out there. If you have a crafting profession such as Leatherworking or Tailoring, I would highly recommend learning how to make at least one or two of these set items as this will be a nice additional income for you. The patterns may take some time to get or cost some money up front but you will definitely be able to make your money back plus a lot more. If the Auction House already has a few of the items you crafted, it may be worth your while to look at putting a nice armor kit on the item to make it stand out from the others.

There are also special Tier Sets that contain epic items and these are highly sought after by higher level characters. The general rule of thumb is that the higher tier an item is in, the better it is and therefore the more gold you can make from it. Below are a few links that show you the different types of set items that you should keep your eye out for and where you can find them.

Sets	Information Link
Armor Sets	http://www.wowwiki.com/Category:Armor_Sets
Item Sets	http://www.wowwiki.com/Category:Item_Sets
Non-Class Sets	http://www.wowwiki.com/Non-class_sets
Weapon Sets	http://www.wowwiki.com/Category:Weapon_Sets
Tier 1 Sets	http://www.wowwiki.com/Tier_1
Tier 2 Sets	http://www.wowwiki.com/Tier_2
Tier 3 Sets	http://www.wowwiki.com/Tier_3
Tier 4 Sets	http://www.wowwiki.com/Tier_4
Tier 5 Sets	http://www.wowwiki.com/Tier_5
Tier 6 Sets	http://www.wowwiki.com/Tier_6

Table 6 - Set Types and Information

Grinding

If you are one of those players that doesn't mind to Grinding, you should kill 2 (or 3) birds with one stone by grinding places where you can skin and/or complete quests in. It doesn't make much sense to grind just for the sake of leveling. If you can be doing quests, gathering, and grinding all at the same time, you will be able to make a lot more gold and gain a lot more experience so that you can get to the higher levels faster. Once you reach Level 60 (or 70 in Burning Crusade), most quests pay out gold for the reward instead of experience. So if you are leveling faster, you will be making gold faster too! If you are interested in learning more about leveling faster, you can check out these two that I highly recommend for getting to 70 the fastest:

[Horde Leveling Guide](#) and an [Alliance Leveling Guide](#).

Disenchanting

If your character's profession is Enchanting, listen up. There are some items that you can buy at the Auction House and make an EASY profit on all the time. How? The answer is Disenchanting. There are certain items that you can buy at the Auction House and then disenchant the item to get another item that is actually worth more than the original item. Blue items usually sell very well in the Auction House so unless it's BOP, you will probably want to focus mostly on the Green items when disenchanting.

A couple of the best green items that I have found to disenchant are the [Runecloth Boots](#) and the [Wicked Leather Headband](#). One of the items that can be obtained by disenchanting these is a [Large Brilliant Shard](#) which can sell for about 6 Gold a piece, depending on your server. If you do this 10 to 12 times, that alone will get you close to **75 Gold!** This will also work for many other Green and Blue items. The type and quantity of your disenchant depends on the type and level of the item you are disenchanting. To help you identify which items you should disenchant, make sure you are using the [Enchantrix](#) Add-On so you know what items are worth disenchanting.

Character Transferring

If you don't have any sentimental ties to the server you are on, it can be VERY beneficial to you from a financial standpoint to take advantage of the free character moves from a populated server to a lower populated server. What this means is that you are now one of a small group of players that can provide the higher end items to the new players on that server. This will ultimately mean that the supply is low and you can essentially demand whatever price you want for your items. This is most helpful if you are on one of the servers that have been online since Day 1 and have a ton of Level 60s. To view a list of the servers you can transfer your character to, simply [log in](#) to your account and click the "Eligible Realms" link.

Taking Notes

Keep a list in Notepad or Excel of what items sell good and which ones aren't worth your time. For the items that are worth your time, keep track of where you found them. If you bought them from a vendor or merchant, keep track of how much you paid for them as well. While this sounds like a pain to do, you'll be surprised at how useful this will be for you especially after you are making money off of so many different items. This is also helpful for when you are trading with other players outside of the major cities and it's not as easy to check the going rate of a certain item. You could also take advantage of Notes features in the UI to keep track of your notes in-game if you don't feel like going back and forth between WoW and Excel to manage them.

Low Level Gold Strategies

Stranglekelp in Zoram Strand

Farming [Stranglekelp](#) is a very easy thing to do and is a great way to make a lot of gold as a lower level character. You only need a skill of 85 to collect this herb which is also nice. The reason for being so popular is that Alchemists need this herb to level up and make certain potions. One of the best and easiest places I have found when it comes to gathering Stranglekelp is in Ashenvale along the [Zoram Strand](#). I start at the little island to the far north and work my way down the coast towards the Horde base. The Stranglekelp respawns pretty fast so once you reach the end of the coast and turn around, the Stranglekelp should already be respawning for you.

A map of the path I take can be seen in Figure 21. You will encounter some mobs in the shallow waters along the coast but you should be able to avoid them for the most part. If you have an Undead character, this spot will work even more to your advantage because of the improved underwater breathing. After an hour's worth of patrolling the coast, you should be able to collect about 2 stacks of Stranglekelp. They usually sell for about 3 gold per stack but I have seen stacks of these sell for as high as 4 to 5 gold on my server. This comes to almost 10 gold per hour that you can make as a level 17+ character.



Figure 21 - Stranglekelp in Zoram Strand

Oily Blackmouth

This fish is needed by Alchemists to level up and create [Blackmouth Oil](#). A great spot is in Auberdine next to [Gubber Blump](#) just down from where the Flight Master is (around 35,46). For just 45 Copper you can buy a [Shiny Bauble](#) from him that will increase your fishing skill by 25 for 10 minutes. Definitely take advantage of this to increase your chance at catching these Blackmouths. One of the highest % places to fish for Blackmouths is in the Wetlands at [Menethil Harbor](#). While this is a little bit higher of a zone, Menethil Harbor is a town and doesn't have any mobs that you really have to worry about. In an hour's worth of fishing, I was able to collect 31 of these and sell them at the Auction House for about 2.5 Gold per stack. In addition to the Blackmouths, you can also catch [Firefin Snappers](#) which are also needed by Alchemists to make Fire Oil. These sell for about 4 Gold per stack. Not bad for just fishing. Even if your fishing skill is low don't worry because these spots don't require a high skill level like many of the other spots do.

Light Feathers

A stack of [Light Feathers](#) sells for as much as 3 Gold per stack. In the Barrens [all around the Crossroads](#), you can find a ton of [Greater Plainstriders](#). I was able to get a Light Feather almost every kill. The other nice thing about this spot is that these Plainstriders are only level 10. This makes it extremely easy for anyone to farm these guys for Light Feathers. In an hour, I was able to collect a couple stacks which I then turned around and sold to a Mage (for Light Fall skill) for 5 Gold. These [Light Feathers](#) are also needed by Leatherworkers to craft the [Quiver of a Thousand Feathers](#). So if you can't find a buyer directly, create an auction and either a Mage or Leatherworker will buy them from you.

You can also get Light Leather off of the Plainstriders which you can sell stacks of these for about 2 Gold. On 2 different occasions while farming in this spot, I got the [Recipe: Savory Deviate Delight](#) which sold for about 12 gold in the Auction House. There are a couple other spots that are ok for collecting Light Feathers but because there are so many Plainstriders here with a high drop rate and the fact that you can get a lot of other great loot, makes this the best spot for making gold with Light Feathers.

Vibrant Plumes

Players need to turn in stacks of 5 [Vibrant Plumes](#) to [Yebb Neblegear](#) in order to receive Darkmoon Faire Prize Tickets and reputation with the [Dark Moon Faire](#). This event happens on the first Friday of every month, alternating between Mulgore (Horde) and Elwynn Forest (Alliance). Vibrant Plumes can be looted from the [Screeching Roguefeathers](#) and [Screeching Harpys](#) over at the [Roguefeather Den](#) in the Thousand Needles. A small stack of 5 Vibrant Plumes sells for about 1g when the Darkmoon Faire is around. Travelling to the Darkmoon Faire to sell directly to other players rather than going through the Auction House will definitely increase the amount of money you will make off of these plumes.

Another item that is popular around this time is [Glowing Scorpion Blood](#). This item drops off a level 55 mob in Silithus but because a low level player can't fight here yet, one of the things you can do is buy this item when the Faire is not around for a lower price and then just put them right back up for sale when the Faire arrives. A stack of Glowing Scorpion Blood sells for about 7 gold each! If you keep your eye out for some cheap deals when the Faire is not around, you should be able to make between 3-4 Gold profit everytime you do this.

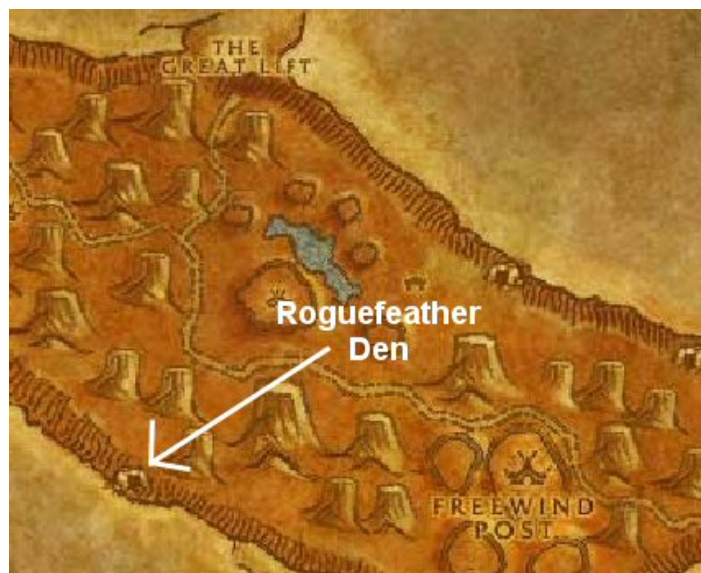


Figure 22 - Roguefeather Den

Defias Windmill

Over on the northwestern shore of Westfall, you can find a [windmill](#) that is surrounded by a lot of [Defias Trappers](#) and [Defias Looters](#). These guys are only level 12 and as you can see by the screenshot below, there are a ton of them in a very small area. If you are able to see coordinates on your world map, this area is located at 31,34. The reason why this is such a great spot is because they are easy to kill, they respawn extremely fast, and they have an excellent drop rate for [Linen Cloth](#).

On a couple different occasions, I tested this spot to see how many pieces of Linen Cloth I would get by killing 10 of them and on average it came to about 13 pieces. If you go a couple kills without getting any cloth, don't worry because looting 3 pieces of it from one kill is not that uncommon. On most servers, Linen Cloth sells for about 75 silver a stack and sometimes upwards of 1 gold. Farming this area will get you around 5-6 Gold per hour for the cloth and the other loot dropped that you can sell.



Figure 23 - Defias Windmill

Gold Coast Quarry

This spot is a gold mine...literally. In this small area, you can find a ton of copper and tin veins. With the new Jewelcrafting profession, these lower level ores sell very well in the Auction House. A stack of Copper Ore currently sells for about 2.5 Gold and Tin Ore sells for about 3 Gold per stack. After the expansion was released, I have seen stacks of the Copper Ore selling for as high as 7 Gold so keep an eye on the Auction House because this fluctuates quite a bit based on the supply at the time. If you have mining...and you should because it is the most profitable profession out there, then you should definitely patrol this quarry to collect a lot of Copper and Tin in a short amount of time.



Figure 24 - Gold Coast Quarry Mining

Bloodfury Harpies

Over in Stonetalon Mountains, there are a ton of [Bloodfury Harpies](#) located at the [Charred Vale](#). The coordinators for this spot are 32,68. These harpies are only level 24 and are pretty easy to kill. They drop a lot of [Wool Cloth](#), [Linen Cloth](#), and [Light Feathers](#). You should also be able to find a lot of herbs and veins in this area as well. Another great thing about this area is that there are several treasure chests that can spawn here which makes for even more loot. An hour's worth of farming these guys should get you about 10-12 Gold for all the different loot that you collect.



Figure 25 - Charred Vale

Spider's Silk

Leatherworkers and Tailors need [Spider's Silk](#) to craft certain items. A single piece of the silk sells for about 1.5 Gold each! I have looked at several areas for this silk and have found the best to be in Redridge Mountains at [Alther's Mill](#), which can be found at 52,46. Here you will find [Greater Tarantulas](#) which are only level 19. These tarantulas have a pretty good drop rate as you should be able to get 2-3 for every 10 kills. The last time I tested this, I killed 10 guys and got 1 green, 3 Spider Silk and a Shadowgem. After an hours worth of work, that equates to about 13 to 15 Gold from this area. Not bad for only level 19.



Figure 26 - Spiders Silk at Alther's Mill

Auctioneer / Enchantrix Combo

An easy way to make a lot of gold without even leaving your main city is by owning the Auction House. One of the ways you can do this is by utilizing the Auctioneer and Enchantrix Add-Ons. As described earlier in this guide, the Auctioneer scans the Auction House for the current market value for an item and Enchantrix tells you what an item can disenchant into. What this means is that you can scan the auction house for low level green items that you can buy for low amounts of silver. When you find one, use Enchantrix to tell you what it can disenchant into and then you can see what the market value is for those disenchanted items. Compare the cost between the cheap green item and the raw items you can disenchant into and that is your profit. Once you identify one that has a large profit margin, you should buy the item, disenchant it, and then put the raw materials right back up for sale. On several occasions, I bought a green item for 10-15 silver and sold the raw materials for about 1 Gold. So if you are tired of the grinding and want to apply some strategy to the Auction House Market, be sure to try this technique and you'll soon get hooked on doing this for easy Gold.

Scouting

Before patches are applied to the servers, they are first tested out on the test realm servers. An awesome way for you to make a lot of gold is to scout what people are saying about changes that are going to be applied in the next patch. To do this, just go to the World of Warcraft site and go to their forums. Once there, select the "Test Realm Forum" from the drop down. It's here where you can find out which items are going to get nerfed or buffed.

For those about to get nerfed, make sure you sell any that you have as their value will be going down. For the ones that are going to be buffed or have their % chance to drop decreased, make sure you stock up on these as they will be worth a lot more in the near future. In addition to items, you will also find that people post a lot of information in these forums when it comes to making gold with the next patch that will be released. This is definitely something that you should take a look at every once in awhile so that you are ahead of all other players when the patch finally arrives.

Smelting For Gold

If you have Mining as one of your professions, then you will want to take advantage of a very easy and guaranteed way to make a lot of gold. What you do is buy a stack of [Copper Bars](#) and a stack of [Tin Bars](#) which you should be able to do for about 2 - 2.5 Gold if you keep your eyes open for a bargain. Once you have the Copper and Tin, you should then [Smelt](#) it to make [Bronze Bars](#). 1 [Copper Bar](#) + 1 [Tin Bar](#) = 2 [Bronze Bars](#). That means that when you are all done smelting, you will have 40 [Bronze Bars](#) which you can then turn around and sell for about 8 gold for all of them. This will get you a quick 6 Gold profit! What's nice about this is that you can keep doing this over and over again! Just be careful not to flood the Auction House or people might get suspicious. Even if you don't have this as one of your professions, just create a new character to pick this up because you don't need a real high skill level to be able to do this.

Mystic Essences

No matter what level or profession you are, you have the ability to change 3 [Lesser Mystic Essences](#) into 1 [Greater Mystic Essence](#). You can also do the opposite and change it back into 3 [Lesser Mystic Essences](#) from 1 [Greater Mystic Essence](#). What's nice about this is that there is usually a price difference between them at the Auction House. For instance, on a couple servers the going rate for 1 [Greater Mystic Essence](#) was about 1 Gold and for the [Lesser Mystic Essences](#) it was around 75s. What I would do in this scenario is take the Greater and convert into 3 Lesser and sell for a couple gold profit. Now keep in mind, that this is different for every server.

