

Addons

Even as Blizzard continues to make improvements to the game's UI, addons remain and will continue to remain an important part of the gold-making process. Can serious gold be made with addons? Yes. Of course. However, when it comes down to it at the very least your bank alt should have at least the following addons:

Postal



Postal allows you to collect all of your mail with one simple click (no more clicking all 100 auction mails). The 'Open All' feature will retrieve all of your mail and place it in your inventory. It also will display the total number of items and total amount of gold received in your chat box.

Some other useful tools included in Postal is the ability to choose which items it retrieves and which items it leaves in your mailbox (sometimes it is useful to leave items in your mailbox for storage). Click the downward arrow at the top of your mailbox to see all of Postal's customization options.

Auctioneer

If you're only going to download 1 addon for making gold, it should be this one. Auctioneer is the shit. Period. Auctioneer takes all of the hassle out of selling things on the auction house. Auctioneer offers detailed information about all items, including quest items.

Auctioneer's primary function is its Scanning function. The addon scans the auction house, building a database of current item prices. It then displays this information when you mouse over an item, giving you average prices, lowest prices, highest price, ect. After a few scans you will begin to build a reliable database that will soon be full of your server's prices. You can then use this to buy up items that are remarkably below normal prices and resell. This is pretty much the easiest way to make gold. For some players this is the *only* way they make gold (see [THIS SECTION](#) for more detailed information on 'Playing the Auction House').

Name	Level Range	Rarity	All	Usable Items	Search	Display on Character
Reset						
Weapon						
Armor						
Container						
Consumable						
Trade Goods						
Projectile						
Tool						
Recipe						
Reagent						
Item						
Miscellaneous						
1	1	[Ace of Fates]	1	24h	Cancer	180 00 00 100%
1	1	[Hexagon: Balanced Nightseye]	70	24h	Intoxify	200 00 00 100%
1	1	[Moss Agate]	25	24h	Sellie	275 00 00 100%
1	1	[Truesilver Bar]	50	24h	Aethos	47 04 00 73%
1	1	[Truesilver Bar]	50	24h	Aethos	60 00 00 107%
1	1	[Truesilver Bar]	50	24h	Aethos	80 00 00 107%
1	1	[Truesilver Bar]	50	24h	Aethos	80 00 00 107%
1	1	[Pattern: Green Whelp Bracers]	38	24h	Sellie	1 00 00 100%
1	1	[Pattern: Volcanic Leggings]	54	24h	Gator	1 00 00 100%
1	1	[Pattern: Contercloth Vest]	52	24h	Intoxify	1 00 00 100%
1	1	[Design: Grim Studded Band]	50	24h	Sellie	2 76 00 101%
1	1	[Primal Life]	65	24h	Pollwrath	2 51 00 101%
1	1	[Primal Life]	65	24h	Pollwrath	8 00 00 92%
1	1	[Formula: Enchant Weapon - Unholy]	59	24h	Sellie	25 00 00 13%
1	1	[Green Hills of Stranglethorn - Page 4]	1	24h	Scylli	32 00 00 100%

One quick gold trick with Auctioneer is to just do begin a 'Vendor' search, select 'Buyout Only' and set the profit to 1c. Hit search and it will pull up every item on the AH with a lower buyout than vendor price!

Gatherer



Gatherer is possibly even more useful than Auctioneer if you have a gathering profession. Gatherer tracks and records the locations of all nodes. It can be configured to work with nodes from your party, raid or guild. Gatherer tracks maps by using little circle outlines on your mini map or with tiny herb or mining symbols on your large map. Gatherer allows you to quickly get comfortable with farming routes and gives you an amazing edge on competition.

TradeSkillMaster (TSM)

TradeSkillMaster (TSM) is a very powerful addon that combines the likes of several into one. It primarily automates much of the gold-making process. From crafting ques to automated auction buying and selling it makes pretty much all aspects of making gold easier. TSM can also be combined with postal to form mailing rules.

Lil Sparky's Clone

Lil Sparky's Clone is similar to parts of TSM. It is a crafting addon that allows you to build up a crafting queue. It also allows you to view a list of various materials needed to craft certain items and automatically pick up certain items from vendors.

Lil Sparky's Workshop

Lil Sparky's Workshop uses data from auctioneer to quickly show prices of raw materials vs. finished goods for various professions.



The Consortium Shuffler

Note: This is not my spreadsheet, all credit to the Consortium Team!

