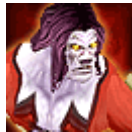




[Http://www.WoWGoldSecretsRevealed.com](http://www.WoWGoldSecretsRevealed.com)



By FLAMewater

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## TABLE OF CONTENTS

INTRODUCTION.....	4
CH. 1 – RACE SPECIFIC MONEY MAKERS.....	5
CH. 2 – CLASS SPECIFIC MONEY MAKERS.....	6
1. Hunter.....	
2. Mage.....	
3. Rogue.....	
4. Paladin.....	
5. Priest.....	
6. Warrior.....	
7. Warlock.....	
8. Druid.....	
9. Shaman.....	
CH. 3 – PROFESSION SPECIFIC MONEY MAKERS.....	14
1. Mining.....	
2. Herbalism.....	
3. Skinning.....	
4. Alchemy.....	
5. Blacksmithing.....	
6. Engineering.....	
7. Leatherworking.....	
8. Tailoring.....	
9. Enchanting.....	
10. Jewelcrafting.....	



CH. 4 – SECONDARY SKILL SPECIFIC MONEY MAKERS.....	25
1. First Aid.....	
2. Fishing.....	
3. Cooking.....	
CH. 5 – GRINDING FOR MONEY – WHERE TO GO ON EACH CONTINENT.....	28
1. Northern Kalimdor.....	
2. Southern Kalimdor.....	
3. Lordaeron.....	
4. Azeroth.....	
CH. 6 – PLAYING THE AUCTION HOUSE.....	41
CH. 7 – CHEATS AND EXPLOITS OTHERS DON'T WANT YOU TO KNOW!.....	49
GLOSSARY.....	52



## INTRODUCTION

From the grassy plains of the Barrens to the shores of Booty Bay, the beautiful forests of Teldrassil to the creepy marshes of the Swamp of Sorrows, World of Warcraft has something for everyone. No matter which side you are on, Alliance or Horde, and no matter which race and class you play, you know that you just don't get anywhere in WoW without gold.

**Gold** is everything!

Without gold, you can't get the mats needed for your professions, you can't get your mount, you can't get the best equipment or armor. So, you quest and you grind and you loot and you sell, but you just aren't raking in the gold like you thought.

Yet, you see other players who seem to have the best of everything, armor, weapons, enchantments, pets, mounts.... and you want them too.

Well, my friend, I too know the pain of having a “broke” character in the World of Warcraft. And, after much trial and error, I have found some of the best kept secrets of making gold, and I mean tons of gold, with any character you have. You don't have to buy gold to be the richest player, you can easily earn it in no time at all.

I have compiled some of the very best secrets, tips, cheats, and information here to help you be one of the richest players on your realm. (And, for those “noobs”, I have even compiled a glossary at the end to help you catch up on the WoW terminology so you don't sound like a “noob”!)

So, read on my friends and say “Goodbye!” to those broke character days!



## CH. 1 – RACE SPECIFIC MONEY MAKERS

Most people begin the game with one character. They keep leveling that one character without realizing the perks to having multiple characters of all different races and classes. There are many quests that require one specific race or class of character to complete them, and you can find great drops and loot that will earn tons of gold for your main character.

While there are a great many different race specific quests throughout World of Warcraft, they are too numerous to list as they would take a long time to explain and go through each different one, and they are not your main way of making gold in the World of Warcraft.

During your play, you will find quests from trainers to gain pets and minions, abilities, spells, and special armor. These quests will test the boundaries of your current level, and you'll find that you will gain a lot of XP for these quests, as well as some gold and great loot that only you will be able to use.

There are also quests throughout the game that are given by other characters that are race specific that will lead you through new areas and give you the chance to gather some great loot to sell and some great cash along the way.

Each different race has a ton of race-specific quests, good luck on yours!



## CH. 2 – CLASS SPECIFIC MONEY MAKERS

In each different race, you must choose from the available classes. While some are open to all of the races, most aren't. You should always choose wisely when choosing a class, or create an alt for those class-specific items and quests that your main can't do.

You will also find that some classes have special powers that other players will pay to utilize, such as ports and summoning. When another player asks you to port them somewhere or summon someone for them, don't just assume that they will pay you! Now, the trick is to be polite when you ask so you don't just scare them off. When someone whispers you and asks for a port or summon or something else, simply reply: "Sure, can you tip? :)" Make sure to include the smile, so they know that you aren't just money-hungry, even if you are! Normally, most players will reply "NP" (no problem) or let you know exactly how much they'll tip. This is a great way to earn some money here and there, especially since most players will pay well for a port or summon.

### THE HUNTER

The hunter has the great ability to tank. A hunter's physical strength, coupled with their long range weapons and their pet, makes them a great character for those who want to level quickly. The hunter is the easiest character to level at a high rate of speed, therefore you can make a lot of gold quickly.

As a hunter, you can always find a group to run an instance with. Due to the hunter's ability to tank as well their pet's ability to agro, a hunter can become very good at an instance and run it with different groups to pick up great loot and lots of



gold. This is best done in a group with a healer though, as most often a hunter is used as a tank.

Once you hit the high 50's - 60, you can head to the Outlands, where there are many great areas to grind for gold and loot that can easily sell on AH. For a hunter, one of the best professions is a skinner, as you are constantly killing animals in your quests. So, by skinning them, you will level your skills quickly and easily, then sell your loot on AH or use it for something else.

## THE MAGE

As a Mage, you will find that you can make money each time you are on by performing some of the tasks that only a mage can do. The higher level you are, the more money you will make using powers that you have learned.

One you learn to port, you can make a lot of cash by porting someone. Throughout your time online, keep watch for people asking for a port. While it does require a bit of time out of your questing, you can easily make 50 silver and up. The key is to nicely ask for a tip when they ask for a port. Remember to use a :) when you do, so they won't think you're just being greedy... even if you are!

Mages can also conjure water for other players and themselves. While this item goes away when you log off, it can also be a great way to make some money. While running around, players will ask for conjured water, and you need to nicely reply "Can you tip?". Normally, they're reply "Sure!". If not or if they ask how much, gently tell them how much you consider a fair amount for the amount of water that they need.

## THE ROGUE



One of the rogues best gold making abilities is opening lockboxes. Once you level to ten and you learn to open locks, you should stay on top of this skill all the time, leveling it as high as you can. There are always other players asking for someone to open a lockbox and they will always offer a tip. While the lower level boxes won't bring you tons of gold, once you reach a higher level with this skill, you will start to get bigger and bigger tips.

Another great ability of the rogue is stealth and pickpocket. While in stealth mode, you can pick any humanoid's pocket, but you must be careful as this can agro some of them quite easily. Stealth will also constantly get you picked up by a group, as it's great to have a rogue who can scout ahead for mobs and bosses. And, although it's a bit rude, you can always steal some of the money or loot before anyone else knows!

## THE PALADIN

The paladin has the great ability to both tank and to heal. With healing and resurrection powers, combined with great hit points and strengths, a paladin is a great asset to any group. These abilities will gain you access to any group that is ready to head into an instance, and a share of the gold and the loot within. Just like a priest, a paladin can mean success or failure in an instance, especially if there are no other healers. When a group member dies, you can resurrect and when others are low on health, you can heal them. Most groups will fight to have you on their side!

## THE PRIEST

The key strength of a priest is its ability to heal and more importantly heal others. When you first begin your priest character grinding for gold is easy as long as you don't over extend yourself. Whenever you can, team up with another character. Even in a pair a priest can work really well. At lower levels partnering can help you get through the simple quests quickly.



A priest really comes into it own in instances. No matter what instance a healer is essential to the group. A really good healer can be the difference between failure and success in an instance. As you progress through the game instances can be a great money earner. There are many different types on instance and players will prefer different instances. Find an instance you like that you know that you will get good gold and loot from and become an expert at it. Try to pick instances that you can run through quickly. Instances that you can run through in less than one hour and get good loot from are the best. Don't over do it though. As you gain more level, work on new and higher paying instances.

As soon as you can enter the Outlands, head there. The drops in the Outland are much more lucrative whether in instances or in general play. General items that drop will be worth gathering as you play through the Outlands and through the instances. Motes are the best way to earn quick money in the Outlands. Motes of Earth, Air, Fire, Water and Life are dropped by different creatures of the Outlands. 10 motes can be combined to form a Primal. Primal of the different elements are important ingredients for many grand master recipes and will sell very well in the auction house. Many websites are available to tell you which creatures will drop the most motes. [www.wowhead.com](http://www.wowhead.com) is a good example. As well as the many instances and raids in the Outlands grinding for motes will be your next best way to earn gold in Warcraft.

## THE WARRIOR

When you first start your warrior character in World of Warcraft, its key strength is grinding. In your first 20 levels, your main source of income will be the warrior's ability to take hits. First aid is essential to the warrior's solo progress at early levels. Work through your First aid skill as much as you can. Find a good place for Linen cloth to be dropped and grind until you are sick of it. Not only is the Linen cloth useful for your First Aid skill, but any that you don't use will sell well, and give you a good starting income for your low level character. Try to team up with a healing class as much as you can. When questing at lower levels a warrior and any healer can work through quests very quickly earning you plenty of items and gold.