On a couple other servers I played on it turned out that the profit margin was smaller and in some cases, it was more profitable to actually sell the [Greater Mystic Essence](#). Either way, it's definitely worth your while as a low level character to take a quick look at the Auction House to see what the going rates are for these mystic essences and then make a quick and easy profit.

Farmer's Broom

If you remember from the earlier section [Small Pet Locations](#) I mentioned that there are certain items that are not very useful but are still popular to a lot of players. The [Farmer's Broom](#) is one of those items. This broom drops from the [Tirisfal Farmhands](#) in the [Tirisfal Glades](#) and a screenshot of this location can be seen in Figure 27. The drop rate is about 4% and while that may seem low it takes no time at all to kill 20-25 of these guys because they are only a level 5 mob. I tested this out again the other day just to make sure it still worked and I did receive one on the 22nd one that I killed. I then took the broom and sold it for 21 Gold at the auction house in less than 10 hours. This is a great gold maker for anyone no matter what level you are but especially for the lower level characters that aren't able to take on a lot of the bigger enemies yet.



Figure 27 - Tirisfal Farmhands Location

Small Eggs

Another great gold maker for a low level character is to collect Small Eggs. These eggs are used for mid-level Cooking recipes. The going rate for these eggs can be anywhere between 20 and 30 Silver for each one. This means that a stack of 10 will get you anywhere between 2 and 3 Gold each which is great for any lower level character.

These Small Eggs can be found in a lot of the starting areas including Azuremyst Isle and Eversong Woods, and Teldrassil. Out of all these, the absolute best place to find these in Eversong Woods. Here you will find a ton of Feral Dragonhawk Hatchling (Level 5-6) and Crazed Dragonhawk (Level 6-8). Both of these guys can be found pretty much everywhere in this zone and they have an excellent drop rate for these Small Eggs. It's not uncommon to kill 3 or 4 in a row and have these eggs drop each time.

Once you have your eggs, I would recommend you check something before you sell them. On some servers, I have seen that it is more profitable to sell them as individuals or in smaller quantities. On other servers, I have seen the opposite where they sell best in larger stacks. Check your server or try one auction of each and see which works best. Once you find the best quantity to sell them on your server, you will make a very nice amount of gold especially for a lower level character.

Making Money From Motes and Primals

Primals are needed by just about every profession to craft a lot of the higher end items in the game and therefore sell for a lot of Gold. To create the Primals you will need to get 10 motes of the same type. There are many ways to get these motes. First, there are 2 vendors that sell all of them as limited supply items. They are [Dealer Najeed](#) in Netherstorm and [Dealer Tariq](#) in Terokkar Forest. They are sold for only 16 silver a piece which is definitely a steal. Another way is through Mining and Herbalism. Both of these professions are excellent ways to obtain motes while gathering ore and herbs for even more gold to sell. Another way to get motes cheap is to keep a close eye on the Auction House. I have found a ton of auctions that sell the motes a lot cheaper than the primals they make. Check your server to see what the going rate for each Primal is and then compare with the cost to purchase 10 motes. In most cases, you can find bargains on the motes and make a quick profit by turning them into their respective Primals. Another way is to farm for them. Below is a list of the best places I have found to get each of the motes.

Primal Air

Pretty much any enemy that looks like a cyclone will drop [Motes of Air](#). There are 2 clusters of these guys that I have found to drop these motes about 40% of the time. The first place you should go is the Northeast corner of Nagrand to find a nice cluster of [Storming Wind-Rippers](#) at the [Elemental Plateau](#). There are quite a few of them in this small area and not too many people come here because you need a flying mount. The other place is in Shadowmoon Valley where you can find some [Enraged Air-Spirits](#). They can be found in a couple different spots in this zone. The larger of the two spots can be found in the southeast in the [Netherwing Fields](#). The second spot that isn't as large but is less known by players is just north of the [Altar of Shatar](#). As with all motes, it's not uncommon to find multiple motes when you loot so farming can at times be a very good way to get a lot of motes fast. Depending on your server, the going rate for [Primal Air](#) is around 20 Gold each!



Figure 28 - Enraged Air Spirits Location

Primal Earth

For Motes of Earth, the best place I have found is in Nagrand with the Shattered Rumblers. They are mid-level 60s and have a good drop rate. The Shattered Rumblers can be found all along the Southeastern edge of the zone by Oshu'gun. Nagrand is also home to Tortured Earth Spirits and Enraged Crushers which also drop a lot of these motes. This makes Nagrand the best zone for Motes of Earth based on the level of enemy and the wide range of these elementals that can be found in this zone. On top of that, there are a lot of veins to mine here to get more motes. It's not uncommon to get 4 or more Motes of Earth from mining the Fel Iron and Adamantite Ore found here. Enraged Earth Spirits in Shadowmoon Valley also drop these motes and they can be found right the center of the zone at the Hand of Gul'dan. They are a higher level of an enemy so they will take a bit longer to kill but the upside here is that they tend to drop better items so in the end this can make you additional gold. So if you are farming for these motes exclusively, stay in Nagrand. If you just want to make gold off the motes and the loot, both spots will work out very well.



Figure 29 - Hand Of Guldan

Primal Fire

The [Primal Fires](#) are very popular and sell for insane amounts of gold. To get these motes, there are several excellent spots I like to go to. The first is at the [Elemental Plateau](#) in Nagrand where you will find [Raging Fire-Souls](#). Again, you will need a flying mount to get here. I got motes from these guys about every 3rd guy I killed and usually got multiple motes per loot. I have been able to get enough motes in an hour's worth of grinding to make 3 [Primal Fires](#). This equates to over 100 Gold per hour at the Auction House and that's not including all the loot you are getting as well.

The next spot to get these motes is in the Southeastern corner of Blade's Edge Mountains at [Forge Camp Terror](#) where you will find the [Vile Fire-Souls](#). I found the drop rate here to be slightly better but these guys are harder to single out because they are packed in with other enemies. If you don't have your flying mount yet, don't worry, there are still other great places to go. One of my favorites that I went to a lot before I hit 70 was [Hand of Gul'dan](#) in the center of Shadowmoon Valley for the [Enraged Fire Spirits](#). Another great place is in the northeastern part of Blade's Edge Mountains at [Skald](#) for the [Searing Elementals](#). Whichever of these places you decide to go to, if you have any fire resistance equipment, make sure you equip it because these guys will do a fair amount of fire damage.



Figure 30 - Elemental Plateau

Primal Life

One of the best places I have found is along the Eastern Side of the [Bone Wastes](#). Here you will find [Infested Root Walkers](#) and [Rotting Forest-Ragers](#). Both of which have a good drop rate and they are only level 64-65. Another great spot is at the [Dead Mire](#) in Zangarmarsh. Throughout this area you will see a ton of [Withered Bog Lords](#) which are a low level 60. These guys also drop these motes at very high rate and are very easy to kill. As long as there aren't very many players around, you will be able to get a lot of these motes in a very short amount of time.

Between the two places, I usually try the [Dead Mire](#) first because these guys are a lower level and they are clustered in a lot closer together. On top of that, these guys along with the [Withered Giants](#) that you will also find here both drop a lot of [Bog Lorg Tendril](#) and [Unidentified Plant Parts](#). Both of these items are needed by players to build up reputation in order to purchase special items. Instead of using these for myself, I will usually put these up for sale at the Auction House. The Dead Mire also has a lot of [Fel Iron](#) and [Adamantite Ore](#) as well as some herbs like [Dreamfoil](#) and [Ragveil](#).



Figure 31 - Dead Mire

Primal Mana

Primal Mana is another one of the more popular selling primals that currently goes for about 25 gold in the Auction House. Netherstorm is just about the only zone that you can find these. I've tried a lot of different spots in this zone and have 2 that seem to be better than the rest. The first is at [Wizard's Row](#) in Kirin'var Village where you will find [Mana Seekers](#) and [Mageslayers](#). Both of these have a good drop rate for motes of mana and because not very many people go here, you should always be able to find plenty of these to kill. This spot is a gold mine when it comes to making **Primal Manas**.

The other spot is the areas just north and south of [Area 52](#) where you will find a lot [Mana Wraiths](#) and [Nether Rays](#). You should get these motes about 1 out of every 3 kills from these guys as well. Also, if you have Herbalism as one of your professions, keep an eye out for [Netherbloom](#) which can be found a lot in these areas as well. Stacks of these will fetch you about 50 Gold each! I've never had any problems collecting motes at either of those 2 places but if you are looking for a 3rd spot, another mob I like to focus on is the [Mana Snappers](#). They drop these motes at a decent rate and for being a level 68 mob, they are pretty easy to kill as well. Also, because they are found on the [edges of the islands](#) where most people don't go, you should be able to find more than enough of these guys to grind.



Figure 32 - Primal Mana Locations

Primal Shadow

In a previous version of the guide, I had mentioned that [Primal Shadow](#) was not worth as much but that has changed. In recent patches, Blizzard has reduced the drop rate on the [Motes of Shadow](#) and eliminated some of the very nice spots I had previously mentioned. This has caused [Primal Shadows](#) to now be worth a nice amount of gold.

A few of the spots that I have found are in Hellfire Peninsula and Nagrand. Over in Hellfire Peninsula, there are two nice spots to collect these motes. The first is from the [Collapsing Voidwalkers](#) which can be found at the [Void Ridge](#). This is the area between Zeth'Gor and the Dark Portal as shown in Figure 33. These guys are pretty easy to kill and will also occasionally drop some green items as well..



Figure 33 - Collapsing Voidwalkers

The other nice spot in Hellfire Peninsula is to the south at [The Warp Fields](#). Here you will find a lot of [Uncontrolled Voidwalkers](#) which drop motes quite frequently as well. These voidwalkers respawn very fast and not very many people come down here. Both of these are easy spots in Hellfire Peninsula are pretty close to each other which is nice for those that aren't level 70 or don't have a flying mount yet.



Figure 34 - Warp Fields

In Nagrand, the best place to get [Motes of Shadow](#) is on the outside of Oshu'Gun where you will find a lot of [Voidspawns](#). I recommend just starting anywhere on the outside of Oshu'Gun and work your way all the way around in a loop. By time you get back to the starting point, they will have respawned and you can continue making these loops for more motes. A screenshot of this location can be seen in Figure 35.



Figure 35 - Voidspawns Location

Primal Water

You may have noticed while you were completing the [Rather Be Fishin'](#) quest at the [Silmyr Lake](#) in Terokkar that the [Shimmerscale Eels](#) drop a lot of [Motes of Water](#). These eels are only level 62 and drop like flies because of their low hit points. If you mine, you will also find a lot of ore around the perimeter of this lake. I got enough motes here to make about 4-5 primals per hour and got about 2 stacks of [Fel Iron Ore](#) as well. With this plus the other loot that I sold, I make about 80 Gold per hour here. If you have your flying mount, then you should definitely head over to the lake at the [Elemental Plateau](#) in Nagrand for the [Crashing Wave-Spirits](#). They are level 70 but have a higher drop rate and will also drop a lot of nice green items. These guys also respawn pretty fast so even if there are a couple other people here, you shouldn't have any problem staying busy. One other great way to get [Motes of Water](#) is by fishing. Just about any high level water that you fish in, you will fetch you a lot of these motes.

Keep your eye out for spots such as Pure Water which will get you these motes a lot faster. Also, any lakes that you see water elementals around the shoreline are also great because you can fish for the motes and get them as drops from the mobs nearby. A couple spots where I have found this to work out very well are the [Lake surrounding Halaa](#) in Nagrand with the [Muck Spawns](#) and the [Blackwind Lake](#) in Skettis at Terrokar Forest with the [Skettis Surgers](#). Just keep an eye out for [Mountain Colossus](#) who is the 72 elite that patrols this area. Other than that you should never have to worry about this place being crowded because not to many people know about it and there are tons of mobs here.



Figure 36 - Silmyr Lake

Primal Summary

If you aren't farming a specific type of mote, then there are 2 places I like to go to that are great overall for motes. The first is the [Elemental Plateau](#) in Nagrand. This is a higher level area but you will find several different types of motes and all elementals here have a very high drop rate. The other great overall spot that I like to hit is at the [Hand of Gul'dan](#) in Shadowmoon Valley. These are mid to upper level 60s that don't require a flying mount. This area has a wide range of elementals so you can get many different types of motes here as well. As mentioned earlier, there are 2 vendors that sell motes as limited supply items. Below is a table that shows where these can be found.

<i>Location</i>	<i>Mote</i>	<i>Vendor</i>	<i>Cost</i>
Terokkar Forest	Mote of Air	Dealer Tariq	16s
Terokkar Forest	Mote of Earth	Dealer Tariq	16s
Terokkar Forest	Mote of Fire	Dealer Tariq	16s
Terokkar Forest	Mote of Life	Dealer Tariq	16s
Terokkar Forest	Mote of Mana	Dealer Tariq	16s
Terokkar Forest	Mote of Shadow	Dealer Tariq	16s
Terokkar Forest	Mote of Water	Dealer Tariq	16s
Netherstorm	Mote of Air	Dealer Najeeb	16s
Netherstorm	Mote of Earth	Dealer Najeeb	16s
Netherstorm	Mote of Fire	Dealer Najeeb	16s
Netherstorm	Mote of Life	Dealer Najeeb	16s
Netherstorm	Mote of Mana	Dealer Najeeb	16s
Netherstorm	Mote of Shadow	Dealer Najeeb	16s
Netherstorm	Mote of Water	Dealer Najeeb	16s

Table 7 - Mote Vendor Locations

Cashing in on Reputation Items

By completing certain quests, killing certain creatures, or collecting certain items, you can gain reputation with various factions. When you do this, you will have access to special quests or special items that are sold by their vendors. Many players are willing to spend a lot of time and money to increase their reputation up to Revered and Exalted. This is where you come in. Many of the items that are needed to increase reputation can be found throughout the Outlands and are NOT Bind on Pickup. What this means for you is that you can collect stacks of these items and sell them for a lot of gold at the Auction House or in the town where the reputation is needed. The following sections cover many of the items that are needed to build up reputation as well as the best places where they can be found.

Aldor

The first item needed to build up your reputation to Honored with Aldor are [Marks of Kil'jaeden](#). My favorite place to go for these is in Nagrand. Once there, go inside of [Oshu'Gun](#) and you will find a lot of [Terrorguards](#) and [Kil'sorrow Ritualists](#). Both of these drop these marks about 50% of the time and they will also drop a lot of [Netherweave](#) as well. Another great place is over in Terokkar Forest at the Bone Wastes. In the [Northern and Northwestern parts](#) of the Bone Wastes, you will find a lot of [Cabal Abjurists](#), [Tomb-Raiders](#), [Spell-weavers](#), and [Initiates](#). All of them will drop these marks every 2-3 kills and will also drop a lot of [Runecloth](#) and [Netherweave](#) as well.

The other items that players need to get their Aldor reputation up to Revered and Exalted are [Marks of Sargeras](#) and [Fel Armaments](#). The first place I go to get the Marks of Sargeras is the [Legion Hold](#) in Shadowmoon Valley. All throughout Legion Hold you will find [Shadow Council Warlocks](#), [Mo'arg Weaponsmiths](#), and [Wrathwalkers](#). All of these guys will drop these marks about 30-35% of the time. I farmed these for an hour and got 34 Marks and a lot of other nice loot.

Another great spot also in Shadowmoon Valley is [The Deathforge](#). You can find a lot a of [Deathforge Guardians](#), [Deathforge Tinkerers](#), and [Deathforge Smiths](#). These guys also drop the marks at a very high rate. For the Fel Armaments, I hit the same 2 places just mentioned for the Marks of Sargeras. The Fel Armaments only drop about 5% - 10% of the time so you will not be able to collect them as fast as you can the marks but they sell for a lot more at the Auction House. What's nice about these spots is that you can collect both of these items from these same 2 mobs.