The Consortium Shuffler is a spreadsheet that allows users to input specific prices of items *on their server* and determine if certain actions would be profitable (buying ore to prospect, buying herbs to make into Darkmoon Faire decks, ect). For more information check it out on [the Consortium website](#).

Keeping Current – Websites, Forums, and the PTR

Keeping up to date is one of the most powerful tools in any gold-makers arsenal. Patches, expansions and hot fixes all drastically affect the prices of various goods, whether in reducing or inflating them. Knowing which goods will be affected will allow you to stockpile certain ones, and drop other ones before a game change takes place.

Websites/Forums

The following are excellent websites for keeping up to date with the latest gold making tips as well as game changes:

- 1) [MMOChampion](#) – One of the most popular World of Warcraft websites on the web. Very active forums as well as the most current Blizzard Blue Posts and changes
- 2) [The Consortium](#) – A great website with very useful forums based entirely on making gold. Website also hosts several incredibly useful spread sheets ([see addons section](#))
- 3) [WoWwiki](#) – The World of Warcraft Wikipedia. Incredibly useful for all aspects of WoW. Useful for checking drop rates, mob spawns and much more.
- 4) [WoWpedia](#) – Alternative to WoWwiki, occasionally has more/different information.
- 5) [Thottbot](#) – One of the original WoW database information websites. Certain search features may be easier to use on Thottbot vs. other websites.
- 6) [Wowhead](#) – Always one of the best resources for anything WoW related. If the description provided isn't enough, try checking the comments.

Player Test Realm

The Player Test Realm is an actual realm you can play on and experience Blizzard's up and coming changes to the game yourself. The PTR allows you to either transfer a copy of your character over to play on, or occasionally select premade characters to use.

PUBLIC TEST REALM

Regardless of whether you choose to play on the actual PTR or not, you should *always* be aware of the changes being implemented. The PTR is *not* the first step in making a change to the game, so often by the time a change reaches the PTR it is very likely occur.

NOTE: THIS IS NOT TO SAY ALL CHANGES ON THE PTR WILL REFLECT LIVE SERVERS. The PTR is used to *TEST* changes. Keeping up to date with Blizzards Blue Posts (Blizzard Development team's official postings) and on websites such as MMO-Champion will keep you relatively current on what changes are likely going to take effect. The longer a change continues on the test realm, the more likely it will appear on live servers as well.

Before every single patch I create a list of items to stockpile on. Almost always patches release a significant amount more gear, which means a significant amount of players will need new enchants.

Enchanting mats are a *must* for stocking up on before a patch as their prices shoot up incredibly as the supply runs thin while everyone is enchanting new gear.

Consider making yourself a list of goods to stockpile before patches. At the very least you should be aware of any changes so you don't get stuck with a bunch of worthless items!!

Profession Forums



Blizzard also has several developmental forums (the PTR has its own dedicated forum) where players are able to discuss changes being implemented. Sometimes these forums turn into enormous QQ fests, but their members are often quite knowledgeable.

The official Blizzard Profession Forums are dedicated to the discussion of in-game professions and their changes. The nice thing about the official Blizzard Profession Forums is often the users are not in it for the gold, leaving them to share some secrets other gold-makers would have kept to themselves.

These forums are an excellent place for the newbie-gold farmer to begin.

Staying Classy

I. Death Knight

Death Knights are some of the best classes to make gold with. Since they start at level 55 (and are 58 by the time they leave their starting zone) they are *perfect* for profession alts. At max level death knights are also fantastic for soloing instances, large group farming and low level running. Their heavy armor and self healing abilities combine with their incredible damage to make quite a formidable opponent. In fact, death knights have even been known to solo raids as high as 80.



If there is any class I could recommend to level based purely on their gold making benefits, I would choose a death knight 100% of the time. They start high, level easy and are great for soloing mobs/instances quickly and easily.

II. Druid

Druids are a hybrid shape shifting class, specializing in tanking, healing, physical damage and spell damage depending on their talent choices and shape shift forms. Druids have the unique ability to shape shift into bears, cats, moonkins and several other animals. Perhaps most importantly, though, is their stealth capability which allows them to quickly bypass creatures other classes may be forced to engage.

Druid's stealth capabilities come most in handy when soloing instances as it allows them to achieve what is called a 'stealth run'. A 'stealth run' is one of the best tools in a gold-farmers arsenal, it allows you to sneak past all other mobs and pull select bosses for shard farming and much more.