Once you pass level 20, your warrior will really come into its own. Tanking is the best way a warrior can earn money in World of Warcraft. A person who can tank in an instance well is the focal point of the group. A warrior that can tank well will always find a group that is going through any instance. Find instances that you enjoy going through and that you know you come out with decent money, become an expert at those instances. Tanking through instances with a group is the main way a warrior makes money in World of Warcraft.

At level 60 you are ready to travel to the Outland. Though there are plenty of instances that you can join and tank in the Outland, primals are where a warrior can make good money in the Outland. Primals are made by gathering motes of the different elements. You collect 10 motes and they form a primal of that element. When you are in the low 60's in Hellfire Peninsula, Mote of Shadow is the best that you can gather and not worth much compared to the others. Work through the instances there, Ramparts and Blood Furnace are good sources of income for a warrior when they first arrive in the Outland. Once you are around level 62+ you can move onto grinding for motes. Earth, Air, Fire and Water are what you are looking for. They are worth relatively the same money in the Auction House the key is to find the one that you can get easily. Grind as much as you can for motes, as these will bring you some good gold on the AH. Research which creatures drop motes the most regularly and get as many as you can as often as you can. (There are several websites that will tell you the best percentage of motes dropped, <http://www.wowhead.com> is a good example.)

## THE WARLOCK

Warlocks have the great ability to gain a minion from their very beginnings. You start with an imp, get a voidwalker at level 10, get a succubus at level 20, a fel hunter at level 30, and a new minion at ten-level increments after. These minions all carry special abilities and powers, and make great tanks when you are fighting. Warlocks themselves are a physically weak class, but have long range spells to attack with. So, with your minion's tanking abilities, and your long range spells, most groups will be happy to add you.



In the same aspect as a warrior, you can become very good at instances and run them all the time. There is always a group looking for people, and they will always be happy to have a warlock with a minion. This way, you can get some great cash and loot.

Warlocks also have the ability to summon a group member from anywhere. This is a very valuable money making skill. You will see people ask for someone to summon someone for them constantly. This is a great opportunity, as most offer to tip right off. If they don't, politely ask for a tip, and be sure to add a smile :) at the end of it. Players will usually offer you from 20 silver to 5 gold to summon another group member, so you should always offer if you see someone asking.

## THE DRUID

Earning money with a druid in World of Warcraft can be a very easy process if you use the abilities of your druid effectively. The druid combines the ability of a good fighter with a spell caster and a healer, the key though is to use these abilities together effectively to earn you gold.

When you start out grinding is the real key to earning money with a druid. Most druid players will take Skinning/Leatherworking as a druid, which can enhance the druids ability to earn plenty of gold. At low levels the ability for the druid to fight well and heal themselves is a great bonus. As long as you don't try and over do grinding through the lower levels is a quick and easy way to earn gold.

The druids' versatility makes it easy for a druid to team up with other characters. In fact a druid matched with any other class in the game, including another druid, can be beneficial when progressing through the game. Whether working through quests or just grinding teaming up with another player can make for some good gold earned.

The combination of healing and combat abilities in the druid makes a druid the perfect addition to an instance group. A druid can earn plenty of money as part of a group running through an instance. There are many different instances available and



the key to earning money through an instance is not only gathering gold but also items. Though it is normally completely random how gets the good items in the group, working through as many instances as you can gives you the best chance of the most items looted.

Once you reach the Outland the same rules apply, team up with others for the best grinding and questing money earned. There are plenty of different ways to earn money in the Outland. Just questing can be a good earner. Collecting notes to make primals is also a great way to earn big gold.

## THE SHAMAN

A shaman can be a great money earner in World of Warcraft. The shaman fights a bit tougher than the other straight spell casters and its ability to use totems is a great bonus.

Using your abilities well is the first key to earning money. When grinding or questing at low levels the ability for the shaman to self heal makes the job easier from the outset. Whether grinding or questing, the best way to work is not to overdo it. Though you can heal yourself, over reaching your grasp can become frustrating when you are continuously getting killed. Find an area that you can grind in efficiently, getting the most amount of gold or sellable items is the best way to work.

Teaming up with other characters is an effective way to use the shaman's abilities is with other characters. The shaman's greatest strength is as a support player to a tank or casting character. Forming a good partnership with another character at the same level means that you can grind through the same areas together and work through the same quests quickly and efficiently.

Working in a group through instances is another way for a shaman to earn money well. As a support player the shaman can use its healing and resurrecting abilities to benefit the whole group. Instances are a great way to earn money and there are dozens to choose from as you progress through your levels.



As you venture into the Outlands the money that you can get from grinding, questing and instances increases dramatically. Keep to the same tactics, team up for grinding and instances. Just working through quests is a great money earner when you are in the Outland regions. The loot and gold available from instances in the Outland is also worth going for. Finding instances that you enjoy working through and running through them as often as possible can get you large amounts of gold.



## CH. 3 – PROFESSION SPECIFIC MONEY MAKERS

Each player picks up two professions to help earn money and create items that they can use and sell on their journeys. Professions can be broken down into two main categories: gathering and crafting. Each profession will allow you to either gather or create items that you can either use or sell for a profit. A lot of quests in the World of Warcraft will ask for specific items that you have to buy if you can't make them, or don't know anyone who can.

Also - some craftsman items require potions or herbs to add to create the wanted item, and if you don't have that gathering skill or don't know anyone who does, it can get expensive.

If you already have an established main character, and your professions are leveled above 250, you need to download "Fizzwidget's Reagent Cost" at <http://www.curse-gaming.com>. This program will help you find the best costs on mats that you need to create items and how much you can sell mats for if you gather them.

### GATHERING SKILLS

If you are just starting out in WoW, or your professions aren't that high yet, you should drop them and pick up two gathering skills, skinning and herbalism or mining. Skinning is always a great gathering skill, as many different crafting professions use leather to create goods. The same with herbalism and mining. Without the mats that these professions provide, you cannot create some of the great items you'd like to sell.

Therefore, if you are really serious about earning a TON of gold, then take up



two gathering skills. This way, you know that you won't be worried about getting mats to make items, but you'll be selling all the mats you gather for gold. When you choose your gathering skills, you should not choose mining and herbalism. Both require you to use the minimap to find herbs or rocks to mine, and you can only use one at a time, so you will be defeating yourself with this combination of professions. You should *always* choose skinning as one of your gathering skills since you can skin other character's kills and you pretty much get to loot something twice if you kill it.

The professions are always a great way to go if you are only in it to earn the gold, after all, this is your guide to making a ton of gold, right? The only other profession that can be included in gathering is enchanting, but we'll put it in the crafting skills. The reason that enchanting can also be considered a gathering skill is that you can disenchant (DE) low-pay (green) items to get the mats needed for enchanting. You can also sell these mats on the AH or to other players for a good profit.

So, here is the breakdown of earning gold through the gathering professions:

## MINING

With the release of the "Burning Crusade" expansion pack, mining has become one of the major professions in WoW. By mining for ores, you also gain jewels and are able to sell them at a high price due to the increase in jewelry and other trinkets that everyone is making. So, right now, jewels that use to not sell for much are going for pretty high prices on all servers. Now, this will decrease as more people start to flood the market with them and as more people take back to their other characters and professions.

When you mine for ores, you should be able to smelt them and then sell them in stacks of 10 or 20 on AH. Most people who look for plain ores on AH are power leveling their professions, so placing them in bulks that people can use is a great way to earn money. When you place the ores on AH, make sure that you have a "buyout" price, as most people want it now.



The best place to level up your mining skill is in Durotar. Here, you will find tons of copper and tin, so you can level your mining in no time. The respawn time here is pretty swift as well, so you won't have to wait long to mine it again. You can easily run from one end of the canyon to the other, mining along the way, and as you circle back to the other end of the canyon again, they have already respawned.

Once you hit the tin level, head on to the Barrens. Here, you will find a great place to mine tin that respawns fairly quickly as well. Head to the South Barrens and just start going in circles around the areas where you find Bristleback, Razormane, and Scorpids. It won't take you long to get enough tin mined to be ready for the next level in mining.

When you have the tin and copper that you need, make sure that you check the prices and availability on AH before you smelt them together for bronze. Sometimes you can put them separately and make more, and other times you can smelt them and sell the bronze for more. It all depends on the current market need, so be sure that you check *before* you sell.

Once you hit iron mining, keep heading south in the Southern Barrens. When you hit the Thousand Needles area, find the Shimmering Flats and start making your circles there. This area is a little dangerous for some, especially Alliance since it is a Horde based area, but the spawn rate of the iron here is worth it, along with the xp for grinding and drops.

Next come Silver and Gold, and you will find them spread all over the map. The best way to find these two where you are, or want to be, is to check Thottbot at <http://www.thottbot.com>. You will be able to find a safer area to mine these two here and the spawn rates.

After you have passed these two ores, you will get to mithril. This is where the real gold lies. Other professions, such as blacksmithing and engineering need huge amounts of mithril to create what they need. So, when you find it, try to stack it as high as you can before you head to the AH to sell it. And, when you're ready for this ore, the best place you can go is outside of Gadgetzan. When you hit Gadgetzan, head out across the desert to where the "bug area" starts. As you go, check all the little rocky areas as this is where the mithril lies. Now, this area is dangerous for



everyone, so if possible, try to find a healer to take with you, just in case. If you have a mount or a travel form, it is a lot easier to get to the outcroppings, and you will know when you are close to a mithril mining spot as the mobs will be thick and attack hard to protect it. But, the great thing about this area is that the respawns of the mithril is fairly quick. So, you can make a big circle around the outer edges and work your way back through the middle. By the time you come full circle, they've spawned again.