Figure 37 - Deathforge and Legion Hold

Another great all-around spot is in Netherstorm at the Forge Camps [Oblivion and Gehenna](#). All mobs in these areas can drop items needed to build up Aldor reputation along with a lot of other nice loot and on top of that they are pretty easy to kill. Some of the mobs you can expect to find here are [Wrathbringers](#), [Ironspine Forgelords](#), and [Cyber-Rage Forgelords](#).

When you increase your reputation with Aldor you also increase your reputation with Sha'tar, but you decrease it with Scryer. If a player ever decides to switch over to Scryer, they first need to build their reputation up. This can be done by turning in [Dreadfang Venom Sacs](#) to [Sha'nir](#) in the Lower City. These items can be dropped by [Dreadfang Widows](#) which are found [around the edges](#) of the Bone Waste. They can also be dropped by [Dreadfang Lurkers](#) to the North near the [Cenarion Thicket](#). A stack of 20 sells for about 10 - 12 gold. While this isn't a ton of money, it is something you will want to collect if you are ever in these areas instead of selling them as vendor trash.

Scryer

The first item needed to build up your reputation to Honored with the Scryers are [Firewing Signets](#). As the name suggests, one of the best places to get these is over at [Firewing Point](#). There you can find tons of Firewings such as [Firewing Warlocks](#), [Bloodwarders](#), and [Defenders](#). I was able to get these about every two kills. In addition to the signets, these also drop a ton of Runecloth and Netherweave cloth.



Figure 38 - Firewing Point

The other items that players need to get their Scryer reputation up to Revered and Exalted are [Sunfury Signets](#) and [Arcane Tomes](#). Netherstorm is the best place to go for Sunfury Signets. At each of the Manaforges such as [Ara](#), [B'Naar](#), and [Cooru](#), you can find various Sunfury mobs that drop the Scryer reputation items. The mobs that you will run into here are around level 67 and include [Blood Knights](#), [Bloodwarders](#), and [Researchers](#). Because there is a Mana Forge on just about every island, this will actually be a nice convenience for you because if 1 or 2 of these are getting hit a lot, you can easily head over to another island and continue working on collecting these items. The Arcane Tomes can be dropped off these same guys as well. Again, this makes it very nice for you because you can be collecting all of Scryer reputation items from the same mobs. In addition to reputation items, you will get a lot of green loot from these guys as well as some blues.

Just as with Aldor, increasing your reputation with the Scryer will also increase your reputation with Sha'tar but will decrease it with Aldor. If a player wants to switch to Aldor, they first need to build up their reputation with the Scryer. To do this, players need to turn in [Dampscale Basilisk Eyes](#) to [Arcanist Adyria](#) in the Lower City. These items can be dropped by [Dampscale Devourers](#) near the rivers at the [Raastok Glade](#) and the [Ironspine Petrifiers](#) near [Silmyr Lake](#) at the northern part of the zone. Stacks of these sell for about 10-12 gold as well.

Sporegggar

One of the ways to increase one's reputation with the Sporegggar is by turning in [Glowcaps](#). These mushroom-like objects can be collected all throughout the [region between Sporegggar and Zabra'Jin](#). A stack of these sells for about 7 gold. I spent an hour collecting these with my mount and was able to collect about 80 of them. Figuring in all the vendor trash and other items collected from any kills, this would net you about 50-60 Gold per hour just from gathering these Glowcaps. It's not a ton of gold but it is easy money especially for those that can't take on the higher level mobs yet.

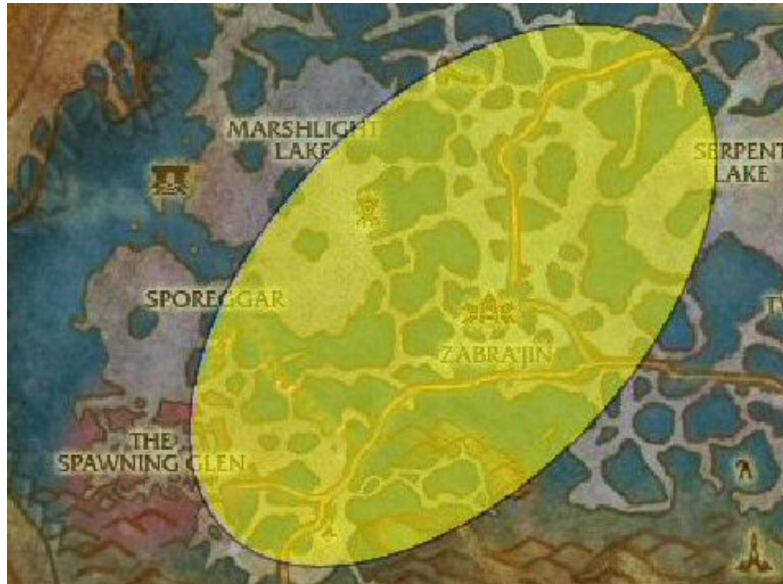


Figure 39 - Glowcap Locations

Possibly the best way however to make money on items needed for Sporeggar reputation is through the [Fertile Spores](#). These sell for about 2 Gold a piece on the servers I play on and are very easy to obtain. The mobs that I found to drop these most often are the [Fen Striders](#), [Greater Spore Bats](#), and [Marsh Walkers](#). These guys are everywhere in Zangarmarsh, but primarily around the shallow waters. I know this doesn't narrow it down for you too much but that's just how plentiful these guys are in Zangarmarsh. From personal experience, I found the best spots to find a lot of these on the Western side of Zangarmarsh near the shallow waters surrounding [Marshlight Lake](#). These Fertile Spores stack very high so they won't take up a lot of space in your inventory while you are collecting them. With the going rate of almost 2 Gold each, this is a very easy way to make a ton of gold per hour just from Fertile Spores and other loot found along the way.

[Bog Lord Tendrils](#) and [Mature Spore Sacs](#) are also needed for reputation by players but they don't sell for as much as the other items such as the Fertile Spores do. With that, don't bother farming these but if you get them as loot, they are worth holding onto because they can stack up to 200 and will sell for a decent amount of change at the Auction House. It's just not worth enough to dedicate your time to farming these exclusively.

Cenarion Expedition

To increase reputation here, players will need to obtain Unidentified Plant Parts. These plant parts are needed for reputation in 2 different ways: 1) The plants themselves are worth reputation and 2) When you turn in the plants to Lauranna Thar'well, she will give you Package of Identified Plants. These packages have a chance to give you Uncatalogued Species which are worth even more reputation. This makes the Unidentified Plant Parts popular in the Auction House. These can be collected off just about any mob in Zangarmarsh but a good spot that I like to go to is the Umbrafen Lake for the Umbrafen Eels. These guys drop them about 40% of the time making it very easy to collect a lot of these in a short amount of time. These items sell for about 7 Gold per stack in the Auction House. Again, not a ton of money but you are going to be going through Zangarmarsh sooner or later so you may as well collect these while you are there for some easy money.



Figure 40 - Umbrafen Eels

Also, if you head into Steam Vault, be sure to collect all the Coilfang Armaments that you can find. These are worth a lot of reputation points and sell for about 12 Gold each!!

The Consortium

The Consortium need players to turn in [Oshu'gun Crystal Fragments](#) to increase their reputation. The fastest and easiest way to collect these is all around the outside of [Oshu'gun](#). They can be gathered from the ground and dropped as loot from all of the nearby mobs. These crystals sell very well in the Auction House for about 12 Gold per stack. I was able to pick up over 100 of these in an hours worth of work which came to about 90 Gold after selling the crystals and green loot collected from the mobs.

Another item needed by players are [Pairs of Ivory Tusks](#). These are dropped by [Wild Elekk](#) in Nagrand and the drop rate is ridiculously good. The pair of Ivory Tusks sell for about 2 Gold each! These Wild Elekk are easy to kill and can be found everywhere in this zone making it very easy to farm these guys. After an hour of focusing just on these Wild Elekks, I made well over 100 Gold per hour from the Tusks and all the other loot.

The Lower City

To build up reputation in the Lower City, players need to obtain [Arakkoa Feathers](#). There are 3 excellent spots in Terrokar Forest to collect these feathers. The first is to the south of Shattrath in an area called [Veil Skith](#). Here you will find a lot of [Skithian Dreadhawks](#) and [Skithian Windrippers](#). The other great spot is in the northeast corner of the zone at [Veil Reskk](#). Here you will find a lot of [Shienor Talonites](#), [Shienor Sorcerers](#), and [Shienor Wing Guards](#). The last spot is just to the southeast of Veil Reskk and is called Veil Shienor. This spot contains a lot of the same mobs as Veil Reskk with similar drops.

For all three spots, the drop rate is awesome and it's not uncommon to get multiple feathers for each kill. In addition to the feathers, all of these guys also drop a ton of Netherweave Cloth which is a nice supplement to the feathers for making a lot of gold here. With the feathers that sell for about 15 Gold for a stack of 20 and the other loot that is dropped from these guys, this will earn you between 90-100 Gold per hour! Also, you should post

messages in Shattrath when you are ready to sell them because people there will pay more for the convenience of not having to collect them or go to an Auction House to buy them.



Figure 41 - Arakkoa Feathers

Outland Small Pet Locations

Just as with World of Warcraft before the Burning Crusade, pets are still very popular items at the Auction House. The following table contains a list of pets that can be purchased by a vendor. Some of the pets may cost upwards of 40 Gold which sounds like a lot but as you'll see, you can turn right around and sell them for a lot more. Be sure to check the Auction House for each of the pets listed below to see which ones are most popular where you play and focus on those. I play on several servers and the demand can vary from one to the other.

<i>Location</i>	<i>Pet</i>	<i>Vendors</i>	<i>Cost</i>
The Exodar	Blue Moth Egg	Sixx	50s
The Exodar	White Moth Egg	Sixx	50s
The Exodar	Yellow Moth Egg	Sixx	50s
Netherstorm	Blue Dragonhawk Hatchling	Dealer Rashaad & Ghabar	10g
Netherstorm	Brown Rabbit Crate	Dealer Rashaad & Ghabar	10g
Netherstorm	Cat Carrier (Siamese)	Dealer Rashaad & Ghabar	60s
Netherstorm	Cockroach	Dealer Rashaad & Ghabar	50s
Netherstorm	Crimson Snake	Dealer Rashaad & Ghabar	50s
Netherstorm	Mana Wyrmling	Dealer Rashaad & Ghabar	40g
Netherstorm	Parrot Cage (Senegal)	Dealer Rashaad & Ghabar	40s
Netherstorm	Red Moth Egg	Dealer Rashaad & Ghabar	10g

Table 8 - Outland Small Pet Locations

Outland Locations for Cheap Recipes, Formulas and Rare Items

Throughout the Outlands, you will encounter many vendors and merchants. Whenever you come across one, make sure you stop to check out what items they are selling. On the last page of items, you will sometimes find a Limited Supply item denoted with a number in () next to the item. In most cases, these Limited Supply items are sold for a few gold. However, at the Auction House, they can be worth a LOT more Gold. The following few pages contains a large list of designs, plans, recipes, and patterns that I have put together which shows the vendor and location where they can be found along with their normal selling price.

The list is sorted by Location first so that you can quickly identify what is available to you based on where you are currently at. Be sure to note that because some of these are Limited Supply items they may not always be available to you at the time of your visit. Another rule of thumb is that the more you have to pay to purchase the item, the larger profit you will turn at the Auction House. With that said, don't assume that it's not worth your time to buy and sell the items going for silver because they will a lot of times provide you the largest percentage of profit.

<i>Location</i>	<i>Item</i>	<i>Vendor</i>	<i>Cost</i>
Blade's Edge Mountains	Recipe: Elixir of Camouflage	Daga Ramba	3g
Blade's Edge Mountains	Recipe: Elixir of Major Defense	Daga Ramba	5g
Blade's Edge Mountains	Recipe: Major Dreamless Sleep Potion	Daga Ramba	5g
Blade's Edge Mountains	Recipe: Super Mana Potion	Daga Ramba	5g
Hellfire Peninsula	Manual: Heavy Netherweave Bandage	Aresella	4g
Hellfire Peninsula	Manual: Netherweave Bandage	Aresella	2g
Hellfire Peninsula	Master First Aid - Doctor in the House	Aresella	5g

Hellfire Peninsula	Enchanter's Satchel	Baxter	14g
Hellfire Peninsula	Gem Pouch	Baxter	12g
Hellfire Peninsula	Heavy Toolbox	Baxter	14g
Hellfire Peninsula	Master Cookbook	Baxter	2g
Hellfire Peninsula	Mining Sack	Baxter	10g
Hellfire Peninsula	Manual: Heavy Netherweave Bandage	Burko	4g
Hellfire Peninsula	Manual: Netherweave Bandage	Burko	2g
Hellfire Peninsula	Master First Aid - Doctor in the House	Burko	5g
Hellfire Peninsula	Draenic Leather Pack	Caregiver Ophera Windfury	12g
Hellfire Peninsula	Enchanter's Satchel	Caregiver Ophera Windfury	14g
Hellfire Peninsula	Gem Pouch	Caregiver Ophera Windfury	12g
Hellfire Peninsula	Mining Sack	Caregiver Ophera Windfury	10g
Hellfire Peninsula	Pattern: Enchanted Mageweave Pouch	Felannia	60s
Hellfire Peninsula	Field Repair Bot 74A	Field Repair Bot 74A	4g
Hellfire Peninsula	Master Cookbook	Gaston	2g
Hellfire Peninsula	Pattern: Enchanted Mageweave Pouch	Johan Barnes	60s
Hellfire Peninsula	Design: Bold Blood Garnet	Kalaen	5g
Hellfire Peninsula	Design: Bright Blood Garnet	Kalaen	5g
Hellfire Peninsula	Design: Brilliant Golden Draenite	Kalaen	4g
Hellfire Peninsula	Design: Glinting Flame Spessarite	Kalaen	6g
Hellfire Peninsula	Design: Glowing Shadow Draenite	Kalaen	4g
Hellfire Peninsula	Design: Inscribed Flame Spessarite	Kalaen	4g
Hellfire Peninsula	Design: Jagged Deep Peridot	Kalaen	5g
Hellfire Peninsula	Design: Radiant Deep Peridot	Kalaen	4g
Hellfire Peninsula	Design: Rigid Golden Draenite	Kalaen	6g
Hellfire Peninsula	Design: Smooth Golden Draenite	Kalaen	6g
Hellfire Peninsula	Design: Solid Azure Moonstone	Kalaen	4g
Hellfire Peninsula	Design: Sovereign Shadow Draenite	Kalaen	6g
Hellfire Peninsula	Design: Sparkling Azure Moonstone	Kalaen	5g
Hellfire Peninsula	Design: Teardrop Blood Garnet	Kalaen	4g
Hellfire Peninsula	Schematic: Cogspinner Goggles	Lebowski	6g
Hellfire Peninsula	Schematic: Ultra-Spectropic Detection Goggles	Lebowski	8g
Hellfire Peninsula	Schematic: Adamantite Scope	Mixie Farshot	6g