Druids take slightly longer than certain other classes to level, but even as damage specs they have very good healing abilities, making them fantastic for soloing quests, elites, and instances. When herbing/mining druids become deadly because of their ability to instantly 'mount' (go into flight form) – giving them a several second advantage (PER NODE) over any other farming class. Druids also can herb while in flight form, again, giving them a distinct advantage over all other classes in terms of speed.

III. Hunter

Hunters represent one of the most unique classes in WoW, being the only entirely ranged class (let's be honest hunter melee abilities really *don't* count) and also the only class with companion talent trees. Hunters support leather armor until level 40, then switching to slightly stronger mail after. While hunters lack many healing abilities, their pets are quite powerful and when used correctly they can be one of the best classes in the game.



Hunters' most useful ability for making gold, though, comes with their tracking ability. Hunters have the unique ability to select different types of mobs to 'track' (aka, show up on their mini-map). This skill is undeniably beneficial when it comes to farming rare spawns. Rare spawns have some of the most profitable drops in the game if you put the time in and hunters are easily the best for spotting and hunting them down.

IV. Mage

Mages are powerful wizards capable of calling frost, fire and arcane spells against their opponents.



Mages are also excellent survivalists (usually when specced frost), having many different abilities to control enemies. Mages' weakness lies in their reliance on mana, however, they create their own food/drink and can also evocate for to regain 60% of their total pool.

Mages are fantastic farming classes. Coupling their powerful area of effect abilities with Potion of Treasure Finding is one of my favorite ways to make gold. Mages also support damage reducing shields, which again can be coupled with their powerful AoE to make them deadly instance farmers.



Mages can often pull entire instances at once and use their frost abilities to survive with little to no damage.

Mages also make decent herb/miners because of their incredible control abilities. They can easily polymorph, interrupt, or frost nova other classes then steal their node while they're controlled. Mages can also blink away and get out of combat quickly after being attacked allowing them to get back to farming even faster.

V. Paladin

Paladins are a hybrid melee class that combines damage, tanking and healing. Often thought of as a



'holy warrior', these crusaders of the light support incredible healing, tanking and damage abilities. The paladin was originally an alliance only class; however, since the release of Blood Elfs and the Burning Crusade expansion, both factions can now play paladins.

Paladins are perhaps the single best class when it comes to farming mobs. Besides their 'Oh Shit' button (bubble) they also have several proc heals and several very fast heals. In fact, even with the patch changes, prot paladins are nearly unkillable by normal PvE mobs.

Paladins have excellent survivability and excellent AoE, making them the perfect candidate for farming with Potion of Treasure Finding as well. Try mixing a Potion of Treasure Finding with some elite mobs for a large amount of increased drops. Uldum especially can be good for this type of farming on a paladin.

VI. Priest



In addition to being one of the best healers in the game, priests also support strong damage over time spells and quite decent survivability. Unfortunately priests are one of the few classes that support only 1 damage spec. In order to effectively farm as a priest it really is a requirement to be Shadow speced.

Because of this, priests are not really a farming class. Priests are better used for gold making with professions. Another strong point of the priest class is that they are incredibly desirable in instance groups – meaning they are good for farming epic/rare drops in high level instances with groups.



VII. Rogue

Rogues are deadly assassins, using stealth to sneak and surprise enemies from behind. They are one of the most useful and powerful classes when



mastered. Not only are they deadly in pvp, but they have several different abilities that make them incredible gold farmers.

Rogues have the unique ability to pickpocket, allowing them to gain additional treasure from mobs if they use their ability prior to engaging. Rogues also have the unique profession of lock picking, which, although hard to level, is one of the most beneficial skills in the game. It allows rogues to open locked chests and lock boxes; both often hold green/blue quality items and occasionally even epics.

Low armor makes rogues not an idea candidate for large group farming, however, evasion and fan of knives make for a very powerful AoE run and both have relatively short cooldowns.

VIII. Shaman

Shamans are a hybrid class that allows for healing, spell damage and melee damage. Originally only a



horde class, shamans were designed as a counterpart to the paladin. It was not until *The Burning Crusade* that shamans became available to both factions. WoWpedia puts it best when saying 'shamans are the "Jack of All trades" but the master of none'. Shamans are an incredibly versatile class – filling in often in parties for whatever is necessary, but often lack the sheer power of non-hybrid classes.