As for the higher up ore, thorium, it does not spawn much. So, if and when you do come across it, hit it and then sell it as you will get a high profit from it!

## HERBALISM

For Herbalists, the market is usually very profitable. In fact, no matter how high you get in this profession, you should always take the time to stop and gather herbs when you see them even if you can't use them for anything else. Lower level alchemists and others are always looking through AH for these herbs that they don't have the time, or the want to, to gather on their own. Just remember that the bigger the stack, the more money you'll make.

For higher level players, there are a couple of places in WoW where you can earn a substantial amount of gold by using your herbalism skills. For example, both factions can use this one:

In Un'Goro, you will find a quest chain that starts with "Morrowgrain Research". In this chain, you are given a packet of seeds, an Evergreen pouch, and a couple of Un'Goro Soils. You use them together to grow herbs, and you will get all kinds. You are looking for the Morrowgrain for the quest, but after the quest is completed, you can continue to purchase seed packets and get more herbs. From Goldthorn (which normally sells very well to Kingsblood, you will get all sorts that you can make a high profit on at the AH. So, when you consider that you purchase the seed packets for about 2g, then you make up to 20g off of the herbs you grow, you've made a monster profit!



Now, as you are using this pouch, you'll need to get more of the Un'Goro soil to grow the seeds in. You can find it in Un'Goro, on almost all the monsters there when you loot them. Or, you can buy it on the AH. Of course, it's easier to kill for it and sell it as well, so you'll make even more gold.

Of course, if you don't want to wait for the cool down on the pouch, you can always hit Zul'Gurub. Here, you'll find some great herbs without the hassle of cool downs and so on. There are piles of Jinxed Hoodoo that you can loot for herbs, and some good ones at that. If you have a Blood Scythe, you will have a great chance of getting Bloodvine, which sells for a great price on AH. But, these piles are heavily guarded, so if you have a friend who wants the kills or skins, have them grind while you gather. It can be a win-win for both of you.

One trick that will help you here, is to strip off your armor *before* you go in. While this sounds odd, here is the strategy behind it. While in ZG, if you aggro a mob, it will follow you all over, not giving up. So, if you already have no armor then you won't have to find a repair shop each time. When you consider that the higher the armor you have, the higher the bill, and you're only in this for the great loot and big pay items that come out of the piles, then it's worth it to run "naked" for a bit.

One other place that is very profitable right now is Zangarmarsh. Here, there are many quests that require players to kill scores of the Plant Elementals. This is great for Herbalists! Basically, you can "skin" the corpses for their herbs! You simply team or follow players who are on this quest, and you can just go behind them and get all the herbs. Not only will you get some of the lower, medium, and high level herbs, you will also find rare ones, such as "Ancient Lichen" which sells for a ton on most server's AH.

## SKINNING

Skinning has got to be the most profitable profession on WoW. While other gathering professions make you search out your items on the map, skinning is pretty much wherever you find dead things! From monsters that you have killed to those others have killed, you can usually skin it. It doesn't take long to level this



profession, and you can work your way up to the great selling items in no time at all.

When you find an area where players have to kill a ton of monsters for a quest, you have found a skinning dream. One such place is in Elwynn Forest, where the Humans start. All of the areas here are always littered with boars, wolves, and other monsters that are skinnable and most players here have to complete quests that require them to kill 10's of these at a time. So, you have hit pay dirt here.

The Barrens are also a great place for skinning. With all the safari-type animals around and players killing 10's at a time, you will swiftly fill your bag with some great leather to sell.

The leather that you get from skinning is always easy to sell on AH, as many different professions use it. Tailors, Leatherworkers, Armorers.... all use it and need it. So, you can easily sell it as long as you check the going rates for what you are trying to get rid of.

## PRODUCTION TRADE SKILLS

### ALCHEMY

Alchemy is a profession that doesn't pay much until you are at a high level with it, such as 250+. While you will be able to sell potions such as defense and healing fairly often, others won't sell at all. But, once you reach higher levels, you can create potions that give extra strength or attack power to weapons and potions that are used in many other professions, such as leatherworking, tailoring, enchanting, and armor. So, you can make a ton of cash after you level this profession.

Once you hit the 350 mark for your alchemy skills, you open the door to a whole new opportunity in the AH. You will get a quest that will ask you to choose a specialty, either transmutes, potions, or flasks. After you chunk down the ton of gold that it requires to learn one of these, you are then ready to start making the items and selling them on AH for a monster amount of gold. As with any, the mats might cost more, but the resale after the product is completed can earn you 150g or more.



Now, once you reach this higher level in alchemy, you will find that the cool down time on most of the items, such as the philosopher's stone, that you need to use is more, such as in the "days" area instead of minutes, but it's well worth it when you consider that you are spending only 1-3g on mats, and getting 20 - 50g in return.

## BLACKSMITHING

Blacksmithing is another one of those professions that won't make you a ton of gold unless you are very high in it. This profession is mostly used to make armor, and while you will sell armor on the AH for profits, once you hit a level above 300 with this profession, you'll finally start to see some gold come in. If you do choose blacksmithing, then mining is the best choice for your second profession, which can make you a ton of gold. Having mining as your other profession will also save you money on mats, as you can mine them for free without purchasing them from the AH or other players.

But, for those wanting to earn a ton of gold, blacksmithing isn't the way to go right off.

## ENGINEERING

If you are in WoW for the gold factor, then engineering is *not* the profession for you. The only time that you can make money in WoW with engineering is when you reach 200+ and learn to make blacksmithing plans. These then sell anywhere from 1g - 5g.

If you are an engineer who's level is over 200, and you don't have the ability to make blacksmithing plans yet, here is where you go: Head to Tarren Mill and follow the river north. About half-way to the Plaguelands, you will find a narrow, overgrown path that leads up into the hills. After you go through a tunnel, you'll find a basement where there is an Engineer trainer who will teach you to make the plans. You then only need supplies, paper and ink, and you are in business!



A good way to harvest mats for engineering that won't cost you much and return a profit is to purchase "target dummies" on AH. You must be able to use the dummies, then you simply use and let them expire. Once they've expired, all you have to do is loot them. You can then sell the fused wiring for 4-7g each on AH, depending on the market at the time. If you can sell them in stacks, you will watch your profits go way up.

## LEATHERWORKING

If you don't care to take up two gathering professions, then skinning and leatherworking go hand in hand. While leatherworking is yet another profession that doesn't make you a ton of gold while you are in the lower level stages of it, once you hit the higher levels, you can easily make some gold.

There are some sets of armor that you can make, once you hit 250+, that will sell very well on AH. But, here again, you run into the problem of mats.

So, instead of leatherworking all your mats, the best way to make gold off of them is to create stacks of 20 of mats that are in high demand. Ironfeathers are one such item, and it takes a lot to make certain items. There are some bracers that use 60 feathers, shoulders that use 80, and the Ironfeather armor breastplate that takes 120 feathers. But, don't stack them in 50, (these are one of the few items that will stack in that high of an amount), instead stack in 20. This way, you will sell more to those who want the bracers or shoulders.

Basically, there isn't a lot of gold to be made leatherworking until you hit a very high level of it.

## TAILORING



While tailoring just isn't a good money making profession on WoW, you will be surprised at how easily you can sell items that don't make a hill of beans either way in helping a character, such as shirts.

This sounds dumb, but some players will go to any lengths to ensure that their armor and other clothing matches. You can sell silk shirts anywhere from 1g-4g for the darker colored shirts. But, if you can purchase a pattern for the "rich purple silk shirt" you will be surprised that you will sell them for over 3g a pop.

There are a ton of other shirts that are selling like hotcakes all over the servers, such as the "black swashbuckler shirt", although mats cost a bit more. You can also find a good rate on tuxedos and wedding dresses at times, you just need to check the AH for pricing.

Other items that aren't shirts that sell well are hats and boots. Some hats, like the "Admiral's Hat" have some mats that can be hard to find sometimes. And, some boots, like "Spidersilk Boots", have expensive mats. But, you will regularly find that no matter the cost of the mats, you will find someone out there who is wanting to buy them.

One majorly hot item right now that normally sells from 5g-10g is the "Blood Elf Bandit Mask". While this pattern isn't hard to find, sometimes the mats are, which drives the price up. So, this is always a good item to make when your tailoring level is high enough.

Mats are another area that you can make a ton of money on. Mageweave, runecloth, and moon cloth are three mats that are running at a high rate if you can find them on AH. So, if you have them, stock up when you find them and then sell on the AH.



## ENCHANTING

Enchanting is one profession where you will make gold off both the mats and some the enchants, once you reach a high level, that is. When you are a low-level enchanter, you can suck up all the green items you can find to disenchant. When you do this, you will get mats in return, such as: small glowing shard, greater magic essence, and so on. While you can always sell them, it's best to get the highest stacks possible before you do. This will always bring you a ton of gold in quick, as people would rather spend a little more for a stack of 20 than they would for a smaller stack of 9 or 10.