Hellfire Peninsula	Schematic: Cogspinner Goggles	Mixie Farshot	6g
Hellfire Peninsula	Plans: Eternium Rod	Rohok	12g
Hellfire Peninsula	Plans: Lesser Rune of Shielding	Rohok	6g
Hellfire Peninsula	Recipe: Elixir of Camouflage	Rorelien	3g
Hellfire Peninsula	Formula: Runed Adamantite Rod	Vodesiin	10g
Nagrand	Pattern: Bolt of Soulcloth	Borto	4g
Nagrand	Pattern: Soulcloth Gloves	Borto	8g
Nagrand	Pattern: Imbued Netherweave Bag	Mathar G'ochar	4g
Nagrand	Pattern: Soulcloth Gloves	Mathar G'ochar	8g
Nagrand	Recipe: Grilled Mudfish	Nula the Butcher	3g
Nagrand	Recipe: Poached Bluefish	Nula the Butcher	3g
Nagrand	Recipe: Roasted Clefthoof	Nula the Butcher	3g
Nagrand	Recipe: Talbuk Steak	Nula the Butcher	3g
Nagrand	Recipe: Warp Burger	Nula the Butcher	3g
Netherstorm	Major Shadow Protection Potion	Dealer Digriz	2g 40s
Netherstorm	Formula: Enchant Chest - Minor Mana	Dealer Malij	3s
Netherstorm	Pattern: Enchanted Mageweave Pouch	Dealer Malij	60s
Netherstorm	Adamantite Frame	Dealer Najeeb	4g
Netherstorm	Major Arcane Protection Potion	Dealer Sadaqat	2g 40s
Netherstorm	Mana Thistle	Dealer Sadaqat	1g
Netherstorm	Netherbloom	Dealer Sadaqat	40s
Netherstorm	Super Healing Potion	Dealer Sadaqat	2g
Netherstorm	Super Mana Potion	Dealer Sadaqat	2g
Netherstorm	Khorium Power Core	Qiff	4g 80s
Netherstorm	Adamantite Grenade	Qiff	1g
Shadowmoon Valley	Pattern: Imbued Netherweave Robe	Arrond	6g
Shadowmoon Valley	Pattern: Imbued Netherweave Tunic	Arrond	6g
Shadowmoon Valley	Schematic: Adamantite Scope	Daggle Ironshaper	6g
Shadowmoon Valley	Plans: Adamantite Breastplate	Krek Cragcrush	6g
Shadowmoon Valley	Plans: Adamantite Plate Bracers	Krek Cragcrush	6g
Shadowmoon Valley	Plans: Adamantite Plate Gloves	Krek Cragcrush	6g
Shadowmoon Valley	Plans: Eternium Rod	Mari Stonehand	12g
Shadowmoon Valley	Plans: Lesser Rune of Shielding	Mari Stonehand	6g
Shattrath City	Plans: Adamantite Cleaver	Aaron Hollman	4g

Shattrath City	Plans: Adamantite Dagger	Aaron Hollman	4g
Shattrath City	Plans: Adamantite Maul	Aaron Hollman	4g
Shattrath City	Plans: Adamantite Rapier	Aaron Hollman	4g
Shattrath City	Plans: Adamantite Rod	Aaron Hollman	4g
Shattrath City	Pattern: Shadowcloth	Andrion Darkspinner	4g
Shattrath City	Pattern: Heavy Knothide Leather	Cro Threadstrong	5g
Shattrath City	Schematic: Adamantite Rifle	Fantei	8g
Shattrath City	Pattern: Primal Mooncloth	Gidge Spellweaver	4g
Shattrath City	Pattern: Spellcloth	Gidge Spellweaver	4g
Shattrath City	Plans: Adamantite Breastplate	Loolruna	6g
Shattrath City	Plans: Adamantite Plate Bracers	Loolruna	6g
Shattrath City	Plans: Adamantite Plate Gloves	Loolruna	6g
Shattrath City	Formula: Enchant Shield - Major Stamina	Madame Ruby	3g
Shattrath City	Formula: Large Prismatic Shard	Madame Ruby	3g
Shattrath City	Formula: Runed Eternium Rod	Madame Ruby	3g
Shattrath City	Formula: Superior Mana Oil	Madame Ruby	3g
Shattrath City	Formula: Superior Wizard Oil	Madame Ruby	3g
Shattrath City	Pattern: Enchanted Mageweave Pouch	Madame Ruby	3g
Shattrath City	Pattern: Primal Mooncloth	Nasmara Moonsong	4g
Shattrath City	Recipe: Transmute Primal Might	Skreah	8g
Shattrath City	Schematic: Adamantite Rifle	Viggz Shinesparked	8g
Shattrath City	Schematic: Adamantite Shells	Wind Trader Lathrai	6g
Shattrath City	Schematic: Fel Iron Toolbox	Wind Trader Lathrai	4g
Shattrath City	Schematic: White Smoke Flare	Wind Trader Lathrai	6g
Terokkar Forest	Recipe: Sneaking Potion	Fabian Lanzonelli	3g
Terokkar Forest	Recipe: Golden Fish Sticks	Innkeeper Biribi	3g
Terokkar Forest	Recipe: Spicy Crawdad	Innkeeper Biribi	3g
Terokkar Forest	Recipe: Blackened Basilisk	Innkeeper Grilka	3g
Terokkar Forest	Recipe: Warp Burger	Innkeeper Grilka	3g
Terokkar Forest	Recipe: Elixir of Camouflage	Leeli Longhaggle	3g
Terokkar Forest	Recipe: Major Dreamless Sleep Potion	Leeli Longhaggle	5g
Terokkar Forest	Recipe: Sneaking Potion	Leeli Longhaggle	3g
Terokkar Forest	Formula: Runed Adamantite Rod	Rungor	10g

Terokkar Forest	Recipe: Spicy Crawdad	Rungor	3g
The Exodar	Recipe: Transmute Primal Might	Altaa	8g
The Exodar	Design: Amulet of the Moon	Arred	18s
The Exodar	Design: Heavy Golden Necklace of Battle	Arred	15s
The Exodar	Design: Opal Necklace of Impact	Arred	75s
The Exodar	Design: The Jade Eye	Arred	25s
The Exodar	Pattern: Comfortable Insoles	Haferet	1g
The Exodar	Pattern: Heavy Knothide Leather	Haferet	5g
The Exodar	Formula: Large Prismatic Shard	Kudrii	6g
The Exodar	Formula: Superior Mana Oil	Kudrii	5g
The Exodar	Formula: Superior Wizard Oil	Kudrii	7g
Zangarmarsh	Schematic: Ultra-Spectropic Detection Goggles	Captured Gnome	8g
Zangarmarsh	Schematic: White Smoke Flare	Captured Gnome	6g
Zangarmarsh	Recipe: Blackened Trout	Doba	2g
Zangarmarsh	Recipe: Feltail Delight	Doba	2g
Zangarmarsh	Recipe: Elixir of Major Defense	Haalrun	5g
Zangarmarsh	Recipe: Elixir of Major Frost Power	Haalrun	4g
Zangarmarsh	Recipe: Super Mana Potion	Haalrun	5g
Zangarmarsh	Master Fishing - The Art of Angling	Juno Dufrain	5g
Zangarmarsh	Recipe: Blackened Sporefish	Juno Dufrain	2g
Zangarmarsh	Plans: Adamantite Breastplate	K. Lee Smallfry	6g
Zangarmarsh	Plans: Adamantite Plate Bracers	K. Lee Smallfry	6g
Zangarmarsh	Plans: Adamantite Plate Gloves	K. Lee Smallfry	6g
Zangarmarsh	Pattern: Imbued Netherweave Boots	Muheru the Weaver	6g
Zangarmarsh	Pattern: Imbued Netherweave Pants	Muheru the Weaver	6g
Zangarmarsh	Recipe: Elixir of Major Defense	Noraani	5g
Zangarmarsh	Recipe: Elixir of Major Frost Power	Noraani	4g
Zangarmarsh	Recipe: Super Mana Potion	Noraani	5g
Zangarmarsh	Pattern: Imbued Netherweave Boots	Zurai	6g
Zangarmarsh	Pattern: Imbued Netherweave Pants	Zurai	6g
Zangarmarsh	Recipe: Feltail Delight	Zurai	2g

Table 9 - Cheap Recipes, Formulas and Other Rare Items

Gold Making Strategies

Skinning in Nagrand

For those of you that have Skinning as one of your professions, Nagrand is one of the best places to go for high level skinning. If you don't complete all quests in each of the zones, you definitely want to be sure that you complete the Mastery quests at [Nesingwary Safari](#) in the northeast corner of the zone. Here you can get about a dozen quests that require you to kill various [Clefthoofs](#), [Talbuks](#), and [Windrocs](#). Not only will you get a lot of experience and gold from completing these quests but you also get tons of [Thick Clefthide](#) and [Knothide Leather](#). Even if you aren't questing or have already completed these quests, just patrol these areas because many other players are killing these guys which allows you to skin them even faster. With the leather selling for about 15 Gold per stack and all the other loot that I sold, I was able to make about 85 Gold per hour here without doing much work at all.



Figure 42 - Nagrand Skinning Route

Heavy Knothide Leather

Leatherworkers will definitely want to take advantage of the vastly popular [Heavy Knothide Leather](#). The way you do this is first by getting the [Pattern: Heavy Knothide Leather](#) which is a Limited Supply Item sold for only 5 Gold in Shattrath by [Cro Threadstrong](#) and [Darmari](#) and also in Silvermoon City by [Tyn](#), and [Zaralda](#). Once you have this pattern, you can then take 5 Knothide Leathers and turn them into 1 Heavy Knothide Leather. To get the Knothide Leather one of the best things you can do is take advantage of the previous Skinning tip in Nagrand or if you don't have Skinning as your profession, you have two options. You can either farm for it or buy it in the Auction House.

For farming Knothide Leather there is a pretty good place that not too many people go to and that is in Terrokar Forest in the [Skethyl Mountains](#). If you look at your world map, you will see a cave in the mountains where you have to fly to in order to find a lot of [Blackwind Sabercats](#). A picture showing the location of this cave can be seen in Figure 43. These sabercats do a fair amount of damage but for farming Knothide Leather this area worked the best for me. If you prefer to buy from the Auction House instead, you should be able to find some lower auctions around 13 Gold per stack for the Knothide Leather.

To make a stack of 20 Heavy Knothide Leathers, you will need a total of 100 Knothide Leather. If you buy them from the Auction House, this will cost you between 60 and 65 Gold which sounds like a lot. However, a stack of the Heavy Knothide Leather that this makes will fetch you between 90 and 100 Gold for those 20 pieces you just made. That's an easy 35 Gold just for buying items from the Auction House and then putting the crafted Heavy Knothide Leather right back up for sale. If you do have skinning and you are collecting your own leather, then the 100 Gold you make is 100% profit! To date, I have made over 750 Gold from doing this strategy alone!!



Figure 43 - Blackwind Sabercat Cave

Primal Might

Alchemists should learn how to make [Primal Might](#)s as soon as they can. This limited supply pattern is sold in Shattrath by [Skreah](#) for 8 Gold. If you don't have Alchemy, you can sell this pattern for about 15 Gold in the Auction House so it's still worth buying no matter what your profession is. Ok, so now that you have the recipe, you need the following primals to transmute a Primal Might: [Air](#), [Earth](#), [Fire](#), [Mana](#), [Water](#). You should be able to collect these motes to make these on your own.

Once you have them, you can create the Primal Might which sells for about 125 Gold! The only downside is that there is a 24 hour cooldown. Even so, you can still create a Primal Might every day from the other primals that you are already collecting and make 125 Gold which is more than selling the other primals individually. What that means is that even if you don't collect the primals yourself, you can still buy them at the Auction House and make a big profit by just transmuting them and then selling the crafted Primal Might.

Cobra Scales

Over in Shadowmoon Valley at [Coilskar Cistern](#), you will find [Coilskar Cobras](#). At first glance, you will only see 4 but if you go inside the cave, you will see a lot more. A map of this layout is shown in Figure 44. What you are looking for here are [Cobra Scales](#) which are needed by Leatherworkers to make higher end items such as [Nethercobra Leg Armor](#) and [Cobrascale Gloves](#). They don't have a very high drop rate but they are worth 25 - 30 Gold EACH in the Auction House. I farmed these guys for 2 hours and got 7 during this time which earned me 105 Gold per hour just from the Scales that I sold. This doesn't even take into account the greens and vendor trash that you can sell as well which can increase this to about 150 Gold per hour!



Figure 44 - Cobra Scales

Mining in the Outlands

If Mining wasn't the best profession for making Gold before the expansion, it definitely is now. Thanks to Jewelcrafting, the demand for the ore, stone, and gems gathered through mining is ridiculous. On top of that you can also collect tons of motes to make primals. There are so many [Fel Iron](#) and [Adamantite](#) veins scattered throughout the Outlands that it's very easy to collect over a 100 pieces of ore in an hour. Fel Iron Ore sells for about 15 Gold per stack and Adamantite Ore sells for about 25 - 30 Gold per stack. Just as with the rare Gold and Silver veins found in the lower level zones, you can find a rare vein in the Outlands called [Khorium](#). Khorium Ore sells anywhere between 50 and 60 Gold per stack. This can spawn anywhere that Fel Iron and Adamantite veins can be found so unfortunately there isn't any one spot that is better than another. However, from personal experience I have found more Khorium in Netherstorm and the areas that you can only get to by flying more than any of the other zones.

In addition to the ore that you collect, you will also find all types of gems such as [draenites](#). Rare gems can also be found such as [Star of Elune](#) and [Noble Topaz](#) which can sell anywhere between 35 and 50 gold each and depending on your server, sometimes more. These gems are needed for Jewelcrafting the higher end items and these crafters are willing to shell out big bucks to get these. While you are mining in the Outlands, you should also post a message every once in a while saying that you want to buy ore, motes or rare stones like the Star of Elune. You can a lot of times get a steal by buying these directly from other players because they don't have the Auction House nearby to see how much they are worth.

I have found that some of the best zones to mine in are actually some of the earlier ones such as Hellfire Peninsula and Nagrand. The reason for this is that most players in this zone don't have their mining skill up high enough yet to be able to mine everything in these zones. This means that you will be able to mine more here than in some of the higher level zones because everyone has a 375 Mining skill by then.

When you get your flying mount, you have an enormous advantage over other players that are trying to mine because you can fly over everything and once you spot a vein on your minimap, you can just land right on top of the vein to collect the ore and then fly off to the next one. There is no need to fight enemies or run around a body of water to get to where you want to go. A higher level zone that I have found to be great for mining with a flying mount is Blade's Edge Mountains. The reason is that it is very hard to navigate this zone due to the mountains and bridges that need to be crossed by players without a flying mount. As far as navigating the zones, you will want to fly around the perimeters and anywhere else you see a range of mountains. In just a couple hours of flying around the mountain ranges, I can easily make over 250 Gold!!



Figure 45 - Nagrand Mining Route

Gold from Ogres

A great way to grind for several different things at the same time is by killing the Ogres in Nagrand. A few great spots for this are the [Warmail Hill](#) in the Northwest corner, the [Laughing Skull Ruins](#) to the north, the cave at [Southwind Cleft](#) and the [Burning Blade](#) ruins to the east. Doing so will get you a lot of gold from the loot and you will also get [Obsidian Warbeads](#) that will earn you reputation with the [Consortium](#) and [Kurenai](#). You will also gain additional experience with the Kurenai for the kills. So not only will you get a lot of gold from the loot, you will also increase your reputation which will gain you access to a lot of great items that these different factions sell.

Most of the items are Bind on Pickup but the recipes and patterns that they sell are what you are looking for here. With these, you can make items that only a few players can make which in turn will get a you lot of gold. One of the items that I purchased was the [Pattern: Reinforced Mining Bag](#) from [Provisioner Nasela](#) for just 5 Gold. You should be able to collect the required [Primal Earths](#) on your own so the only other item required is some [Heavy Knothide Leather](#). The cost to make one of these bags is around 20-25 Gold if you buy all of this from the Auction House but in return you can sell these bags for 75 Gold! That is a very quick and easy 50 Gold profit every time you do this!



Figure 47 - Ogres in Nagrand

Selling in Shattrath

Take advantage of the fact that Shattrath is prime location for travelers in the Outlands. Many players have their hearthstone set here because they can portal to other main cities from here to access the Auction Houses. You should try posting messages at Shattrath when you are trying to sell an item because you may be able to actually sell it for more than usual because of the convenience and they can't readily check the Auction House for it's going rate.