As many other hybrid classes, shamans are excellent farmers – though I often prefer to combine them with another class. Shamans have several AoE abilities, however, their mail armor and relative 'squishyness' makes them hard for soloing large groups of mobs. Luckily, Blizzard realized this and

gave shamans Elemental Totems. Elemental totems can be healed by the shaman, essentially allowing them to have a powerful tank for large groups of mobs.

Enhancement Shamans in particular are also very, very good at soloing raids. Their instance heals and high dps make them one of the best in game.

IX. Warlock

Warlocks are often seen as dark wizards, capable of incredible fel-based magic. There are two main components to the warlock class – one being their Damage Over Time abilities (though somewhat toned down in Cataclysm) and the second being their demonic pet.



Warlocks are very comparable to hunters when it comes to their strengths in gold farming. They have a pet, making them excellent for leveling and for soloing instances. Warlocks also have the added bonus of being able to sacrifice their pet, giving them significant invulnerability and healing spells.



Warlocks are one of the most powerful classes in the game, but also one of the hardest to master. To maximize a warlock's effectiveness try combining their DoT abilities with many mobs and their survivability to essentially chain pull (and chain kill) mobs. Using warlock's crowd control and healing abilities can keep enemies at bay for long periods of time.

X. Warrior

Warriors are skilled melee fighters, choosing to do battle with a plethora of close-combat weapons.



They can both deal and take large amounts of damage and since the introduction of Cataclysm they also have quite powerful healing/health restoration abilities.

Warriors are much like Death Knights when it comes to gold farming – they can tank damage for large amounts of time, they have powerful self healing abilities and they are a plate-wearing melee class. Strong gold-making techniques for warriors include instance soloing, mob farming, and elite mobs. They can take a very large amount of damage and when combined with the relatively low cooldown on shield wall and abilities such as disarm they can often solo creatures other players cannot. Warriors can be slow to level however, so if choosing an alt it may be best to look elsewhere.

Practices

Guild Banks



Tab	Cost	Total Slots
1	100g	98
2	250g	196
3	500g	294
4	1000g	392
5	2500g	490
6	5000g	588

NOTE: Try watching for people selling guilds with banks in trade chat. Players often sell old guilds with several tabs for extremely cheap. The total cost of a 6 slot guild bank is 9350g, so if you expect to use 6 slots, keep an eye out and you can likely score a good deal on someone's old guild bank! I've bought 6-tabbed guild banks for under 4000g!

A bank alt is a character for you to have fun on – often people twink out their gear or buy then expensive vanity items just to celebrate their gold making. When it comes to naming a bank alt, though, you need to be a bit more careful.

People will be seeing your name *all the time*. It is important you do not choose something that screams at your potential customers 'I'M MAKING TONS OF GOLD OFF YOU'. Names like 'buybuybuy' or 'selltou' might seem clever, but they consistently remind people that you are making gold off them. Most people would rather purchase from someone who just got items leveling than someone they know probably bought it for less and is not marking it up to sell to them.

Choose a name for your bank alt that seems like it could also be a real character. Sure, you may be a level 1 gnome mage with Rose Covered Goggles and a giant bouquet of flowers, no one else needs to know that.

Is Your Character Special?

Deciding whether you want a special character in your name may be more important than you think. The nice thing (and terrible thing) about special characters is that it makes it very, very difficult for people to figure out what name to send tells to.

NOTE: If you use trade chat for items you are willing to haggle prices on you can use a special character to avoid getting obnoxious whispers from people seeing your rare items in the AH!



This part of your bank alt really won't make much of an impact on your gold-making but it can be an excellent way to avoid unwanted whispers. You will notice the more items you start to sell the more random whispers you get and the more ridiculously low-balled offers you get. An easy way to avoid these whispers all together is just to put a special character in your bank alts name.