A good way to gain green items is to either A: send them from an alt you have, or B: run one of the dungeons. Once you hit a high enough level to do some of the lower level dungeons alone, you can get some awesome greens to DE (disenchant). RageFire Canyon is a great one to run solo once you hit level 25+ and you will get a ton of green's to DE.

One other major good point about being able to DE items is when you get an item from a quest that you don't want or can't use. Or, when you get a BoP (bind on pickup) item from a drop. You can sell them at a cheap price to a vendor, or you can DE them and triple your cash from these items on AH by selling the mats.

But, aside from DE items, there is a high demand for enchants in most of the servers today. Usually, these are for enchants for weapons, and you can make a good tip on them. Just remember the rule from earlier and ask politely for a tip if another player solicits you for an enchant. You will often find that most people will advertise on the trade channel in the major cities which enchant they are looking for, such as a 2H (two-handed weapon enchant) and normally, if they are looking for a specific enchant, they will offer a tip or to purchase the mats - sometimes both.

So, enchanting is one profession that is a bit of both - gathering and craftsmanship.



## JEWELCRAFTING

Jewelcrafting is a new addition to World of Warcraft that came with the Burning Crusade expansion. Jewelcrafting if used well can be a big gold earner for a character in the game. There is plenty that can be made for a Jewelcrafter from the lowest levels onwards. The key is to know what to make and sell when.

A low level Jewelcrafter can make plenty of money by not being too greedy and selling the smaller rings and amulets that they can make as they progress in skill. Always be aware of what your making is valued at. All items average value can be looked up on the different Warcraft search sites, like [www.wowhead.com](http://www.wowhead.com). By knowing how much the average value of what you are selling is, you can offer it at discounted rates or sell in the trade channels knowing exactly what you doing.

As you progress through your Jewelcrafting skill always keep an eye on what is selling in the auction house and for how much. If you can make the things that are selling well then make as many as you can and add them in yourself. If you see things in the auction house that you know can sell for more, don't be afraid to buy it yourself and sell it for the higher price. It is little tricks like this that will give you that extra gold when you need it later in the game.

At high levels makes gems for socketed items is where a Jewelcrafter's skill really comes into its own. The ability for a Jewelcrafter to take the different gems that are dropped as loot throughout the game and turn them into gems with different abilities can be a great gold earner for a high level Jewelcrafter. There are loads of socketed items of all different types in the game, and their ability to be customized with the use of different gems means that all people with socketed items will need the services. There are addons available to assist a Jewelcrafter with selling there services. Work hard to get your maximum skill when you're getting close, a skilled Jewelcrafter will always be sort after in World of Warcraft.



## CH. 4 – SECONDARY SKILL SPECIFIC MONEY MAKERS

### First Aid

First aid is not a skill that you can earn tons of gold at. Once you level this skill high enough, you can make bandages and powerful antivenom that will sell well, but until then, it's not worth the trouble or the mats.

### FISHING

Fishing is actually one of the secondary skills in WoW that you can make some gold with. Even low level fishermen can make money on the AH. You need to level your fishing to about 75, then head out in search of Oily Blackmouth and Firefin Tuna. These are two fish that will sell for about 30 - 50 silver on the AH because low level alchemists use them for oils and potions. Once you get a bit higher up, you will be able to fish more and more types of fish, and even get pearls from clams. Pearls sell for anywhere from 35 silver to 4g each, depending on the type of pearl that you get.

But, when you are a lower level fisherman, say around the 100 - 150 mark, there is a way that you can make some cash on the AH. Get the recipe for Savory Deviate Delight. Then you need to head over to the Barrens and fish the Stagnant Oasis for the Deviate Fish. The fish alone will sell anywhere from 20 - 50 silver each on AH, and even more if you have stacks. You can easily fish about 40 or so an hour here at the Oasis, and if you have the recipe and the spices, you can then make the Savory Deviate Delight and sell it on the AH for 50 silver or more each. Now, the fun thing about this, and why it sells so well, is that this recipe has the ability to turn you



into various things, such as a “ninja” which is a human form with a black outfit. Most people will fall over to get these if they can't make them, and people will then ask you where you got it if you eat it. Now, it's not always the fun ninja you get. Sometime you shrink, sometimes you get a buff, sometimes you get drunk.... but, it's always worth the money to spend a bit of time leveling your fishing and making this recipe to sell on the AH.

As you progress in your fishing skill, you'll find that you'll be able to fish better places, therefore getting better fish. Some sell really well, and some don't. And, the funny thing is, you actually have to get higher than 300 in your fishing skill to fish some areas.

Higher than 300?

Yep. But, how do you do that, you ask. Well, it requires a special pole that you can only find on a drop in one place - right outside of Shadowprey Village in Desolace. Here is the problem, these areas are in deep water, so, if you don't have a breathing spell, potion, Hydrocane, or diving helmet, then you will just have to be careful and find an air fissure when you need to breathe (you just stand in the air and you can breathe). Here, you'll find a big group of “shellfish traps” in the deep water off the coast. You open the traps and either get some loot (silver ore or sometimes green items) or get a mob that looks like a weird lobster, which is level 28 - 31. Or, you get the goods - the BIFP fishing pole. When you reach level 300 in your fishing skill and you have this pole, you are suddenly bumped up to 320, giving you the ability to fish anywhere in the game.

The even better thing about this pole is that you can get them and sell them on AH for anywhere from 20-55g, depending on your server and the market. This is one of the best places to grind for gold, as you not only get loot from the mobs and the traps, but you will also get about two of the BIFP's an hour. So, sell them for 40g each, and that's 80g an hour!

**\*\*TIP\*\*** While you are grinding by these traps, you can sometimes run into other players who are doing the same thing. If these players are lower than, say 30, a good way to keep them away from couple of traps that you are using is to open the



traps and then swim away if a mob spawns. If you are high enough, you can then root the mob, open it again, and spawn another. Leaving two or more of these mobs around your trap will help keep people away from it.

## COOKING

Cooking is another secondary skill that you can pick up where you can make a bit of money. While it's another one of those that you can't really make a lot of money, especially when your skill is a low level, you can make some cash once you get it high enough.

When you reach the 225 level mark with your cooking, you can get the recipe for Nightfin Soup. You will either need to fish the Nightfin or buy it on the AH. When you make the soup, you can sell it on AH for 20-50g each, and a stack of 20 will usually sell for 6-10g.



## CH. 5 – GRINDING FOR MONEY – WHERE TO GO ON EACH CONTINENT

**G**rinding for money is usually a good way to find great drops and lots of cash – if you know where to look. And, while there are some great areas all over each continent in WoW, when it comes to grinding, there are a few rules that you should always stick to:

- If the monsters die easily, it's worth grinding them.
- If the drop good loot constantly, it's worth grinding them.
- If they drop items that stack well and sell to vendors well (such as whiskers, feathers, etc.), they're worth grinding.
- If the monsters drop cash, it's worth grinding them

Now, not all monsters are worth your time grinding. For example, if they drop great stuff, or cash, but they are really hard to kill and you are spending time after each one healing, then move on – they aren't worth the time.

Also, you should always consider the rewards and the risks when grinding a big mob. For example, if you're grinding a camp and the drops just aren't worth the risks of damage and dying all the time, then head out. It just not worth it.

Any type of humanoid mob is usually worth taking the time to grind. They usually drop money, cloth, and some good loot that you can sell. Usually for the higher level mobs, you should team up with a healer. This way, you can grind and they can heal and you can both get the XP and share the loot. While you might not make quite as much until you are killing hundreds of monsters an hour, it is worth it.

Some players will tell you that you should always go for the kill of mobs that



are higher level than you. This is only true some of the time. The vast majority of the time, there are mobs that are several levels lower than you that drop cash or good loot, that you can blow through quickly and get the cash for the loot even faster through the AH. You don't always have to kill as high a level mob as you can, killing fast is the key.

So, when you are ready to head out for a good grinding session, here are some of the best places, broken down by continent, for you to try your hand at!



## NORTHERN KALIMDOR

In Azshara, in the Highbornes, you will find a place called Shadowsong Shire. It is located on the left as you head down the road from Ashenvale to Azshara. Here, you'll find some Highborne Ghosts that range from level 44 - 47. These mobs drop mageweave constantly, so you can get a ton to sell on the AH. They will also drop lots of green items and even chests now and then. Highborne Ghosts are pretty weak overall, but they are casters, so be careful when you get in range of them.

In Winterspring, you will find Ice Thistle Yetis, which range around level 40. These mobs span a huge area around Everlook to the North and East. Ice Thistle Yetis constantly drop green items and vendor items, occasionally, you'll get a nice blue or epic item. For those who are skimmers, this is paradise. You can skin these mobs all day long for rugged and thick leather to sell on AH. And, with other players doing quests and grinding here, you will get a ton of leather off of them.

At the Lake of Kel'Theril, you will find several different ghost mobs, such as Anguished, Highborne, and Suffering, and so on. These mobs range from 53-55 and are pretty weak, therefore, easy to slay. They constantly drop green items and money, usually only 2-10 silver. Every now and again, you will get a blue drop, but very rarely.