The Legion Hold

A great grinding location in Shadowmoon Valley is the [Legion Hold](#). Guys here such as [Terrormasters](#), [Wrathwalkers](#), and [Mo'arg Weaponsmiths](#) are plentiful and pretty easy to kill. In addition to all the reputation items they drop such as [Mark of Sargeras](#) and [Fel Armaments](#), they drop a lot of great loot and a ton of [Netherweave Cloth](#). I farmed this area for a couple hours and made about 175 Gold on the reputation items, greens, recipes, and other vendor trash. A couple of items that I received here that are worth mentioning are [Recipe: Elixir of Major Mageblood](#), [Girdle of Gale Force](#), and a couple [Eternium Lockboxes](#).



Figure 46 - Legion Hold Path

Jewelcrafting

From my experience and talking with other high level Jewelcrafters, it is definitely not in your best interest to pick up this profession if you want to make money. The cost alone to level up the profession is outrageous. Cutting of gems will make you some decent money but you have to spend a lot to get to that point and there are many times where the market just gets flooded with these items. If you are in a guild, chances are that there are at least a few players with a 375 Jewelcrafting skill so if you ever need anything you can get the mats and they will hook you up. This approach gets you the benefit of crafting items through jewelcrafting without investing all your own money to do it yourself. Providing a small tip will improve your "reputation" with other players so that you can go back to them anytime for more crafting without them feeling like you are just mooching off of them all the time.

Prospecting

If you do decide to pick up Jewelcrafting, one of the biggest money makers for this profession is through [Prospecting](#). Once your Jewelcrafting skill reaches 275, you will then be able to prospect [Fel Iron Ore](#). When you prospect this ore, you will have an excellent chance to receive gems such as [Blood Garnet](#) and [Azure Moonstone](#). In addition to these gems, you also have a chance to obtain a rare gem such as [Star of Elune](#) and [Noble Topaz](#). Both of these rare gems can sell for as much as 50 Gold each in the Auction House! Also, it's not uncommon to receive multiple gems while prospecting a single stack. With Fel Iron Ore, you will receive [Fel Iron Powder](#) every time. This item is worthless to you but stacks of these sell pretty good to vendors.

You can do the same with the [Adamantite Ore](#). The difference between this and Fel Iron Ore is that the % chance of receiving gems increases quite a bit. Last night when I was doing this, I got a [Dawnstone](#), [Golden Draenite](#), and a [Blood Garnet](#) from a single stack. I turned around and sold all of these items for about 65 gold at the Auction House. With Adamantite Ore you will receive [Adamantite Powder](#) each time. Unlike the Fel Iron Powder, this item is needed by Alchemists to create [Mercurial Adamantite](#) which sells for about 12 Gold each at the Auction House. If you decided to take up Jewelcrafting, I hope you paired it with Mining because this will supply almost all materials needed for Prospecting. Even if you don't have stacks of this ore lying around, you can find a lot of great deals on Fel Iron and Adamantite at the Auction House. It is definitely worth the investment if you decide to purchase the ore because you can in turn prospect and sell

the gems you discover for a profit. What's nice about this approach is that you never have to leave your main city if you don't want to. You can just keep buying the ore and prospecting the gems and then turn right around and sell for a quick and easy profit. This is one of those gold making strategies that can literally make you THOUSANDS of gold every single week!

Mana Thistle

[Mana Thistle](#) is an item that is needed by Alchemists to make a lot of the higher end potions. This herb can only be found in places that require a flying mount. Here are the best places to find Mana Thistle. In Terokkar Forest, you should first go over to the southeast corner to [Skettis](#). Another spot in Terokkar Forest is just above the Aldor base to an area called the [Barrier Hills](#). Over in Shadowmoon Valley, you will want to fly over to the island in the southeast corner of the zone to an area called [Netherwing Ledge](#).

In Blade's Edge Mountains, there are 2 spots where you can find Mana Thistle: [Pinnacle Vortex](#) to the west and [Felstorm Point](#) to the north. Lastly, in Netherstorm, head to the island in the Northwest corner of the zone called [Socrethar's Seat](#). Here you can also find some Mana Thistle. Currently on my server, a stack of Mana Thistle sells for about 60 Gold. If you have a Flying Mount and have Herbalism as one of your professions, you should definitely check out these spots. Not only will you find Mana Thistle but you will also find a lot of the other popular herbs such as [Dreaming Glory](#) and [Felweed](#) in these areas as well.

Doom Skulls

A stack of 20 [Doom Skulls](#) is needed in order to activate the [Evil Draws Near](#) quest in the Bone Wastes. They drop from several different mobs in the area but the ones that seem to drop them most often are [Auchenai Death-Speakers](#) and the [Auchenai Doomsayers](#). They both have a very high drop rate and in addition to the doom skulls, they also drop a ton of [Netherweave](#). What I have done is farm these guys for about 15 - 20 minutes to get these Doom Skulls. Once I do, I post a message in the Bone Wastes saying that I have some for sale. I have sold these for as much as 8

Gold to players. You could also put them up for sale at the Auction House as well. Doing this a few times an hour and selling the Netherweave and green loot dropped comes to about 50 Gold per hour. Not necessarily the 100+ Gold per hour everyone is looking for but this strategy is a pretty easy way for players to make some decent gold if you aren't able to reach the higher end places in the Outlands yet.

Essences

Essences are needed by Jewelcrafters and other professions that are trying to craft higher end items. Since most of you now have a level 70, you won't have any problems soloing level 55-60 elites now. For each of the difference essences, there is an elite that will drop them all the time. What you can do here is take these guys out along with their respective mobs nearby to collect even more of these essences. The following is a list of where I go to get each of the essences. Note that these places used to be quite popular prior to the Burning Crusade being released so it was hard to farm these guys for essences. I have since had a lot of luck finding these guys because people seem to have forgotten about them.

For the Essence of Air, the elite boss that drops this is Windreaver in Silithus. He can be found in the northwestern corner of the zone along with other air elementals that also have a chance to drop these essences. In addition to the Essence of Air that drops off Windreaver, you will also have an excellent chance for him to drop a nice blue item. On two different occasions, I received the Pattern: Stormshroud Gloves which sold for about 40 gold each!



Figure 48 - Windreaver Location

For the [Essence of Earth](#), the elite you need to find is [Avalanchion](#) who can be found in the [northeast corner of Azshara](#). As with the other spots, you will also be able to find mobs nearby that have a chance to drop additional essences. The going rate for an essence of Earth is somewhere between 8 and 10 Gold each.

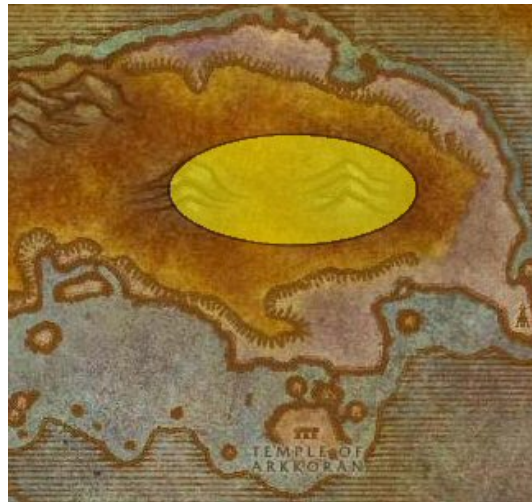


Figure 49 - Avalanchion Location

For the [Essence of Fire](#), you will want to find [Baron Charr](#) in the center of Un'Goro [near the volcano](#). Not only will he drop an essence of fire but so do the fire elementals that you can find all around this area. For each Essence of Fire you collect, that basically equates to anywhere between 10 - 12 Gold. Most players that are farming for certain items have completely neglected the older areas which makes it that much easier for you to take advantage of this.



Figure 50 - Baron Charr Location

Lastly, the [Essences of Water](#) sell for about 15 Gold and an elite that drops this is [Princess Tempestria](#) who can be found at the [lake](#) just Southwest of Everlook in Winterspring. Every time that I have killed her I got a blue item such as a very nice BoE shield and the [Tempestria's Frozen Necklace](#) which combined fetched me about 60 Gold.



Figure 51 - Princess Tempestria Location

Netherweave Cloth

[Netherweave Cloth](#) is the new Runecloth of the Outlands and is needed by a lot of different professions to get their skill maxed out at 375. For that reason, Netherweave Cloth is always in demand and sells great in the Auction House. I found the best place to farm for these in Hellfire Peninsula at the [Pools of Aggonar](#). Here you are looking for the [Terrorfiends](#) which are only a level 61 mob. These guys drop the cloth just about every single kill and you can get a stack of these in less than 10 minutes. These can be sold for about 8 gold each in the Auction House. Doing this for an hour comes to almost 50 Gold per hour just from the Netherweave. With everything else factored in that you receive as loot during this time, it can easily jump to almost 80 Gold per hour! If this spot is getting hit a lot, another spot I like to visit is the [Lake surrounding Halaa](#) in Nagrand. Down here, you will find a lot of Boulderfist Ogres who drop the Netherweave almost every kill as well. These guys are a bit higher of a level but I hardly ever see people down here killing these guys.

Great AOE Spot

Over in Shadowmoon Valley at the [Ruins of Karabor](#) in Illidan's Black Temple, you will find about 20 or so [Demon Hunter Supplicants](#) packed closely together. The picture shown in Figure 52 was taken from my flying mount and shows just how tightly packed these guys are. I know this looks tough to AOE but they are sparring with each other and their health isn't full when you start to fight them so they drop a lot faster. Also, the guys in this area pretty much only do melee damage which allows you to do a ton of damage before they can even reach you.

You will be able to collect a ton of gold, lots of greens, and Scryer reputation items such as [signets](#) and [tomes](#) in a very short amount of time. This is definitely one of the few good spots where AOE can still work in the Outlands. Currently, the only people that appear to be in this area are ones completing some quests so you shouldn't have to worry about other people up here. Also, the respawn rate of these guys is very short so once you clear a couple areas they will start to respawn and you can start all over. You should be able to easily make well over 125 Gold per hour here without any problems if you are good at AOE.



Figure 53 - Ruins of Karabor

Great Fishing Spots

Furious Crawdads are needed to create Spicy Crawdads and Golden Darters are needed to make Golden Fish Sticks. Both of which heal 7500 HP in 30 seconds and provide some very nice buffs that lasts for 30 minutes. There are 2 excellent spots to fish for these and they are both very close to each other. They are the Blackwind Lake in Skettis and Lake Ere'Noru which is found just southeast of the Allerian Stronghold. A map showing these two lakes can be found in Figure 54.

Whichever place you decide to visit, make sure you locate the Highland Mixed Schools. Also, you will need to have a high fishing skill of around 430 and buff your fishing skill to as high of a level as you can to avoid losing your catch. Attaching Aquadynamic Fish Attractors will also help increase your chance for a catch. You can either sell the Furious Crawdad and Golden Darters as they are in the Auction House or cook them to make their respective crafted items. Either way, they are both pretty popular items in the Auction House. In addition to these items, you have a chance to catch Mr. Pinchy who is an exceptionally rare catch from the Highland Mixed Schools. This item is BoP and has 3 charges with a 2 day cooldown in between. Each charge will grant a random wish. A couple of the wishes that you might get are Mr. Pinchy's Gift which gives you 5 Super Healing Potions and 5 Super Mana Potions and another is the Magical Crawdad Box which summons a Magical Crawdad non-combat pet.



Figure 55 - Terokkar Fishing

Healing and Mana Potions

I have found that you can sell [Healing](#) and [Mana Potions](#) for a lot of gold. One of the ways I have found to get a stack of Healing or Mana Potions is by going to Nagrand and hanging out near [Gurgthock](#) to the north where players are trying to complete the [Ring of Blood](#) quests. If you haven't done these quests, they are a series of 6 quests that require a group of players to kill some elites. The 2nd and 3rd parts of the quest give a stack of [Super Healing](#) and [Super Mana Potions](#). Other players are always looking for help here and this is where you come in to sell your services. Tell them that you will help them take out the elites if they give you the potions that come with the reward. Most players are more than willing to do this because they are completing these for the experience and the gold. There have been a few occasions where I would help a group of 4 players and I was able to have all of them agree to give me their potions because they needed a tank to help complete the quests. In about 30 minutes of tanking, I made about 125 gold from the potions I sold.

Something you should never do is buy potions from the Auction House. Instead, you should either ask the people in your guild if they can make you some potions or post a message in the trade channel asking for an Alchemist to make some for you. You can almost always have them create these for far less than the Auction House rate. You can also check out [Dealer Sadaqat](#) in Netherstorm who sells various "Potent Potables" as Limited Supply Items. The [Super Healing](#) and [Super Mana Potions](#) he sells are 2 gold each but a stack of 5 in the Auction House can sell for up to 35 Gold! All classes need either one or both of these types of potions so the demand is always there.



Figure 56 - Ring Of Blood Quest Location

Fel Hide

A great place to farm for [Fel Hide](#) is in Netherstorm over by the [Arkion Ruins](#). The [Artifact Seekers](#) here do use Mana Burn so that can be annoying if you are playing with one of those characters that uses Mana. I usually bring my Warrior over to this spot and mow these guys over quick because they have very low hit points. The drop rate for Fel Hide isn't great but a stack of 20 sells for about 25 to 30 Gold and that's not including the other loot you collect along the way. What's nice about this spot is that it's close to Area 52 and another gold making strategy that I mention in this guide for collecting [Primal Manas](#). This allows you to be patrolling both areas and doing two gold making strategies at the same time!



Figure 57 - Fel Hide Location

Netherweb Spider Silk

One of the best spots to get this silk is in the [Black Morass](#) (Caverns of Time). It's here where you can find a lot of [Blackfang Tarantulas](#) which drop [Netherweb Spider Silk](#). This silk is needed by Tailors to make items such as [Ebon Shadowbag](#) and some other pretty cool armor. This silk sells for about 6 Gold each!! What's nice about this spot is that the tarantulas have an awesome drop rate and you can get a lot of these in just an hour's worth of playing. If you can focus on killing these guys and then resetting the instance, you should be able to get about 20 of these per hour. This equates to around 120

Gold per hour plus after you sell everything at the Auction House! Because this is an instance, you don't have to worry about this being farmed a lot and if you have a friend that doesn't mind tagging along, it will make it all the easier to make tons of gold here!

If you aren't much for instances, there are two excellent spots for [Netherweb Spider Silk](#) in Terokkar Forrest. The two mobs you are looking for here are the [Dreadfang Lurkers](#) and [Dreadfang Widows](#). You should have a [Netherweb Spider Silk](#) drop for you about every 6 to 7 kills. The best place I have found for the [Dreadfang Lurkers](#) is the area just north of [Stonebreaker Hold](#) as shown in Figure 59. They are mixed in with [Timber Worgs](#) but they are pretty easy to kill if you happen to aggro them while killing the Dreadfang Lurkers.



Figure 59 - Dreadfang Lurkers Location

The other spot in Terokkar Forest that is great for getting [Netherweb Spider Silk](#) is [The Bleeding Hollow Ruins](#) as shown in Figure 60. The [Dreadfang Widows](#) can be found in other places in the Bone Wastes but this is the best spot I have found. What's nice about this spot compared with the area for the Lurkers is that this is off in the bottom corner of the zone where hardly anybody ever goes. I have been here on several occasions and have only seen 1 person during all those times. In addition to dropping the silk, I was also able to get quite a few greens. The last time I

was down here I killed 20 of them and received 3 [Netherweb Spider Silks](#), 2 greens and a lot of vendor trash. This ended up fetching me over 25 Gold in a very short amount of time. These [Dreadfang Widows](#) are mixed in with [Warp Hunters](#). I usually try to just avoid

these guys and focus on the widows but if you aggro them or decide to take them out as well, make sure you collect the [Warped Flesh](#) that they drop. This will fetch you about 1 gold each and is needed to make [Warp Burgers](#) which are quite popular.