To insert the special character into your name you simply hold the 'Alt' key and then press the number sequence. Here is a list of special characters available in World of Warcraft names:

A	â=160 Â=0193	ã=133 Ã=0192	ä=131 Ä=0194	å=132 Å=0196	ä=134 Ä=0197	*=166
AE	æ=145 Æ=146					
C	ç=135 Ç=128					
CE	œ=0156 Œ=0140					
E	ê=130 Ê=144	è=138 È=0200	ê=136 Ê=0202	ë=137 Ë=0203		
F	ƒ=159					
I	í=161 Î=0205	ï=141 Ï=0204	î=140 Î=0206	ï=139 Ï=0207		
N	ñ=164 Ñ=165					
O	ó=162 Ó=0211	ô=149 Ô=0210	ô=147 Ô=0212	ö=148 Ö=153	º=167	
U	ú=163 Ú=0218	û=151 Û=0217	û=150 Û=0219	Û=154		
Y	ý=0253 Ý=0221	ÿ=152				

Getting To Know Your Server

One of the constant problems with teaching people how to make gold is the server gap. Prices vary drastically from server to server, meaning while a trick make work beautifully and net tens of thousands of gold on one server, it may only yield a few hundred on another.

If you are going to be selling on the Auction House you *must* know what items sell for on your server. I can easily pick out specific items I see in trade and tell whether they are overpriced or not simply because I've seen them on the Auction House so many times. Take time every day to get familiar with your server's economy.

Norgannon	Normal	Medium
Perenolde	Normal	Medium
Ravencrest	Normal	Medium
Rexxar	Normal	Medium
Runetotem	Normal	Medium
Sen'jin	Normal	Medium
Shadowsong	Normal	Medium
Shandris	Normal	Medium
Shu'halo	Normal	Medium
Skywall	Normal	Medium
Staghelm	Normal	Medium
Suramar	Normal	Medium
Tanaris	Normal	Medium
Terokkar	Normal	Medium
Thunderhorn	Normal	Medium
Trollbane	Normal	Medium
Turalyon	Normal	Medium
Uldaman	Normal	Medium

UI Mods are very useful tools when it comes to getting to know your server. Auctioneer is perhaps the best mod out there for this. As mentioned earlier auctioneer scans all of the auctions on the Auction House and then displays average price information as well as price percentages on all items.

In order to have accurate prices you also *must* run your scans as often as possible. A two week old scan will not benefit you very much as prices change on a daily basis in Azeroth.

In order to get a complete feel for your server you also need to get a feel for trade chat. Regardless if you find trade chat annoying or not, it is an important tool in the gold-makers arsenal and cannot be overlooked. An item might be listed on the Auction House for 20,000g, but it also may stay there for 3 weeks. Trade chat offers a chance for people to and also gives you a better idea what kind of prices are *actually* offered on your server.

Bind on Equips; The Primary Colors – Green, Blue and Purple

The amount of in-game items in Azeroth is HUGE. Luckily, Blizzard made it easy on us and colored coded them. There are three main types of Bind on Equip items you need to worry about:

Green	Uncommon
Blue	Rare
Purple	Epic

As a general rule you will most likely Auction House your Rare and Epic drops, but Uncommon items have a little bit more flexibility. Many green items are a “of the something” as in “Giant Broadsword of the Bear”. These suffixes have specific stats and specific suffixes with those specific stats sell very well.

In particular we are targeting specific levels too, though. Mainly we will be targeting uncommon items that are between level 18-20, 40-42, and 58-60. The reason we are targeting these levels is because they are the most common levels players purchase new gear at. Level 18-20 encompasses most low-level twinks as well as being the levels many players begin to 'gear up' their alts at. Level 40-42 is perhaps most important because this is when players upgrade to a new armor set – rendering all their other armor outdates. At this level Hunters/Shamans upgrade to mail and Warriors/Paladins upgrade to plate. Plate Items especially sell very well. We also will target level 58-60 as this is where gear switches from Vanilla gear to BC gear. The stat increase at these levels is enormous, meaning most players will fill out their gear with greens from the AH to replace anything they haven't replaced with quests.



Not all suffixes on all gear sell well, though. See the following chart for which classes use which suffixes:

	Bear	Eagle	Falcon	Gorilla	Monkey	Owl	Tiger	Whale
Cloth								
Mage		X				X		X
Priest		X					X	
Warlock		X						X
Leather								
Druid	X				X			X
Rogue					X			
Mail								
Hunter					X			
Shaman		X	X		X		X	
Plate								
Death Knight	X						X	
Paladin	X	X		X				
Warrior	X						X	

The most popular item suffixes are Bear, Eagle, Monkey and Tiger. Look for these items for cheap on the Auction House at any level as many people will buy them for leveling.

NOTE: Many people realize that certain suffixes do not apply to most classes are not worth trying to sell on the Auction House. If you are an enchanter look for these items often on the AH for cheap or try offering to buy all greens of “X” suffix for “Y” gold in trade chat.