Around the Lake of Kel'Theril, you will also find a weekly mob of water elementals that completely takes over. This invasion continues until someone slays their boss, Princess Tempestra. While the elementals are not that bad to kill, the boss is hard. You can do it alone, but it isn't recommended. The elementals drop Essence of Water, which sell well on AH, and the boss will drop some awesome blue items.

Head southeast from the lake and you'll find a cave. This is where the Cobalt Dragons live. These mobs are level 56-58 elites, so it isn't wise to try this one alone, unless your level 65+. Here, you have a very slim chance of getting the Mature Blue Dragon Sinew on a drop. The main reason that you want to watch for this is that hunters will need it for their epic quest, to gain their Ancient Sinew Wrapped Lamina, or epic quiver. You can sell this single item on the AH for over 120 gold. But, while



you're there slaying dragons, the Cobalt Mageweavers will drop a recipe for Greater Arcane Protection Potion, which sells for a lot of gold as guilds need this for AQ. All of the elites here drop great green items, as well as blues pretty regularly.

While you're up around Everlook, you can head south and hit the Frostmaul Giants in Frostwhisper Gorge. Another group of elites, these mobs range from 59-60 and have a great drop rate for both green and blue items. They also have a high drop rate for the Greater Frost Protection Potion recipe, which sells nicely on AH for around 50 gold. But, these are mobs that are more suited for a Warlock or Hunter with a minion or pet, as they are not easy to solo.

You can keep heading south from Everlook, to the very bottom of the map for Winterspring and find Darkwhisper Gorge. Darkwhisper Gorge is home to the Hederine Slayer and Hederine Initiates, which are level 60 elites. These require a group, and are not to be soloed. Here is the reason that you'll want to group these: they have a high drop rate for the Eye of Shadow, which sells on AH for over 200 gold; not to mention all the drops of Felcloth, Runecloth, and tons of green items.

Throughout Felwood, you will find the Angerclaw Mauler bears, especially by Bloodvenom Post (Horde Territory). These are all in the 37-40 range and are great for grinding, especially if you are a skinner. Between the leather that you can get off of these bears and the gray loot that they drop, you can easily earn a lot of gold in a short amount of time - from 2-10 gold an hour.

In the northern part of Felwood is Jadefire Run. This is a great area to gain tons of Runecloth and even get some Felcloth drops. Both of these items sell like hotcakes on AH, and you won't ever have to worry about finding someone to buy them. In Jadefire, you will find mobs of Satyrs, which range from level 52-54. These are the mobs that drop the cloth and money as well. But, if there are already several players here, you might wait a bit for respawn and hit it later.

There is an area in Winterspring near the lake where the Cobalt Dragons spawn. While these are elites, level 50-56, you can make a ton of money here. What you are looking for is the Mature Blue Dragon Sinews. These only drop like one every 1000 dragons slain, but they are an epic drop. These sell on the AH for 400+ gold EACH. And, while killing these, you will get a ton of great drops, like greens,



blue/purples, and vendor items as well. So, killing that many dragons isn't too much of a waste.



## SOUTHERN KALIMDOR

Around Thousand Needles is a cave loaded with Harpies on the southern wall, about halfway from Freewind Post and the end of the Needles. Screeching Canyon is a great place to farm for gold and other great items, such as Vibrant Plumes. High up on the canyon wall, you'll find the cave entrance that's guarded by these harpies. (It is on your map, but it's high on the wall, so when you are under it, look up.) These mobs range from level 26-30, and are pretty easy to blow through if you are above 50. Some do have spell powers, and they agro easily, so be sure to pull them out one at a time if you're solo and below level 50. The good thing is, they respawn fast, so you can pick up a ton of vibrant plumes here. These plumes sell well on the AH, as they are used for a quest at the Darkmoon Faire, and you can generally get about 20s each. You should break them into stacks of 10, as they sell best that way. You will also get a ton of Light Feathers here, which are used as reagents by Mages for Slow Fall and you can sell these on AH in a stack of 20 for 2g.

In Tanaris, you'll find the Wastewander Bandits. These mobs range in the lower 40's and you'll get a lot of Mageweave cloth here as well as Scorpion patterns. The Mageweave sells great on any server, but the Scorpion patterns don't always, so you can try the AH or sell to vendors. You can find these mobs all along the west wall, starting from Gadgetzan through Steamwheedle.

Keep heading west through these mobs and you'll come to a cave where there is a group of Pirates. These mobs have the same levels as the Wastewander Bandits, level 43-45, and drop pretty much the same loot. They do drop a lot of silver, so you can grind and make a bit of money here.

The Un'Goro Crater is a skinner's dream. Almost every mob here is skinnable, so no matter where you are, or what you're doing, you'll always find mobs to skin, gaining you a ton of leather. The Devilsaurs dwell here, and although they are elites (level 52-55), you can skin them for Devilsaur leather which will sell for up to 50g per stack of 20. These mobs patrol around several paths in Un'Goro, and you can pretty much just walk around in circles as they spawn really fast. There are several types of this mob that roam these paths, and most are very easy for a level 60+ to farm. The



only one that should not be soloed is the Tyrant Devilsaurs, as they have a terrible fear spell.

Also in the UGC, you'll find the Tar Elementals. These mobs range from level 50-54 and are the only mob here that drops cash. While the cash that they drop isn't much, they do drop some great loot along with it, such as Living Essence which sells for 5-10g each. These elementals also drop a lot of great selling herbs such as Blindweed. Couple the great drops with the good drops of green items and the good selling gray vendor items, you also have a fairly good chance of getting a blue or purple item or even an epic. A couple of players have reported getting a Lei of Lilies, which sells for around 175-200g each on the AH. For herbalists, in this area area some great selling herbs that will even respawn while you're out grinding, so you can double your money here.

In the Eastern Plaguelands, you'll find the Carrion Devourer and Carrion Grubs, which range from level 54-57. These drop Larval Acid which sells for 10g each in the AH. If you are in the 60+ level range and you can kill these quickly, you can earn up to 40g per hour, as they usually drop 3-4 an hour here.



## LORDAERON

In the Eastern Plaguelands are a couple of groups of elementals that are great to farm. They have a pretty steady rate of dropping Essence of Water, which will bring around 13-15g each on AH. Most people don't know about this, but they do spawn quickly, so you can just walk around in circles on the lake and farm them. Another good reason to farm them is that they often drop great loot, such as a globe of water, green items, blue items, purple items, and even a Lifestone or two, which sell for 170+g each.

In Silithus, you'll find Air Elementals which constantly drop Essence of Air. This is the only place in the game where this drops, and makes it worth farming. Although they range in level from 56-59, you should only kill one at a time, no matter what level you are. But, they drop the following items which can all earn you some great gold on the AH: Elemental Air - 24s each, Breath of Wind - 1-2g each, and Essence of Air - 25g each. Sometimes they don't drop a thing, so you might have to kill a few before you see the goods, but it's worth it.

While you're in Silithus, there is always the Scorpids for grinding. These mobs are all over the game, but the best place for Glowing Scorpion Blood to drop is in Silithus. This loot is good for a quest at the Darkmoon Faire, and the best part is, you can turn in as many as you want and still earn tickets for them. You can generally farm these and then sell them on the AH for 1-2g each, not per stack, but per item. The only thing is that you have to be careful when pulling these, as sometimes you can pull more than one and they can overwhelm you easily that way. You will double your income with these if you are a skinner, as they always have rugged leather or Scorpion scales. Occasionally, you'll get a great drop off of these, but it's pretty rare.

Also in Silithus, you'll find the Twilight Cultists. These mobs range in the high 50's to 60, and drop Twilight Texts at about 15-20 per hour. You can normally sell these on the AH for 1-2g each, and selling them in stacks of 10 will help to increase your sales as these are used for a quest in Cenarion Hold. These mobs also drop money, some vendor loot, the occasional green, and also Twilight Cultist gear, which generally goes for between 1-2g each.



Just past the Bulwark in the Western Plaguelands, you'll find Felstone Field. There are a ton of weaker, undead mobs that are easy to kill and drop a ton of Runecloth. These mobs range in the mid-30's, so soloing them isn't hard either. They also spawn rapidly, so you don't have to worry about waiting or other players.

In the Northwestern Plaguelands is the Scarlet city of Hearthglen. Here you'll find some pretty easy elites that range from 53-56 and are just higher level versions of the Scarlet Priests, Scarlet Sentinels, Scarlet Paladins, and so on. They do drop a lot of Runecloth, but the reason to head here is for the other drops. They have a very good drop rate for green, blue, and even epic items that sell great on the AH.

On your way through Hearthglen, you'll find a tower where the Scarlet Spellbinders are. These are the only mobs in the game that drop the formula for Enchant Weapon - Crusader. This formula alone will sell for over 200g on the AH and is pretty rare. You do have to watch for other players here, as the mobs spawn at a fair rate, the drops aren't always as fast to spawn.

In the eastern-most part of the Western Plaguelands, you'll find The Weeping Cave. In this cave, you'll see the Rotting Behemoths and the Decaying Horrors, which range from level 55-57. These mobs are easy to kill and have a really great drop rate for all sorts of items. You'll find the recipe for Greater Nature Protection Potion here, which sells for about 100g. The drop rate for this potion is only about 1 per 100 kills though, so you might have to grind for a bit to get one, but it's worth it!