Figure 60 - Dreadfang Widows Location

Skinning in Black Morass

Black Morass is also a great spot for skinnors and [Knothide Leather](#) farmers. In here, you can find various [Sable Jaguars](#) and [Darkwater Crocolisks](#), both of which are between level 67 and 68. Skinning these guys will get you a lot of [Knothide Leather](#) and [Knothide Leather Scraps](#). This is by far one of the best spots in the entire game for farming Knothide. Just as with the Netherweb Spider Silk strategy, the nice thing about this is that because it's an instance, you have unlimited potential here with absolutely no competition whatsoever. With all the leather, greens, and other nice loot, I was able to make over 100 Gold per hour.

Nether Dragonscales

There are a few places that drop the [Nether Dragonscale](#) but the best place I have found is over in Shadowmoon Valley at the [Dragonmaw Fortress](#). Here you will find [Enslaved Netherwing Drakes](#) that range anywhere from level 67 to 70. I got one Nether Dragonscale about every 10th kill which sounds like a lot but a single dragonscale sells for about 30 Gold each! If you have some good armor on, you should be able to easily get 100 gold per hour with the dragonscales and other loot at this spot provided that it's not being heavily hit at the time. From my own personal experience, I don't usually see too many people down this far south in the Netherwing Fields so in most cases you should be able to have this area pretty much to yourself.



Figure 58 - Nether Dragonscale Location

Terocones

Terocones are needed by Alchemists to craft a lot of the higher end potions such as **Elixir of Draenic Wisdom** and **Elixir of the Searching Eye**. The absolute best place to farm for Terocones is in Terokkar Forest. There isn't any one spot in this zone that is better than another for farming these because they are literally **scattered just about everywhere**. The one spot you should not bother with is the Bone Wastes as there are none in this area. I don't usually collect Terocones exclusively but what I usually do is while I am doing another gold making strategy in the northern part of Terokkar Forest such as **Arakkoa Feathers** or **Firewing Point**, I always keep an eye out for these herbs. Doing this allows you to be collecting gold in multiple ways rather than just running around collecting Terocones. A stack of these sells for about 25 to 30 Gold each! Not bad for just picking these up while you are already here doing other things.

Icy Chill Enchant

Over in the Winterspring, there is a lake called Lake Kel'Theril. This lake is located to the southeast of Everlook as shown in Figure 62. What are you want to do here is kill the **Anguished Highbornes** to get the **Formula: Enchant Weapon - Icy Chill**. The drop rate is somewhere around 3.5% to 4% so on average you should get the formula after 25 to 30 kills. Even though you may have to spend a little bit of time over here it will be well worth it because this formula is very populate in the Auction House. I see them sell between 70 and 85 Gold all the time and sometimes more. In addition to the formula, you can expect to get a lot of **Runecloth** from these guys as well.

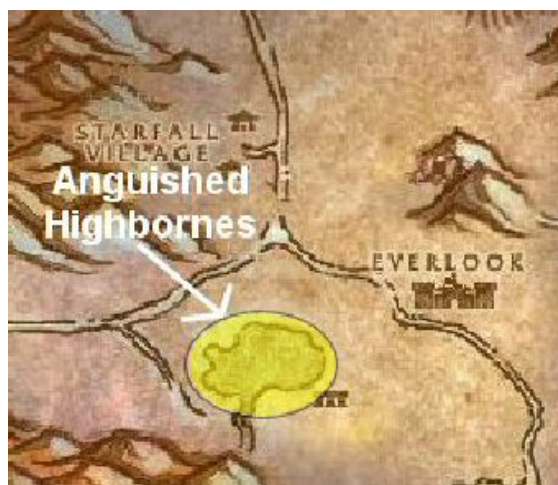


Figure 62 - Anguished Highborne Location

Stonescale Oil

If you are an Alchemist with a level of at least 250, there is a very easy way to make some gold with [Stonescale Oil](#). All you have to is look for some great deals on [Stonescale Eels](#) and then combine that with 1 [Leaded Vial](#) to create [Stonescale Oil](#). The Stonescale Eels can usually be bought for around 75s and the [Stonescale Oil](#) can be sold anywhere between 1.5 to 3 Gold. This isn't a huge gold maker but it does have a nice turnaround because you are making somewhere between 2 and 4 times your initial investment.

If you have Fishing, you can fish for the [Stonescale Eels](#) in several locations such as the Bay of Storms, Steamwheedle Port, and Feathermoon. If you go this route, you will level up your fishing skill and get 100% of the profit for the [Stonescale Oil](#) because you will be supplying your own materials.

Wildvine Farming

Another great gold maker is [Wildvine](#) which sells anywhere from 3 to 5 gold each! It's popular because it's an herb that is needed by a lot of different professions. This herb is a low percentage drop from [Purple Lotus](#) which can be found in a few zones such as Azshara, Stranglethorn Vale, and the Hinterlands. While you can farm this herb and make a good profit at either one of those locations, this is not your best approach. What you should do is head over to the Hinterlands because [Wildvine](#) can be dropped at a very good percentage by several different mobs.

Pretty much any mob that starts off with the name "Witherbark" or "Vilebranch" will drop this herb. In Figure 61, I have pointed out my favorite places to go for this. The two campsites in the top right corner of the figure have between 8 and 10 [Vilebranch Soothsayers](#) and [Scalpers](#). While you are there, keep an eye out for treasure chests because they can also spawn at these locations which also have a chance to give you more [Wildvine](#).

What I like to do is start at the top campsite and then work my way to the 2nd campsite. From there, head down to the Jinth'Alor and venture as far in as you feel comfortable. Once you clear that out, head back up to the campsites and make a loop. During your passes, keep an eye out for [Purple Lotus](#) if you are an Herbalist. You can collect that herb and have a chance to get more [Wildvine](#). This strategy will be very profitable for any character that is at least a level 45. Also, don't think that if you are a level 60 or 70 character that this isn't a good spot for you because it is. While it's not a 100+ Gold Per Hour strategy, it will consistently be very profitable for you.

In addition to dropping [Wildvine](#), these mobs will also get a ton of [Mageweave Cloth](#). The last time I was over here with my level 54 Warrior, I collected 10 Wildvine, 2 greens, 45 [Mageweave Cloth](#) and bunch of [Mojo Flasks](#) in about 20 minutes of work. If you do the math, you can easily see that this is an excellent gold maker no matter what character you are playing with as long as you can quickly take out level 45 mobs.



Figure 61 - Wildvine Farming

Wizardweave Turban

If you have Enchanting to at least level 225 and Tailoring at 300, this next gold making strategy will work out very well for you. If you don't have Tailoring, you can still do this strategy but you will have to either find someone to craft the [Wizardweave Turban](#) for you or look around for any deals in the Auction House.

The [Wizardweave Turban](#) is another one of those excellent items for disenchanting to make a nice profit. To craft one of these turbans you will need 6 bolts of [Runecloth](#), 4 [Dream Dust](#), 1 [Star Ruby](#), and 1 [Rune Thread](#). If you don't have any of these materials, you can buy them all from the Auction House for around 8 Gold. Once you have the [Wizardweave Turban](#), it can disenchant into [Illusion Dust](#) and [Greater Eternal Essences](#). Below is a list of the most common outcomes I have seen that this will disenchant into...

2 [Illusion Dust](#) = 6 Gold. Profit is -2 Gold so this one is a loss.

3 [Illusion Dust](#) = 9 Gold. Profit is 1 Gold.

4 [Illusion Dust](#) = 12 Gold. Profit is 4 Gold

5 [Illusion Dust](#) = 15 Gold. Profit is 7 Gold.

2 [Greater Eternal Essences](#) = 26 Gold. Profit is 18 Gold.

3 [Greater Eternal Essences](#) = 39 Gold. Profit is 31 Gold.

There is a bit of a risk involved because it's possible to lose a little bit of gold if the worst case scenario happens. However, this doesn't happen too often and if you keep repeating this strategy, you will definitely come out ahead. Another nice thing about this is that you can level up your profession while doing this. In addition to getting these items from disenchanting, you will also have a chance to get a [Large Brilliant Shard](#). If you get one of these, that will get you anywhere between 10 and 15 Gold at the Auction House.

Rare Spawns

Farming Rare Spawns is something that hardly anyone knows about. The way this works is throughout the Outlands, there are close to 30 rare spawns (some elite) that spawn every so many hours which drop a lot of very nice blue BOE items. Because most people don't know about these guys, they usually go untouched which means that you will be able to find them in a lot of cases. Below is a list of all 7 zones in the Outlands as well as which rare spawns you can find there.

Hellfire Peninsula

This zone has three rare spawns but the only non-elite one I have found is [Vorakem Doomspeaker](#). The time I found him, he was patrolling the [Legion Front](#) around 69,52. He is only a level 62 so he was very easy to kill and I received the [Legion Headguard](#) when I looted him which got me about 80 Gold. A couple other rare mobs that I have seen in this zone are both elite: [Fulgorge](#) and [Mekthorg the Wild](#). These guys can be tough to solo but if you are a higher level or have a friend that can help, the loot you can expect to receive is very nice. I saw Fulgorge around [Falcon Watch](#) near 28,61 but someone else got the first hit on him so I was not able to see the loot he dropped. I was however, fortunate enough to be playing with a friend when we came across Mekthorg the Wild near the Hellfire Citadel ([See Map](#)). We got the [Demon-Forged Chestguard](#) after looting and sold this item for 55 Gold at the Auction House.

Zangarmarsh

This zone also has three rare spawns with only 1 of them being an elite. The first non-elite is [Bog Lurker](#) which can spawn in a couple places as shown in [this map](#) but where I found him was at the middle island of [Feralfen Village](#). On two different occasions, I received the [Bog Pauldrons](#) which is a pretty cool looking shoulder piece. These fetched me between 40 and 45 Gold each. The second non-elite is [Coilfang Emissary](#) who can be found in a few different places as shown in [this map](#). When I saw him, it was near the western side [Umbrafen Lake](#) (around 72,70) and he dropped a nice pair of [Nagascake Legguards](#). These sold for close to 50 Gold. The 3rd rare spawn is [Marticar](#) which is difficult to solo. I was in a group of 3 when one of us came across him so it was pretty easy for us to kill when we were all around 65 at the time. We found this guy walking along the [Marshlight Lake](#) (around 16,36) and the guy in our group that won the roll got the [Striderhide Cloak](#) which ended up selling for about 40 Gold.

Terokkar Forest

I have only been able to find two rare mobs in this zone and luckily they were both non-elites that were very easy to solo. The first guy I came across was [Okrek](#) at [Veil Reskk](#). He was a level 64 who dropped a BOE [Feathered Belt](#) which I later sold for about 35 Gold at the Auction House. The 2nd guy I found was [Doomsayer Jurim](#) at the [Cenarion Thicket](#) near 46,24. This guy took a little longer to kill but was still easy enough to solo. I got a nice pair of [Grim Greaves](#) and some [Netherweave](#) from the loot.

Nagrand

The first rare spawn that I found here was a croclisk named [Goretooth](#). I have actually seen him twice but the first time I saw and killed him was at the [lake surrounding Halaa](#) around 40,42. Very easy to kill and not too many players come down here so I have a feeling that this is one of those rare spawns that goes untouched. The other time I saw him it was over at Sunspring Post near (34,44). The next rare mob I found here was [Bro'Gaz the Clanless](#) which I found at 25,44 near the [lake between Forge Camp Hate and Forge Camp Fear](#). I heard from another person in my guild that he was also spotted at Kil'Sorrow Fortress around (64,76). After killing this guy, I got the [Gronn-Blessed Warbeads](#) which is a pretty cool necklace. I sold mine for 50 Gold to a Mage! The last rare spawn in Nagrand is [Voidhunter Yar](#) which only patrols in one spot and that is the [area surrounding Oshu'Gun](#). He is a level 68 that drops several different BOE Belts that sell very well in the Auction House.

Shadowmoon Valley

The only non-elite in this zone is [Ambassador Jerrikar](#) which I found at 58,37 near the [Ruins of Baa'ri](#). This guy was a level 68 that dropped a nice blue wrist piece which I sold for about 35 Gold. The other two rare spawns in this zone are both elites unfortunately which makes it very difficult to solo by yourself. However, if you are a higher level character and up for the challenge, go for it. Otherwise, it would be smart to whisper a buddy once you locate them. The first of these rares is [Collidus the Warp-Watcher](#) which can spawn in a few places as shown in [this map](#) but the one where I saw him was at 66,23 near the [Altar of Shatar](#). I didn't even bother trying to solo this guy because I was playing a level 66 Mage at the time and he was a 68 Elite so unfortunately I can't tell you what loot he dropped but

I'm sure it's worth a pretty penny. The other rare elite is [Kraator](#) which is a very intimidating fire demon. I have heard he is soloable but when I tried as a level 69 I didn't have much success. If you find him, I would recommend whispering some guild buddies to come help out. I do know that he drops the [Abyssal Plate Sabatons](#) which sells for as much as 65 Gold.

Blade's Edge Mountains

Even though Blade's Edge is one of the higher level zones in the Outlands, the Level 68 [Speaker Mar'grom](#) was one of the easier rare spawns I had faced. He spawns in a few spots as shown in [this map](#) but the place where I found him at 56,25 near the [Bloodmaul Camp](#). It only took me about 30 seconds to kill this guy and in return I received a nice pair of [Nethersteel-Reinforced Gloves](#) which fetched me 45 Gold at the Auction House. I know it takes time to locate this guy and sell the item in the Auction House but 45 Gold for 30 seconds of actual work is pretty nice.

The first of two rare elite spawns in this zone is [Hemathion](#) which I saw around 29,65 at the [Vortex Pinnacle](#). When I stumbled across this guy with my 70 Hunter, I had one other player help me and we were able to take him out. I don't recommend trying to solo this guy unless you can solo very well but even then I think it is going to be extremely difficult without a second person. You should be able to fetch close to 60 Gold for the BOE Chest piece that he drops. The last elite rare in this zone is [Morcrush](#). This guy spawns on the eastern side of the zone as shown here in [this map](#). I was never able to have the chance to kill this guy but when I saw him it was near [Ruuan Weald](#). One of the tricks I learned from watching the people that killed this guy was to lure him towards Ruuan Weald and to let the Expedition Wardens (Guards) kill him. So if you are lucky enough to find this guy near Ruuan Weald but not lucky enough to have anyone help you, make sure you try this trick out. Just make sure you get the first hit and then let the guards do the rest.

Netherstorm

I had the most luck finding rare spawns here in Netherstorm. Between the three rare spawns in this zone, I was able to find them a total of 6 times without even really looking for them. The first one I found was [Chief Engineer Lorthander](#) at the Manaforge Ara in the [Terillium mine](#). I have seen him twice here, once alive and the other already dead. The time he was alive, I was able to take out this level 69 very quickly and received the [Illidari Cloak](#) which sold for close to 75 Gold in the Auction House.

The other non-elite rare spawn here is [Ever-Core the Punisher](#). I found this guy three times in the area of 23,68 near the [Manaforge B'Naar](#). In both cases when I got the kill, I received the [Arcane Loop](#) which seems to be a very popular BOE ring. The first one I found had stats geared towards a Warrior and the second time I got this, it came with stats that seemed more towards a Druid. Either way, I have seen this ring sell for as high as 60 Gold in the Auction House. The 3rd and final elite in this zone is [Nuramoc](#). I saw this flying dragon looking creature at 38,75 near the [Arklon Ruins](#). I unfortunately was unable to kill this guy because as I was calling a friend over to help, a couple other players came over and took him out. I asked these guys what the drop was and it was [Chimaerahide Leggings](#). Later on that night, I scanned the Auction House and found one of these for sale with a buyout of 70 Gold.