The Auction House – Lesson One

The Auction House is where the majority of all your gold making will occur. As such, it is something you will need to become extremely familiar with. I will go into more detail later in the guide, but for now, here is your first lesson:



Costs

There are 2 types of ‘costs’ the Auction House utilizes that many players tend to overlook. This information is both extremely relevant and can also save you quite a bit of gold in the long run. The two types are:

1) Fees

- The Auction house takes a fee out of every item sold. For faction-based auctions it only takes out a 5% fee. However, if you use the Neutral Auction house it takes a 15% fee. This means that any time you buy something from someone in trade, it should be around at least 5% less (since the seller doesn’t have to pay the AH 5%). It also means that any time you are transferring items (via the Neutral Auction House), you *must* keep in mind there will be a 15% fee, not just a 5% fee. For more information on transferring via the Neutral Auction House see this part of the guide.

2) Deposits

- Each time you list an item on the Auction House you will also need to make a small deposit. The way the deposit fee works is that if the auction sells, the original deposit is subtracted from your ending fee (above), however, if your auction does *not* sell, you still will pay the deposit fee. Deposit fees are based on the length of time of your auction and the merchant sale value (MSV) of your item. They are as follows:

Deposit: 1

Create Auction

	Faction Auction House	Neutral Auction House
12 hrs	.15 * MSV	.75 * MSV
24 hrs	.30 * MSV	1.5 * MSV
48 hrs	.60 * MSV	3.0 * MSV

Keep this information in mind when listing items; if you are not sure if an item will sell, list it for 12 hrs at a time, no sense wasting extra deposit fees if it won't sell anyway!

Leftover Quests

At max level the experience normally gained from quests is converted into additional gold, making many high level quests reward quite a large amount of gold (not to mention the disenchant/vendor value of rare item rewards!).

The best (most profitable) quests are often at the end of quest chains so when you reach 85 don't automatically abandon every quest you have thinking you have no need any more, instead save them in your quest log and revisit them later – you might be presently surprised by how close to an ending quest chain quest you are and even more presently surprised by how much that quest rewards! (Quest gold + greens can easily reward over 25g per quest at max level)

The best quests for gold are the long zone chain quests. There are several great quest chains that turn out to be very profitable. Here are a few of the best end quests to get you started:

- 1) Elemental Bonds: Fury
 - Begins with quest: The Call of the World-Shaman (H) Farseer Krogar – Valley of Wisdom (A) Naraat the Earthspeaker – Stormwind Portals
- 2) The Crucible of Carnage: The Twilight Terror
 - Begins with quest: The Crucible of Carnage: The Bloodeye Bruiser (A/H) Gurgthock – Crucible of Carnage, Twilight Highlands
- 3) Fury Unbound
 - Begins with quest: Bait and Throttle (H) Narkrall Rakeclaw – Bloodgulch, Twilight Highlands
- 4) Skullcrusher the Mountain
 - Begins with quest: Mathias Needs You (H) (A) Initiate Goldmine – Elementium Depths, Twilight Highlands
- 5) The Hex Lord's Fetish
 - Begins with quest: Promises, Promises...(A/H) Zul Aman

Truly any quest is profitable at max level, and the other nice thing about completing quests is the gold is immediate – no waiting for your item to sell or dealing with undercutters on the AH. As always, if you are an enchanter then leftover questing is one of the absolute best ways to make gold as you not only are rewarded with significant amounts of gold but also a large amount of greens to disenchant and sell at a hefty profit.

Daily Quests

Daily quests are quests that can be completed once a day and reward a small sum of gold as well as (usually) a small reputation gain towards a specific faction. Daily quests are awesome sources of gold

because 1) they are instant gold – no waiting for your items to sell on the AH, and no dealing with undercutters, 2) they provide easy reputation gains which can turn into *very* profitable rewards down the line and 3) they can be completed while leveling, yielding both substantial experience and rewards. Certain daily quests may require pre-requisites or specific reputation in order to be eligible.

Burning Crusade Dailies

Sha'tari Skyguard – Terrokar Forest

Sha'tari Skyguard are the first daily quests available and become unlocked to players once they reach level 70 and obtain a flying mount.

Sha'tari Skyguard dailies were originally released during the Burning Crusade and as such are not an excellent source of gold currently, however, they are an additional form of very easy daily quests and some players may be interested in the reputation faction rewards.