In the Southwestern corner of the Eastern Plaguelands, you'll find The Undercroft, where the Mossflayer Zombies live. These mobs don't really drop anything all that special, but they are really weak and easy. They do respawn fast and drop lots of silver and a good amount of Runecloth, so farming them isn't too bad.

There are Plaguebats that roam all over the southern most areas of the Eastern Plaguelands. While normally, it's not a big deal to farm these mobs, when the Darkmoon Faire is around, they drop Evil Bat Eyes which are part of a Darkmoon Faire quest. So, you can sell them pretty well on AH during the Faire. Plus, you can skin them as well, earning lots of leather to sell.



In the Eastern Plaguelands, you'll find the Carrion Devourer and Carrion Grubs, which range from level 54-57. These drop Larval Acid which sells for 10g each in the AH. If you are in the 60+ level range and you can kill these quickly, you can earn up to 40g per hour, as they usually drop 3-4 an hour here.

While you're in the Eastern Plaguelands, you can always head over to Brownan Mill. The mobs here are level 57-60 and drop a ton of Runecloth. You can pull them one at a time and you'll get silver and cloth just about every time. Sometimes you can get some other great loot, like Invader Scourgestones, gray items that sell great to vendors (like over 1g each), some good green items, and a lot of potions. It's easy to make 15-45g per hour here. And, if you are an herbalist, you can find a ton of black lotus here, which sells for 1-5g each, Plaguebloom, Mt. Silversage, and even some Dreamfoil. So you can earn a ton of money here.



## AZEROTH

In the Stranglethorn Vale, you'll find a lake full of Goblin Meteorologists that range in the low 30's. These drop money, and some good vendor items, but what you really are looking for is the broken Electrolanterns, which sell very well on the AH. These Electrolanterns are about a 1 in 10 drop, so it doesn't take much to get a stack going. Plus, they do respawn fast. These mobs are casters, so you'll need to keep that in mind, especially if you're solo.

Down by Booty Bay are the Elder Mistvale Gorrilas. While they aren't hard to kill, they do drop their whispers, which you can sell in stacks of 10 to vendors for over 60s each. Along with their leather and other vendor drops, they skin well for heavy and thick leather, which brings you good cash on the AH.

Head a little further south, and you'll find the Crystalvein Mine where there is a big mob of Ironjaw Basilisks, that range from level 43-44, that are great to farm for the broken Electrolanterns, as they drop them at a faster rate than the other mobs. But, they do agro easy and add a lot as your grinding, so you should be higher than 50 to solo these. These guys also drop a lot of other great loot, such as greens and money. And, occasionally, you'll get a blue or a purple or even an epic off of them. Further north, near Westfall, you'll find a small outpost where there are some very low level mobs - the Defias Trappers who are level 12-13. If you are an enchanter, tailor, or just want to make some money on the AH, this is a great place to get linen cloth. These mobs drop it at a high rate, so a high level player can easily fill their bags and sell it on the AH for a profit.

## OUTLANDS

Once you've leveled high enough, say above 58, you can head to the Outlands. This is by far the best place for making a fast gold stack. The loot dropped here sells for a much higher price, even the gray vendor items, the humanoids drop more money, the quests give better money and items, and you'll get a heck of a lot more



gold while you're just out grinding. The green items dropped here are great for disenchanting (DE) or for selling on AH, both will make you tons of money, and the rate of the green drops here is much higher. So, once you've reached a high enough level, here are some great areas in the Outlands to grind:

Southeast of Netherstorm is a small town called Wizard's Row. Here are two different mobs that drop some great loot all the time, mainly they drop mana and motes which you can combine to create Primal Mana which sell like hotcakes on AH. While there isn't much of a difference in grinding and you can get a bit bored, the drops are constant and it won't take you long to get a huge stack.

If you need motes of water from Water Elementals, head over to Terokkar. Here, you'll find huge mobs of both Water Elementals and Birdmen. Although the Birdmen are harder to kill, the Elementals aren't. You will need a flying mount to get here, because the plateau that these mobs are on is way up there, but it's a lot less crowded so you won't have the competition that other areas have.

But, by far, one of the best places to farm is on Eonar. The Elemental Plateau here can only be reached by flying mount, and is to the north and way up above the Throne of Elementals in Nagrand. You'll find all the elementals here: Earth, Air, Fire, and Water. They have a great spawn rate, so you don't have to wait long to continue grinding, and they drop some awesome loot, especially motes. The only problem is that most level 70 players know about this spot already and hang out there most of the time. So, you might have to pick the right time of day, or night, to farm here. The beauty is that while the mobs here are pretty closely packed, you can pull them one by one, so you aren't overwhelmed. And, if you do get killed, there is a graveyard up there, so you won't have to run or resurrect far off. There is also a great area to fish here. Yes, fish. If your fishing skill is above 300, (with the special rod we talked about earlier in the Fishing section), you can actually fish for Pure Water here in six different areas. You can actually get these really fast, so you'll be able to head to the AH quickly and sell them just as fast.

In Netherstorm, you'll find the Netherstorm Demons which range from level 68-70. The easiest ones to kill are the Cyber Forgelords and the Ironspine Forgelords, the ones that carry Fel Cannons can be harder, so be careful with them. But, here is



where the money maker is - these guys all consistently drop Fel Armaments and Marks of Sargeras. The Fel Armaments sell on most servers for 30+g and the Marks go for 1-2g each. These mobs drop about 15-20 Marks and 4-5 Armaments per hour, so this can earn you around 140g per hour. Pretty decent for a couple of hours of play time! They also drop other great items, such as Netherweave, silver, and some other great loot. You'll also find some rare herbs here that can earn you 2-10g each. So, pretty great area to farm.

While you're in Netherstorm, you can always head over to the "island", if you have a flying mount. Here you'll find level 70 demons and one monstrous elite. The elite stays in the middle, so you can avoid him at all costs, unless with a powerful group. There are a ton of great herbs that spawn here, like Mana Thistle and Dreaming Glory, so you can make a lot of gold off of them. But, the mobs here drop some great green items, Marks of Sargeras, and Fel Armaments that will go for a pretty penny on the AH.

In the Searing Gorge, you'll find the Incendosaurs. You can easily grind them for their scales, and their leather. They are very easy to get, and you can gain a stack of 100 pretty fast which sells for 30g. With some of the new patches out there for WoW, the respawn rate for the Incendosaurs has increased, which helps when you are grinding them, as you can collect 100 of their scales in less than 20 minutes, but it drives the price down a bit, to around 10-15g per stack of 100.

Down in Deadwind Pass, you'll find the Giant Eggs that are used for the Artisan Cooking quest and for the Monster Omelet recipe. You can always farm these eggs and sell them well on the AH. The birds here will drop them at a very high rate, and they range in level from 55-56. These mobs also drop other good loot, such as Vibrant Plumes, green items, and other things that sell well to vendors. You can usually earn about 5g for a stack of 10 eggs, which you can gather within about 10 minutes.



## CH. 6 – PLAYING THE AUCTION HOUSE

The auction house is where you will make the majority of your cash. Selling items on the auction house can be a bit overwhelming for noobs, but it doesn't have to be any longer!

The first trick you need to know is to download the Auctioneer addon from <http://www.auctioneeraddon.com>. This is a program that will help you scan the AH (auction house) for the current value on items that you have or need. The addon will also allow you to find the current prices of items faster than if you were to simply search on your own.

Here are some of the top items that sell on the AH and where you can find them:

PETS - for some reason, players love having pets. It's doesn't matter who they are, what class or race, they will always want one. What's even better is, pets are useless, unless you're a Hunter or Warrior. But, they sell like hotcakes on the AH. You can buy them from vendors and then resell them on the AH. The trick to this is that you need to find the pets that aren't common.

One great selling pet on any server are Anaconda Chickens, and you can find this vendor in the Thousand Needles area. You have to do a quest for him first, but once you are able to buy them, they resell great! You can also purchase kittens from "Timmy" in SW. He is hard to find, as he wanders all over, which is why kittens go for a good amount on the AH. But, you can check <http://www.thottbot.com> for either "Lil Timmy" or "Donna Anthania" (who is known as the crazy cat lady in Elwynn). You can also purchase Prairie Dogs from Halpa in TB. There are several other vendors who sell pets, and Mechanical Squirrels or Yetis are going like nobody's business on all the servers right now, so if you can pick these up from a



vendor, you can make a ton of cash!

**VENDOR TRASH ITEMS** - Most gray items, or vendor trash, won't sell at all to other players. But, there are a few that will since they are used for quest items and for potions and such. Here is a small list of those that you can farm and sell on the AH for some good cash:

1. Small furry paws
2. Soft bushy tails
3. Torn bear pelts
4. Evil bat eyes
5. Vibrant plumes
6. Glowing scorpion blood

There are always others, but these are the ones that constantly go for good money on AH.

If you are seeking something special on the AH, or you are keeping a very close eye on prices, and you just don't want to spend all your play-time standing by an auctioneer, searching; you can download another addon called "Bottom Scanner". This is made by the same people who made the Auctioneer addon, and it will scan the AH every few minutes for new listings of certain items. Basically, you set the criteria for what you want searched out, and the addon will tell you when it's on the AH. You can download this at <http://www.auctioneeraddon.com/BottomScanner>.