Summary

All of these rare spawns may take several hours to respawn once someone kills them. I know that makes it sound terribly difficult to locate one of these rare spawns but rest assured that these guys can be definitely be found, especially at times when the server isn't as populated. If you aren't a high level character that is comfortable soloing the tougher enemies, I would not recommend seeking out the elite rare spawns. Instead, what you should do is whenever you are in an Outlands zone, check out the couple places where a non-elite rare spawn can show up and see if you get lucky. Doing this doesn't take up much of your time from doing whatever else you were doing in this zone because you are already there and you are just checking real quick to see if you can find them. Another thing I have found helpful is to keep your eye on the chat window. When lower level players spot one of these guys, they will a lot of times post a message pointing out their location. This is where you need to hop on your mount and hurry on over to that spot to get the nice loot. Doing some estimating, I would guess that I have made close to 1,000 Gold from the rare BOE items and other great loot I have received from these rare spawns.

Daily Quests

If you've hit level 70 and have your flying mount, there is another great way for you to make a TON of easy gold. With one of the more recent patches, [Daily Quests](#) have been introduced. As the name suggests, these quests can only be completed once each day. There are currently about 15 daily quests but there is a cap of only being allowed to do 10 per day. The following pages contain a list of each of these daily quests and how to quickly complete each one. The nice thing about these daily quests is that in addition to receiving a lot of gold and reputation, they can be completed very quickly.

Skyguard: Terokkar Forest

The first Skyguard quest in Terokkar Forest is [Escape From Skettis](#). This requires that you first complete the [Threat From Above](#) quest before [Yuula](#) will send you off to Skettis. The only tough thing about this quest is that instead of an NPC, you are looking for the [Skyguard Prisoner](#) which spawns in one of three locations as shown in Figure 63. My personal recommendation to you is to fly back and forth between the top two locations so that you can find him faster. If you see other people here, instead of competing with them, join up with them because everyone in the group gets credit for the quest. The prisoner you are looking for will spawn at the top of the tree houses as shown in Figure 64. Once you find him, it only takes about 2 minutes to walk him across the bridge and down to the ground below. The reward is 12 Gold, +350 Reputation, and your choice between either 2 [Volatile Healing Potions](#) or 2 [Unstable Mana Potions](#).



Figure 63 - Skyguard Prisoner Locations



Figure 64 - Skyguard Prisoner

The next Skyguard quest that can be completed in Terokkar Forest is [Fires Over Skettis](#) which is given by [Sky Sergeant Doryn](#). This also requires that you first complete the [Threat From Above](#) quest. I usually patrol the area shown in Figure 65 highlighted in yellow. What you are looking for here are eggs on the tops of the tree huts. A screenshot of what exactly you are looking for can be seen in Figure 66. The last time I did this quest, it literally took me about 90 seconds. Once you complete this quest, you will receive 12 Gold, 350 Skyguard Reputation.



Figure 65 - Patrolling For Eggs

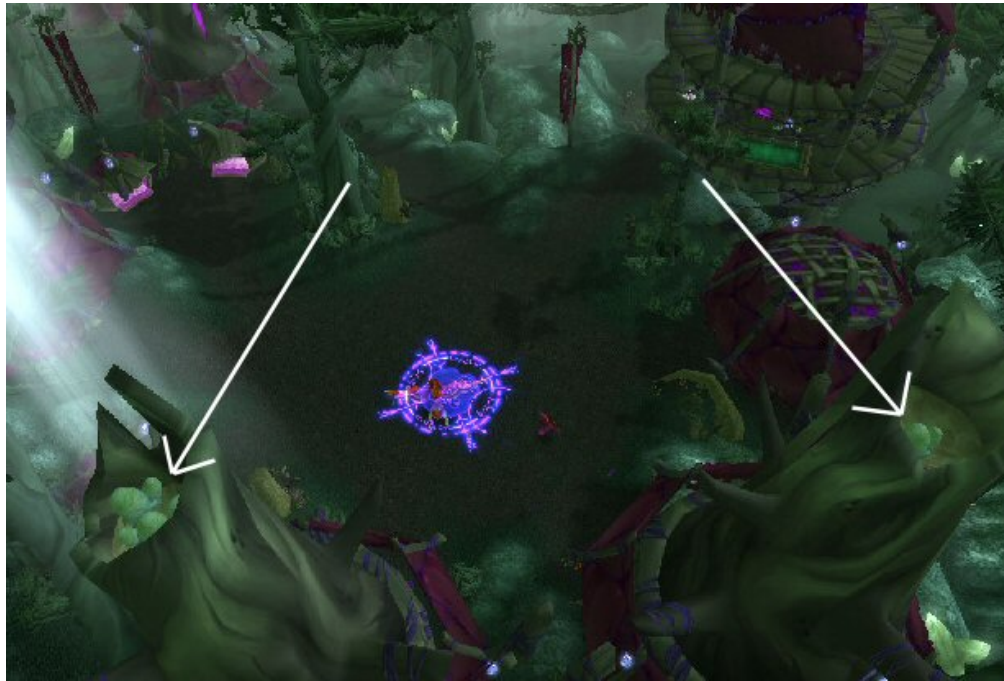


Figure 66 - Egg Location Screenshot

While you are here in Skettis, there are two other non-daily quests that also give 12 Gold reward and are very easy to do. The first is World of Shadows given by Severin. This is extremely easy quest because all you have to do is turn in 6 Shadow Dust to get 12 Gold. This shadow dust has about a 33% drop rate from the Skettis mobs you will find all throughout this area. The second quest you should also do here is Hungry Nether Rays given by Skyguard Handler Deesak. To complete this, you simply need to summon your hungry non-combat pet that you receive and kill 10 Blackwind Warp Chasers so that your pet can eat them. Turn in the quest to get another easy 12 gold! This isn't a daily quest so you can't do this one over and over again unfortunately. What I usually do after I complete this quest is sell any other Shadow Dust I find. Each one sells for about 1 gold each in the Auction House!

Skyguard / Ogri'la: Blades Edge Mountains

All of the daily quests for Skyguard in the Blade's Edge Mountains require that you complete the [Threat From Above](#) quest as well as the [Ogri'la chain](#) that is given by [Mog'dorg the Wizened](#). This can be an investment of your time upfront to complete these 5 man group quests in this chain but they are very rewarding and being able to do the daily quests afterwards makes it well worth it. One thing to note is that you can actually solo all of these 5 man group quests because the item you need drops on the ground after they are killed anyone can pick it up. You don't actually have to be in the group that kills these guys to be allowed to loot them.

Once you complete these, you are ready to take on the daily quests. The first one I want to go over is [The Relic's Emanation](#) which is given by [Chu'a'lor](#) in the Ogri'la camp. In order to do this quest you first need an [Apexis Shard](#) which can be found off most mobs in the surrounding area so you won't have any problem getting one. Once you have one, head over to one of the 4 locations as shown in Figure 67. What you are looking for here is the squared relic layout as you can see from the screenshot in Figure 68. Once you find it, simply kill one of the guys on the 4 corners where the smaller relics are hovering. You can then click on the relic and it will ask if you want to insert a shard to begin. Doing so begins a "Simon Says" type game where you have to watch the color patterns and repeat. After you complete this, you are all done with this daily quest and you will receive 12 gold, reputation, and 15 [Apexis Shards](#) which you can use on this quest as well as others in this zone. Estimated time to complete from beginning to end including the traveling is less than 5 minutes.



Figure 67 - The Relic's Location



Figure 68 - The Relic's Location Screenshot

The next daily quest here is [Bomb Them Again](#) which is given by [Sky Sergeant Vanderlip](#) at the Skyguard Outpost. To get this quest, you need to first complete [Bombing Run](#) which is given by this same NPC and is essentially the same as the [Bomb Them Again](#) quest with a 12 Gold reward. To do this daily quest, you just need to fly to the north where you will soon find Forge Camp Wrath. All you have to do for this quest is destroy 15 stacks of fel cannonballs using the [Skyguard Bombs](#) you received from accepting the quest. A screenshot of these can be seen in Figure 69 with the hovering red arrows pointing to the stacks. If you don't have your epic flying mount yet and can only fly at normal speed, my recommendation to you is put the bombs on your action bar and stay on the ground because these cannons will shoot you out of the air. Even though you need to be on your flying mount to destroy these stacks, you can still do this while on your flying mount on the ground. Once you are next to a stack of fel cannonballs, get on your flying mount and then bomb the stacks of cannonballs. As soon as you do this, dismount off your flying mount so that the cannons don't attack you. Repeat this until you have destroyed 15 stacks and then you're all done. Another 12 Gold easily made. You'll also get reputation with Ogri'la and Sha'tari Skyguard as well as stack of 15 [Apexis Shards](#). Estimated time to complete this is about 10 minutes.



Figure 69 - Fel Cannonball Stack Locations

Another daily quest you can complete here is [Wrangle More Aether Rays](#) which is given by [Skyguard Khatie](#). Just as with the Bombing daily quest, you must first complete a similar one first before you can do this daily quest. The original quest in this case is [Wrangle Some Aether Rays!](#). For this daily quest, you just need to go outside the outpost where you will see [Aether Rays](#) flying around the nearby area as shown in the highlighted area in Figure 70. Start attacking them and once their hit points drop to about 20%, you can use the [Wrangling Rope](#) you received from accepting the quest to "wrangle" them. A screenshot of this can be seen in Figure 71. After capturing 5 of them, you are done with this quest. You will receive 12 Gold, reputation, and 15 [Apexis Shards](#) for completing this quest just as you do with all the other daily quests in this area. The estimated time on this quest is between 5 and 10 minutes.



Figure 70 - Aether Ray Locations



Figure 71 - Wrangling Aether Rays

The last daily quest you can do here requires that you first be Honored with Ogri'la. If you are completing these previously mentioned daily quests, you will be Honored in no time. Once you are, [Kronk](#) in the Ogri'la Camp will give you the [Banish the Demons](#) quest and then the [Banish More Demons](#) daily quest. To complete this quest, all you have to do is head to either Forge Camp Wrath or Forge Camp Terror and activate the [Banishing Crystal](#) you received. Once it's activated, simply kill demons nearby so that the crystal can banish them. A screenshot of this can be seen in Figure 72.

Once you banish 15 demons, turn in the quest for 12 Gold and with Ogri'la and Sha'tari Skyguard. Estimated time to complete this is about 15 minutes.



Figure 72 - Banishing Demons

There are some other daily quests for the Netherwing Ledge in Shadowmoon Valley but they require an epic flying mount and take a bit more time so I am not going to cover those in great detail. The following is a list of the quests that you can do if you choose to complete these along with links to Thottbot for more detailed information.

Quest: [A Slow Death](#)

Given By: [Yarzill the Merc](#)

Prerequisite(s): Neutral with Netherwing.

Quest: [Nethercite Ore](#) (Miners Only)

Given By: [Taskmaster Varkule Dragonbreath](#)

Prerequisite(s): Neutral with Netherwing and Mining Profession.

Quest: [Netherdust Pollen](#) (Herbalists Only)

Given By: [Taskmaster Varkule Dragonbreath](#)

Prerequisite(s): Neutral with Netherwing and Herbalism Profession.

Quest: [Nethermine Flayer Hide](#) (Skinners Only)

Given By: [Taskmaster Varkule Dragonbreath](#)

Prerequisite(s): Neutral with Netherwing and Skinning Profession.

Quest: [Netherwing Crystals](#)

Given By: [Taskmaster Varkule Dragonbreath](#)

Prerequisite(s): Neutral with Netherwing.

Quest: [The Not-So-Friendly Skies](#)

Given By: [Yarzill the Merc](#)

Prerequisite(s): Neutral with Netherwing.

Quest: [Picking Up The Pieces...](#)

Given By: [Mistress of the Mines](#)

Prerequisite(s): Friendly with Netherwing.

Quest: [Dragons are the Least of our Problems](#)

Given By: [Dragonmaw Foreman](#)

Prerequisite(s): Friendly with Netherwing.

Quest: [The Booterang: A Cure For The Common Worthless Peon](#)

Given By: [Chief Overseer Mudlump](#)

Prerequisite(s): Friendly with Netherwing and complete the [Overseeing and You: Making the Right Choices](#) quest.

Quest: [Disrupting the Twilight Portal](#)

Given By: [Overlord Mor'ghor](#)

Prerequisite(s): Honored with Netherwing.

Quest: [The Deadliest Trap Ever Laid](#) (Aldor)

Given By: [Commander Arcus](#)

Prerequisite(s): Revered with Netherwing.

Quest: [The Deadliest Trap Ever Laid](#) (Scryer)

Given By: [Commander Hobb](#)

Prerequisite(s): Revered with Netherwing.

Cloth vs. Bolts

Bolts can be made by taking a handful of cloth and crafting into a Bolt of that same type. What's nice about this is that you can quickly make a profit simply by turning them into a bolt and putting that bolt up for sale at the Auction House. An example of this is with [Runecloth](#). It takes 5 Runecloth to make a [Bolt of Runecloth](#). What you can do here is buy 5 stacks for Runecloth which gets you 100 pieces. From here, you can make 20 [Bolts of Runecloth](#). If you keep your eye open for some deals, you can get the 100 pieces for about 2 Gold per stack of [Runecloth](#) for a total of about 10 Gold. You can then take that stack of 20 Bolts and sell them for anywhere between 75 and 90 Silver each. For the whole stack, that comes to a 5 to 8 Gold profit!

Depending on your server, it may not work for every single type ([Runecloth](#), [Mageweave](#), [Netherweave](#), etc...) so be sure to check the cost of the materials and for the bolt to see if it's worth your time. Another one that I tend to make a good turnaround on is [Bolts of Soulcloth](#). This particular pattern is a limited supply pattern that is sold by [Borto](#) and [Mathar G'ochar](#) in Nagrand. The materials to make one of these is about 7 Gold but you can turn around and usually sell one of these for 10 Gold afterwards. Again, not a ton of gold but it is a quick and easy way to make a few gold profit. When it comes to buying the materials for these, I highly recommend taking a look at the short duration auctions with no buyout. There are a lot of times I can put a cheap bid in and get a great bargain. The less you pay for the materials, the larger your profit margin will be.

Cobalt Dragons

If you've hit 70 and are looking for a little change of scenery from the Outlands, I recommend heading back over to Winterspring. There is cave to the Southwest of Everlook at 56,50 that contains a lot of cobalt elites that range between level 56 and 58 or so. The ones you'll see are [Cobalt Mageweavers](#), [Scalebanes](#), and [Wyrmlings](#). These guys seem to drop a lot of greens and quite a few recipes, patterns, and schematics. One of the more notable ones that I have gotten a few times is the rare [Schematic: Arcanite Dragonling](#) which I have sold for as much as 140 Gold! If you are an Engineer, you should highly consider learning this because the [Arcanite Dragonling](#) itself sells very well and that can be a re-occurring gold maker for you. I didn't have Engineering with the characters that I found this with so I didn't make this rare trinket personally but I have seen them in the Auction House selling for up to 375g. That is a serious chunk of gold!

In addition to that schematic, you'll also find many others including the rare Pattern: Robe of Winter Night and some greens such as Recipe: Greater Arcane Protection Potion. The Robe of Winter Night dropped a few times for as well but unfortunately it is BOP. If you have multiple high level characters, I would recommend bringing one over that has Tailoring as one of the professions so that you can learn how to make it. If you learn it, the robe sells very well in the Auction House, some auctions as high as 120 Gold! The Arcane Protection Potion Recipe I have found usually gets me between 20 and 25 Gold for each. I would recommend selling the recipe in this case because the potion only sells for a couple gold.