The best time to place your bids are on Tuesdays. Any avid WoW player knows that Blizzard does all of its updates and patches on Wednesday mornings, so if you place your bids late Tuesday night, and place the best bid, you'll be pretty much assured to get the items. This way, no one can come along right at the end and undercut your bid.

Keep your stacks of items, and their prices, simple. Try to list items in even numbers, such as 10 or 20. Most people who are looking for mats will only purchase if the stack is in a number that they can actually use and not waste their money on. It's also best if you round your prices off, don't use copper amounts, and if you need to use silver, try to keep it an rounded off number. This will be easier for other players to divide in their heads and so on. Don't ask why this works, but it does.



When you list your items on AH, make sure that you put a lower minimum bid with your buyout. While this sounds weird, it will get your items listed higher than other people's items, and give you a better chance at selling.

No matter what you place your minimum bid at, you should ALWAYS place a buyout price. Most players want the item now, and will pay a bit more for a buyout than just a bid. So, don't forget this important step when you're listing an item on AH.

When you are listing an item, always check the "24 hour" bid box. Yes, you will spend a bit more money, but you are also keeping your item on a bit longer for more players to see. Some people are only on at certain times of the day (or night), and are looking for a specific item. So, while one item might not sell during the day, it might go like hotcakes at night. Always pay the extra cash to leave it on a bit longer.

If you have the money, and the price is right, buyout a certain item if there are only a few listed and sell them all at a higher price. For example, if you check the AH and there are only 3 stacks of wool cloth listed at 10 silver each, buy them all and then relist them for 20 silver each. This will make you more money quickly.

If there are a ton of the item you want to list and the prices are low, don't list it. Just hold on to it until the prices level out and the competition is high. But, if there are a lot of the same items listed and the prices are high, list yours low and it will sell almost immediately!

If you find that you have large stacks of an item that is selling well in smaller stacks, break them down into those smaller stacks and sell away.

## ITEMS FOR QUESTS

There are a few quests that require a ton of items. While some players will take the time to search them out like they should, other industrious players will purchase them from the AH and turn it in faster! So, as a WoW gold maker, how can



you cash in? Well, we've compiled a list of the quest items that sell the best on AH and what quests they are used for.

## THE CENARION HOLD REPUTATION QUEST

In Silithus, there is a series of very high level quests that gain the player a great reputation with the Cenarion Hold. This is a great place to make a profit on the AH, as there are a ton of items that are needed for the various quests here. The key to selling them all, is to list them on the AH in the stacks that we have listed here, as this is the number of each item that is needed for the quests:

- 4 Globes of Water
- 4 Powerful Anti-Venom (this is a great way to make money if you are an alchemist, as the mats don't cost a lot - but the potions sell well!)
- 4 Smoked Desert Dumplings
- 3 Ornate Mithril Boots
- 10 Heavy grinding stones
- 10 Solid grinding stones
- 10 Dense grinding stones
- 5 Large Brilliant Shards
- 1 Large Radiant Shard
- 1 Huge Emerald
- 8 Rugged Armor Kits
- 8 Heavy Armor Kits
- 1 Mooncloth
- 2 Bolts of Runecloth
- 1 Ironweb Spider Silk
- 2 Enchanted Thorium
- 2 Enchanted Leather
- 30 Heavy Runecloth Bags
- 30 Heavy Silk Bandages
- 30 Heavy Mageweave Bandages
- 1 Twilight Cultist Robe



For Alliance Only:

6 Oils of Immolation  
5 Goblin Rocket Fuel  
10 Dense Blasting Powder  
2 Moonsteel Broadswords

For Horde Only:

6 Powerful Mojo  
6 Big Mojo  
8 Oil of Immolation  
3 Massive Iron Axes

Remember to check the going rate on the items already listed on the AH, as usually the Auctioneer addon will tell you very low prices for all of these items. You should always try to push the prices up for these items, as they are in high demand for those high level players.

## UPGRADED QUEST ITEMS

There are some items that have gone up in value a lot due to the patches and the Burning Crusade expansion pack coming out. So, here is a list of some of the items that are used for different quests that are now worth a lot more money on the AH:

Delicate Arcanite Converter (made with Arcanite, Thorium, Arcane Crystal - which will all go way up in price too!)  
Greater Eternal Essence  
Mooncloth  
Stonescale Oil  
Dark Iron Bar  
Goblin Rocket Fuel  
Enchanted Leather  
Large Brilliant Shards  
Cured Rugged Hide



Flask of Supreme Power

## SELLING RECIPES ON THE AH

One of the best ways to make a good turn over on the AH is to find some of the rare recipes and sell them on the AH. While most of the high level players will have already had this recipe or already know where to find it, it is mostly the lower level and noob players that will scoop them up when you post them on the AH. It doesn't take much to find the recipes in the game, only a little time and effort, but some players are too lazy or would just rather spend the money to purchase it on the AH. So, you can take advantage of this and make some gold!

The easiest way to get these recipes on the AH without having to travel all over the continents, is to find the vendors who sell the harder to find recipes, buy all that they have, and then mail them to one of your lower level characters who is by a mail box and AH. But, when you post them, only post them one at a time, or you won't sell them for the prices that you want. Multiple copies will only drive the price down.

To help you find the recipes in game and make some money, here is a list of some of the best vendors to purchase recipes from and where you can find them:

1. In Stormwind's Mage Quarter is Darian Singh, who sells the Schematic: Blue Fireworks. You can purchase this from the vendor for 18 silver and sell it for 1-2 gold each.
2. In Ironforge's Tinker Town is Soolie Berryfizz, who sells Recipe: Free Action Potion. You can purchase this from the vendor for 40-50 silver each and sell it for 2-3 gold each.
3. Also in Ironforge's Tinker Town is Outfitter Eric, who sells 5 different patterns. You can purchase these for 40-50 silver each, and sell them for 2-3 gold each.
4. In the Wetlands, in Sundown Marsh, is Wenna Silkbeard, who sells Pattern: Green Leather Armor and Pattern: Red Whelp Gloves. You can purchase these for 20 silver each, and sell them for 1 gold each.
5. Also in Sundown Marsh, Wetlands, is Frad Swiftgear, who sells



- Schematic: Minor Recombobulator. You can purchase this for 15 silver and sell it for 1-2 gold.
6. In Duskwood, in Raven Hill, is Blitztik, who sells Recipe: Shadow Oil. You can purchase this for 15 silver and sell it for 3-5 gold each.
  7. In the Hillsbrad Foothills, in Ravenholt Manor, you will find Zan Shivsproket, who sells Schematic: Gnomish Cloaking Device. You can purchase these for 15 silver and sell them for 8-10 gold each.
  8. In the Alterac Mountains, on the top of the wall, you'll find Bro'kin, who sells Recipe: Frost Oil. You can purchase this for 25 silver, and sell them for 3-4 gold each.
  9. In the Hinterlands, northeast of Aerie Peak in the hills, you will find Rупpo and Gigget Zipcoil, who sell Schematic: Mithril Mechanical Dragonling, and Pattern: Ironfeather Shoulders. You can purchase the schematic for 30 silver and sell it for 3-4 gold, and you can purchase the pattern for 1 gold, 40 silver and sell it for 6-7 gold each.
  10. In the Arathi Highlands, in Stormgarde Keep, you will find Deneb Walker (if you go through the small crack in the northwestern wall, avoiding the mobs), who sells the Expert First Aid Book for 1 gold, Heavy Silk Bandage Manual for 22 silver, and the Mageweave Bandage Manual for 50 silver. You can sell the book for 2+gold, the Silk manual for 1+gold, and the mageweave manual for 1+gold.
  11. In Stranglethorn Vale, in Booty Bay, you will find Rikqiz, who sells Pattern: Gem-studded Leather Belt for 30 silver and Pattern: Skin Gloves for 35 silver. You can sell the belt pattern for 4-5 gold and the gloves pattern for 3-4 gold each.
  12. Also in Booty Bay, you will also find Glyx Brewright who sells the Recipe: Frost Protection Potion and the Recipe: Nature Protection Potion for 20 silver each. You can sell them on the AH for 1-2 gold each.
  13. In Stranglethorn Vale, on the southern hills of the Mosh'Ogg Ogre Mounds, you'll find Knaz and Gnaz Blunderflame, who sell the Schematic: Deadly Scope for 30 silver, and Schematic: Mechanical Dragonling for 1 gold. You can then sell the scope schematic for 2-3 gold, and the dragonling schematic for 5 gold.
  14. In Tanaris, in Gadgetzan, you will find Alchemist Pestlezugg who sells the schematics to Transmute Mithril to Truesilver and Transmute Iron to Gold for 80 silver each. You can then sell them on the AH for 3+ gold



each.

15. In the Un'Goro Crater, in Marshal's Refuge, you'll find Nergal who sells Pattern: Devilsaur Gauntlets for 2 gold 20 silver. You can then sell these for 6+ gold each.



## CH. 7 – CHEATS AND EXPLOITS OTHERS DON'T WANT YOU TO KNOW!

In every game, there are cheats and special tips that some people know and most don't. These are usually good enough to help you get to the next level really fast, get special items, or make a lot of money. While some of these tips and cheats for World of Warcraft have leaked out here and there, you might not be able to find them all in one spot - until now! We have compiled a long list of cheats, tips, exploits, and other great ideas all in one place for you to use! Enjoy!