Another thing you'll want to keep an eye out for is a rare spawn in this area. General Colbatann roams this area and I have found him at 59,49 (Outside the cave) and at 54,50 (about half way through the cave). This can be seen in Figure 73. He doesn't have great drops for a rare spawn but make sure you get his loot if you see him. The last thing I want to mention about this cave is that at the end, you'll see two higher level elites: Manaclaw and Scryer. Manaclaw is fairly easy but Scryer can be a handful depending on your character. If you feel up to taking him on, go right ahead. His drop is usually pretty good. If you don't really feel like taking a chance at dying here, just turn around and head back towards the entrance. By this time, most of the enemies will have respawned already. One other thing to note is that this cave does spawn a few Thorium nodes so if you are a Miner, be sure to grab those. A stack of this Thorium Ore is still selling very well at the Auction House at around 18 Gold per stack.



Figure 73 - Cobalt Dragon Cave

Elixirs and Flasks

Elixirs and Flasks are another one of those easy ways where you can purchase materials for less than you can sell the crafted item for. One of the ones that has always worked out well for me is the [Elixir of Healing Power](#). This requires 1 [Golden Sansam](#), 1 [Dreaming Glory](#), and 1 [Imbued Vial](#). If I had to buy a stack of everything, it would usually cost me between 40 and 45 Gold. However, I then take that stack of Healing Power elixirs and sell it for around 55 Gold. That's a quick and easy 15 Gold profit simply by spending a few minutes crafting and creating an auction. Another great elixir for this is [Adept's Elixir](#). If you do this for a stack of 20, you should get about 10 Gold profit.

A couple of flasks that I craft quite a bit are [Flask of Fortification](#) and [Flask of Supreme Power](#). With both of these flasks, this should also fetch you close to a 10 Gold profit on each. These flasks are just a couple of examples that I use. I highly recommend checking your auction house to see which ones are most popular on your server and focus on those.

Also, keep in mind that the numbers I am giving you for the profit on the elixirs and flasks are assuming that you are buying everything. I would imagine that you most likely have paired this profession with herbalism and if that's the case, you should have most of these materials already. The less you have to buy to craft the item, the higher your profit ends up being.

Transmuting Diamonds

There are 2 diamonds that you can transmute for a very nice profit margin. The first is the [Earthstorm Diamond](#). If worse case scenario occurred and you had to purchase all of the materials, you should be able to get them for about 45 Gold. What you can then do is craft the and then turn around and sell it for about 75 to 80 Gold. That's an easy 35 Gold profit! This similar scenario occurs with the [Skyfire Diamond](#). The cost of the materials is quite a bit more on this one because it requires 2 [Primal Fire](#) and 2 [Primal Air](#) but you can turn around and sell the [Skyfire Diamond](#) for about 115 to 120 Gold.

Again, in most cases you are not going to be buying all the materials because you should have collected some as you were playing. If you are able to collect all the materials on your own, that all of that is pure profit. If you are going to choose only 1 to focus on, I would do the Earthstorm because it is cheaper to make and has a better profit margin.

One thing to keep in mind however is that both of these do have a 24 cooldown so you won't be able to make a ton of these. You should always make sure that you don't forget to maximize your opportunity here and be sure to make them as often as you can. One other thing to keep in mind is that transmuters have a small chance to get multiple of the same item when transmuting so you may get lucky and get more of them for free which obviously will get you a lot more gold!

Transmuting Elementals

Alchemists have the ability to transmute an element into another element once they learn certain recipes. An example of this is the [Recipe: Transmute Primal Earth to Water](#). You can buy this recipe from [Meilosh](#) in Felwood once you get your reputation up. Getting your reputation up may involve some time upfront but that time investment is well worth it for the money you can make. If you want some help on increasing your reputation, I highly recommend that you check out this [Reputation Guide](#). Once you learn this recipe, you can transmute a [Primal Earth](#) into a [Primal Water](#). The price difference between the two elements is about 20 Gold! If you can get the [Primal Earths](#) yourself, which shouldn't be any problem at all, then your profit will jump up to about 25 Gold!

The only downside is that you can only do this once per day. However, if you make it a habit to have this be one of the things you do when you either log in or log out, you'll find that this very easy strategy will be fetching you about 175 Gold every single week for just a couple minutes worth of work each time you do this. The way I do this is I transmute it right before I log out at the end of the day because my bags are usually full and I have a [Primal Earth](#) sitting in there ready to be transmuted. The next day when I log in I always have Gold waiting in my Inbox from the auction that sold overnight when I wasn't even playing!

If you want to take advantage of this with some other elements that can be transmuted, I find that the ones that transmute into Water are the most profitable such as [Recipe: Transmute Earth to Water](#). This recipe will allow you to transmute [Essences of Earth](#) into [Essences of Water](#) rather than Primals.

Azure Whelping

In the 2.3 Patch, a new non-combat pet was added called the [Azure Whelping](#). This Whelping can only be found in Azshara and it's dropped by 1 of 4 different types of elites. The elites that can drop this are [Draconic Mageweavers](#), [Draconic Magelords](#), [Blue Dragonspawns](#), and [Blue Scalebanes](#). They can all be found in the Southern Part of Azshara near Lake Mennar. A screenshot of this area can be seen below in Figure 74. I have personally sold the Whelping for 925 Gold and have seen other auctions going for as much as 1000 Gold!!



Figure 74 - Azure Whelping

I find that this Whelping is best farmed by players that are at least in the upper 50s but preferably in the 60s. The reason is because the mobs are elites in the lower 50s so if you have a character that is a bit higher, it will definitely help you move through them a lot faster.

Zul'Farrak Disenchanting

This is a great instance for a Disenchanter to run through because there are at least 5 different bosses that will drop a blue item. If you are lucky, you will also come across [Zerillis](#) who is a rare spawn that can give you another nice item to Disenchant. Each of the blue items that you receive can then be disenchanted into a [Large Radiant Shard](#) which will fetch you about 15 Gold each.

If you are a higher level character that is at least in the upper 50s, you can fly through this instance because you can won't aggro most of the mobs found here. You can just run straight to the bosses and collect those blue items. Soloing this instance can fetch you as much as 90 Gold and that doesn't include the other items you'll find along the way. Even if you have to join a party to run through here, you can still make 15 Gold for each blue item that you roll the highest on.

On With The Swiftiness!

Keep an eye out for the [Recipe: Swiftiness Potion](#) in the Auction House. You have no idea how many times people will sell this recipe for practically nothing. You can also get this as a drop from a ton of different mid-level mobs. The reason you should try to get this recipe if you are an Alchemist is because [Swiftiness Potions](#) are very popular and very easy to sell. They are most popular for players that do Battlegrounds and PvP because these potions increase their speed by 50%!

You only need an [Empty Vial](#), (1) [Briarthorn](#) and (1) [SwiftThisle](#) and if you paired your Alchemy profession up with Herbalism like you should have, then you will almost always have the materials. This means that you get all the profit when you sell them in the Auction House for about 8 Gold per stack of 5. I know this isn't the huge money maker but for someone that is new to Alchemy, you can do this with only a Level 60 skill. Definitely recommend doing this as you are leveling up your Alchemy profession as it will generate a lot of Gold for you even if you are a lower level character.

Portal Away!

While this is probably very obvious to most people, I figure I should mention it since I am trying to put together a complete Gold Making Guide. There are tons of players in the main cities that are always looking for a portal to somewhere else. I always have a nice stack of the [Rune of Portals](#) because you can make some very easy money just by opening up a portal for someone. Most of the time people will pay about 1 Gold for this service because it is such a huge time saver. So when you are in the main city taking care of your business such as with the Auction House and the Mailbox, keep a close eye on the Chat Window because there are always people wanting to a Portal. This is where you come in for some easy money!

Tranquil Mechanical Yetis

Ok, here's another great way to make a HUGE profit if you have Engineering as one of your professions. What you want to do is head over to Everlook in Winterspring and talk to [Umi Rumplesnicker](#). You'll get a series of Yeti quests with the last one being "[A Yeti of Your Own](#)". Once you complete these quests, a "!" will appear above her head and she can now teach you how to make your very own [Tranquil Mechanical Yeti](#). These Yetis require about 14 to 15 Gold worth of materials to make if you are buying everything...which you probably aren't.

Once you craft the [Yeti](#), you can sell it for a killing at the Auction House. I have sold one with my Engineer for as much as 90 Gold. I have also seen others listed for 100+ Gold but I'm not sure if those sold. Either way, 90 Gold minus 15 Gold for materials gets you a nice 75 Gold profit! Before listing your Yeti, check the Auction House to see if there are any up for sale. You can use this as a guideline for how much they go for on your server. Even if the demand is low and you sell it for only 60 Gold, that is still an easy 45 Gold in your pocket. This strategy does have some upfront work of completing the quests but I found that they were actually quite fun. Once you invest that time upfront, you'll be able to crank these [Yetis](#) out for some SERIOUS Gold!!

Robes of Arcana

There's a popular robe for lower level Mages called the [Robes of Arcana](#). While it sells from anywhere between 8 and 10 Gold each, you can also make a very nice profit by just selling the pattern. I can usually sell the [Pattern: Robes of Arcana](#) anywhere from 50 to 60 Gold! My preference is to just sell the pattern because I'd rather get the 50 to 60 Gold right away rather than make that amount from crafting 7 to 8 robes which will take a lot longer. So where do you get this pattern you ask? Well it's dropped in a couple spots by some level 24 mobs. While it has about a 1.5% droprate which sounds very low, if you use a character that is at least in the upper 20s or low 30s, you'll be able to mow these guys down pretty fast.

The first area where you can get this is in Duskwood from the [Defias Enchanters](#). There are 2 clusters of these guys as shown below in Figure 75. I'd recommend picking one of the clusters and try to just stay there. If you find they aren't respawning fast enough for you or someone else is also there, then go ahead and head over to the other one. Otherwise, I find it's more productive to just focus on one spot. In addition to this [Pattern](#), these guys will also drop a lot of [Silk](#) and [Wool Cloth](#).



Figure 75 - Defias Enchanters

The other area I go to for this Pattern is in Darkshore at the tower to the Northwest as shown below in Figure 76. Here you will find [Dark Strand Voidcallers](#) which will also drop a lot of [Silk](#) and [Wool cloth](#) in addition to the Pattern. Whichever spot you choose, you will have about the same drop rate from personal experience. One of the things I like about this strategy is that you can do it as a low to mid level character.



Figure 76 - Dark Strand Voidcallers

Void Crystal Shattering

There is a formula out there called [Void Shatter](#) that allows you to split a [Void Crystal](#) into (2) [Large Prismatic Shards](#). The formula can be purchased from [Eldara Dawnrunner](#) and [Exarch Larethor](#) in [Isle of Quel'Danas](#) for 15 Gold. Before you get discouraged by the fact that you have to spend 15 Gold for this, let me explain why this is worth it.

If you buy the [Void Crystal](#), you can probably get it for about 25 Gold if you look around for a good deal. Once you split it, you can sell the [Large Prismatic Shards](#) for about 20 Gold each. Do the math and you can see that's a quick and easy 15 Gold profit! The first time you do this you'll only have a 5 Gold profit because you had to purchase the formula but everytime you do this from here on out, that's pure profit now. This formula used to have a cooldown but as of the 2.4.2 Patch, it has been removed.

Add-Ons

I highly recommend using a few good UI Mods that other people have created. Below is a list of the add-ons that I have been using. If you ever want to find more, just do a quick search online where you can literally find dozens of them.

Add On	Description	URL
Atlas	An excellent in-game instance map browser.	http://www.atlasmod.com/
Auctioneer	Assists you with your Auction House buying and selling.	http://auctioneeraddon.com/
Cartographer	Extremely powerful and flexible map mod.	http://files.wowace.com/
Coordinates	Displays coordinates on your World Map.	http://Coordinates_Addon/
Cosmos	An all-around great Add-On that contains a ton of great features.	http://www.cosmosui.org/
CT Mod	Whether you want to customize a few things or take advantage of the advanced customizations, this an excellent add-on for anyone.	http://ctmod.net/
Enchantrix	Provides additional information on the elements that a particular item will disenchant into.	http://enchantrix.org/
Gatherer	This valuable Add-On will display herbs, ores and treasures on your map.	http://gathereraddon.com/
Lootlink	Provides a searchable in-game database that you can use to look up items.	http://LootLink-v1.11.0

Table 10 - Add-Ons

Recommended Resources

People are always asking me what guides I recommend for various topics in World of Warcraft. Below is a list of the guides I have checked out along with some comments for each one.

<p>Horde Leveling Guides</p>	<p>Joana's Horde Leveling Guide ★★★★★ This is the only Horde Leveling Guide I recommend. No one else even comes close.</p>
<p>Alliance Leveling Guides</p>	<p>Brian's Alliance Leveling Guide ★★★★★ There are a lot of other Alliance leveling guides out there but Brian definitely has my vote for the #1 spot.</p>
	<p>Team I Demise's Leveling Guide ★★★★★ This is one of the newer leveling guides out there and is very detailed and easy to follow. Definitely recommend checking this one out.</p>
	<p>Spugnort's Alliance Strategy Guide ★★★★★ Very clean looking and is easily viewable online.</p>
	<p>Penn's World Leveling Guide ★★★★★ Another new Alliance Leveling guide that is very well-written, easy to follow and sells for less than the competition.</p>
<p>Alliance / Horde Leveling Guides</p>	<p>Zygor's Leveling Guides ★★★★★ Another excellent Alliance and Horde Leveling Guide. It even has a demo that you can check out to see how it is used with some in-game footage.</p>
	<p>Elite's Leveling Guides ★★★★★ If you are looking for a one stop shop for both a Horde and Alliance Leveling guide, this is it.</p>

	<p>Skewter's Leveling Guides ★★★★★</p> <p>Skewter did a terrific job with this guide as he shows you how to level your Draenei and Blood Elf characters. A great deal!</p>
Instance Guides	<p>Spugnort's Outland Keying Guide ★★★★★</p> <p>This guide takes you step by step on how to get attuned with the various instances in the Outlands.</p>
PvP Guides	<p>Spugnort's WoW PvP Guide ★★★★★</p> <p>This is the only PvP guide out there I have seen and I highly recommend checking this one out.</p>
General WoW Guides	<p>Ultimate WoW Guide Pack ★★★★★</p> <p>A great collection of guides covering leveling, instances, gold making, professions, macros and a whole lot more. Also has some additional Bonus items available as well.</p>
	<p>World of Warcraft Mastery Pack ★★★★★</p> <p>Another awesome collection of guides containing over 350 pages covering various WOW topics, 75 minutes of video tutorials, and much More! This one is MUST have.</p>
	<p>WOW Underground Strategies ★★★★★</p> <p>This contains over 10,000 different strategies and guides covering every WOW topic imagineable. Definitely recommend checking this out.</p>
	<p>World of Warcraft Gamer's Guide ★★★★★</p> <p>A good all around guide that comes with some very cool bonus items including a 120+ minute mp3 Audio eBook.</p>
	<p>Guild Helper's Guide ★★★★★</p> <p>Learn how to create the perfect guild to get the most out of WOW and make your WOW playing experience more enjoyable at the same time.</p>

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If you have any other questions or just want to learn more about how this works, you can always send me an [email](#).

Closing Comments

The state of the economy in the World of Warcraft is constantly changing. There may be some times where you have some nice items but the market is just flooded at the moment. Just be patient during these times. The good news for you is that the longest Auction duration is 24 hours meaning the market can pick back up in less than a day. Also, make sure you research the 3rd Party UI Mods that are available. Once you find some that you like, become an expert on how each one works. While it is possible for you to do your work without one, having one at your side to help you out will make you more productive and therefore get you more gold faster.

Lastly, use the Trade Channels to your advantage, scan the Auction House for steals, control the market, and buy all Limited Supply items you can find from merchants and vendors throughout the world. These tips while they may sound like common sense will take some time to completely master. There is no guide out there, nor will there ever be a guide that can make you expert over night. To become a true expert in making Gold in World of Warcraft or any MMORPG for that matter requires actual hands-on experience. As you play around with the market first hand and see which items have the Low Supply and High Demand, you are going to be raking in that Gold faster than you can spend it!

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