Everyone has a main character and most people have a few others as well. But, here is a great trick to help you earn more money at the AH. Create a new character on the same server and in the same faction as your main character, get them to level 5 or 6, and then run them to the nearest big city with an AH. Pick up the Enchanting skill for them, and then place them by the mailbox. Now, when your main character picks up a green item that won't sell on the AH and that you can't use, you can send it to your new toon to DE (disenchant). This way, you can get the mats from it and sell them on the AH. (These mats usually sell well, as there aren't many vendors you can buy large stacks from.) Make sure that you download Enchantrix for this character, as this addon will tell you what items will produce when you disenchant them. (A great way to cheat on knowing what you'll get before it appears!)

Download the Enchantrix addon from the same site that you can get the Auctioneer addon from: <http://www.auctioneeraddon.com>. This will help you to search out items that will disenchant for mats that sell better than what the item will



sell for. You can them for twice to three times more than what you are paying for the item. This can help you turn a little bit of money into a lot of money really fast.

When you can, purchase the flying mount. This will help you to get to areas of the game that only those with a flying mount can get to, fly above the mobs so you don't agro them, and get to some of the best grinding with little effort. The areas that are only reachable by flying mount have the best grinding and the best herbs, such as Mana Thistle, which only grows on these islands.

A great way to know which items will increase in value is to use the forums at <http://www.worldofwarcraft.com> to see when certain patches come out and what they involve. If you see there will be an upgrade to a certain quest, dungeon, or instance, you will be able to find out which items will be needed for those and stock up to sell high when the market is good.

The website Thottbot should become your best friend. You can find it at <http://www.thottbot.com>. Here, you can find the location of most items, mobs, bosses, special drops, and so on. Anything you want to know is here.

Download the addon Fizzwidget's Reagent Cost. This will work with Auctioneer to tell you exactly what the cost of making an item will be. It will break down how many mats you will need, what it will cost you to buy them all, and you can even get it to list which items are worth making based on the reagent costs. This is a must for anyone with high level production skills. You can get it at <http://www.cursegaming.com> or at <http://iu.worldofwar.net>.

Save the site WowWiki on your favorites. This site is right up there with Thottbot and you can find it at <http://www.wowwiki.com>. This is your Wikipedia of all things World of Warcraft and is constantly growing and getting new information on everything. You can search out what items are used for quests so you will know which items you can sell on the AH for a profit and which ones are just vendor trash.



For new versions of maps for WoW, there is a brand-new site called MapWoW. You can find it at <http://www.mapwow.com> and you will be able to get all the flight paths, the herbs, treasures, ores, and just about anything else you want. You can choose one herb or ore and the map will show you where they are. It's great for finding chests, high level herbs and much more.

Another great site out there is Allakhazam. You can find it at <http://www.allakhazam.com>. This is another site like Thottbot, but the search function here is a bit better, although they are still gathering information all the time, so they aren't quite as comprehensive as Thottbot - yet.



## CH. 8 – BUYING GOLD ONLINE

Buying gold online is always a great way to get some money for your player fast. While it is considered illegal in the game, most sites have found ways around this and can get your gold to you quickly and quietly. Buying gold online is a great way to get your mount, the best armor, or anything else that you might need without doing all the work to actually earn the gold in-game.

There are a TON of sites out there who sell gold for World of Warcraft, and many other MMO games. The key is to find the cheapest one for the amount that you need. Shop around before you choose one, because once you've placed an order, it's almost impossible to get your money back.

Here are a few things that you should know about when it comes to buying gold:

See if the site has competitive prices on their gold amounts. Most sites do, but its always best to check it out first.

Check to see if the site offers a time estimate chart on when certain realms and factions will get their gold. This will help you to know when to expect your gold in the mailbox.

Make sure that they have a special system in place for sending the gold to you. Most sites will use a dummy account and will send it with an item so it doesn't look too suspicious to a GM.

If you have an idea of when your gold will be delivered, get it out of your mailbox ASAP! Letting a large amount of gold sit there for a long period of time, sometimes even just 24 hours, will alert a GM and they can confiscate it out of your mailbox without you knowing.

Remember that buying gold is considered cheating and you can get your account terminated for this practice. But, as long as you are careful and you don't announce it to the whole of the players online with you, you can get your gold and no one will be the wiser!



When you do a search to see where to buy gold for WoW, you will probably come up with over a million hits. Don't worry. While there are a ton of sites that sell gold to players, here are some of the better ones:

<http://www.mmoinn.com>

<http://www.mmospa.com>

<http://www.mmoshop.com>

<http://www.ige.com>

<http://www.gamegoldvip.com>

<http://www.offgamers.com>

You can also check out which sites are offering the best prices for World of Warcraft gold at <http://www.world-of-warcraft-gold.com>. Here, you'll find a side by side comparison of the latest sites that offer the best prices on WoW gold.



## CH. 9 – SELLING GOLD ONLINE FOR REAL CASH

There are a ton of sites out there who sell gold, as we discussed in the previous chapter. But, just where do they get the gold to sell you?

From other players, that's where. Other players who already know some of the secrets of gold farming and other great tricks and schemes to earn them tons of gold.

When you want to sell gold, you need to start looking at some of the site's that sell gold. Check out their going rates on selling gold and know that they'll only offer you a third to a half of that price. So, for example, if a site is offering 1000g for \$200, you will make from \$67 - 100. Not a lot, but then again, not bad if you are making 150-200g an hour in the game.

Once you've found a site that you think might offer you good money for your gold, look around the site until you see either a "Sell Gold" button or a "Contact Us" button. Most sites will have you enter your information and then someone from the site will contact you, usually through one of the messenger services - like MSN Messenger, Yahoo Messenger, etc.

When you are talking to the person from the site, make sure that you agree to their prices. If not, shop around. There are a ton of sites out there who buy gold from players, so it's not like you're stuck with only one option. Make sure that you agree to their prices, terms, and so on.

Some things to keep in mind before you try to sell your gold: Most sites won't buy your gold unless you have over 100g to sell them. Usually the more gold you have to sell, the more money you'll get. Buying and selling gold is illegal through the World of Warcraft, so be sure that the site has a special set of rules as to who, how, and where you send the gold to so you don't alert a GM.



Don't send your gold to the other player until you have your money first. If they insist on this, find another site. You don't want to take the risk of getting ripped off for your hard earned golden treasures. There are plenty of sites out there who buy gold, so move on to the next one.

Don't advertise in-game that you sold your gold to a site or another player. In fact, it's best if you don't tell anyone. You never know who's listening to the general chat, party chat, or any other conversations that you might be having in WoW.

Don't sell your gold on EBay. GM's and other Blizzard people constantly check this auction site, and many others out, and you will get caught. It's just a big Don't!

While there are a few things to beware of, selling your gold is always a great way to make some real money from World of Warcraft. If nothing else, you can pay for your game fees each month!

Here are a few sites that are worthwhile if you would like to sell your gold:

<http://www.mmospa.com>

<http://www.mmoinn.com>

<http://www.mmoshop.com>

<http://www.ige.com>

<http://www.gamegoldvip.com>



## GLOSSARY

Most of these terms can be found in the back of your WoW game guide that came with the CDs. If you downloaded the game online, then you should also be able to find this glossary on the WoW web site.

“AH” - Auction House.

“Alt” - an 'alt' is another character that you have on the same server as your main, or “alternate” character.

“Aggro” or “Agro” - aggravating a mob or monster by simply being too close to them. This is especially true with a pet or minion.

“Cooldown” - this refers to the time it takes before you can use a specific skill, spell, or power after the initial use.

“DE” - Disenchant.

“Drop” - this refers to the loot or items that are left behind after you kill a monster.

“GM” - Game Master. These are actual people who play in the game that offer help to those who need it and take care of problems from those who cheat, offend people, or cause problems. Most are nice and will always be willing to help, but there are a few who aren't.

“Grinding” - 'grinding' is what WoW players call killing monsters. Only 'grinding' is continuously killing monsters in one specific area for a long period of time without questing.

“Instance” - this is a special “copy” of a dungeon that only you and other players in your group can be in at one time. Many different groups can play the same dungeon, but each group has it's own special dungeon.



“Loot” - this term is about the same as “drop” although this normally refers to treasure, such as a chest, money, or other item of value.

“Mob” - this refers to a monster or character in the game that is part of the game, and not controlled by another player. These are usually what you will be killing, or grinding, when you are on a quest, and are considered the “enemy”.

“Noob” - a 'noob' is what other WoW players call a new player. This is usually used as a derogatory term, but don't take it personally.

“Pet” - this is a character that doesn't get involved in combat and generally just follows your character around. Usually, these take the form of a dog, cat, owl, parrot, etc, and they are controlled by your character.

“Respawn” - this refers to mobs that you have already killed and how fast they will reappear in the same area.

“Stack” - this refers to how many of one single item can be placed in only one slot in your bags. For example, most vendor items, like venom sacs, will stack while weapons, like axes, will not.

“Tank” - this is the term for a player who is usually the first person to enter in combat when you are in a group or instance. This player is usually very strong and has a lot of hit points, such as a Warrior or Paladin.

“XP” - Experience points.