Pre-Requisites:

Threat from Above!

Talk with Yuula in Shattrath City to begin this quest (She is right next to the flight master 64,42). You are *required* to be both level 70 and have 225 riding to be eligible for this quest. Fly northwest out of Shattrath City to the Barrier Hills and kill 20 Ogres. Return to Yuula @ 64,42 when you're done to complete the quest.

Rewards: 250 Sha'tari Skyguard Reputation

To Skettis!

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

Reward: 10 Sha'tari Skyguard Reputation

Once you complete the two quests above you become eligible for the Skettis Sha'tari Skyguard dailies. These daily quests are a tad old, but still reward a fair amount of gold and reward Sha'tari Skyguard reputation.

Dailies:

Fires Over Skettis

Talk to Sky Sergeant Doryn at Blackwind Landing in Skettis to begin this quest. (You must be on a flying mount to complete this quest) The Monstrous Kaliri Eggs are located at the top of most of the tree huts and in the center of dead tree trunks. Hot key the Skyguard Blasting Charges for quick bomb dropping. Destroy a total of 20 to receive credit for this quest.

CAREFUL! Watch for the Monstrous Kaliri as they will hamstring and knock you off your mount. The eggs respawn every few minutes, though it is doubtful you will ever need to make more than one quick ring around. See the [map pack](#) for specific egg locations. Return to Sergeant Doryn when you are done to complete the quest.

Rewards: 4g 40s and 350 Sha'tari Skyguard Reputation

Escape from Skettis!

Talk with the Skyguard Prisoner to begin this quest. The Skyguard Prisoner can be found at the following locations: (60,76),(68,74),(75,86) [in addition see the [map pack](#) for locations without coordinates]. The Skyguard Prisoner is also designated by a blue exclamation mark on your mini-map.

The quest is a simple escort during which you will be ambushed by 3 Arrakoa up to 2 times. Make sure you don't let the prisoner die or you will fail the quest and be forced to wait for him to respond. The mobs don't hit too hard and if you're low level just focus fire whatever mob he is targeting. After the second ambush he will run off and you will be free to return to Sergeant Doryn to complete the quest.

Rewards: 4g 40s and 3 volatile healing potions or 2 unstable mana potions.

Ogri'la/Shatari Skyguard – Blade's Edge Mountains

Ogri'la/Shatari Skyguard dailies are rather difficult to unlock - they require an eleven-quest chain to unlock. As such please refer to the [extra information](#) guide for details on how to unlock these quests.

The Ogri'la/Shatari Skyguard dailies in Blade's Edge Mountains are much like the Shatari Skyguard dailies in Terrokar – easy and quick but not a particularly profitable use of time. Still the reputation rewards may still interest certain players.

Dailies

The Relic Emanation

Talk to Chu'a'lor in Ogri'la to begin this quest. You will need (1) Apexis Shard to complete this quest. First venture to the Apexis Relics to the (northwest?) of Ogri'la. From there proceed to clear out the surrounding mobs (if not they will interrupt you while you try to complete the quest). Then click the large Apexis Crystal to start the game. The game is a simple memory game – just click the colors in the same order they appear. Sometimes it is helpful to write them down, though most people can probably remember them without it.

Be careful though, if you mess up the sequence you will be hit with lightning for a few thousand damage and will also be forced to track down another Apexis Shard to restart the game. You will need to complete the sequence 8 times to finish the quest. When you are done, return to Chu'a'lor in Ogri'la.

Rewards: 3g 50s, 15 Apexis Shards and 350 Ogrí'la reputation

Bomb Them Again

Talk to Sky Sergeant Vanderlip at the Skyguard Outpost to begin this quest. You can either go north to Forge Camp Wrath or South to Forge Camp Terror from there, but at whichever one you choose you need to destroy 15 Fel Cannonball stacks. They should be fairly easy to spot as they glow green and have a giant red arrow above them.

NOTE: Though it used to be difficult to complete this quest without an epic flying mount, Blizzard's recent changes to normal flying mount speed have made it fairly easy to complete this quest without issue. If you are having trouble with the Fel Cannons shooting you down try riding in on your ground mount and then mounting up right next to the cannonball stacks to bomb them.

Rewards: 4g 40s, 15 Apexis Shards, 500 Ogrí'la reputation, 500 Sha'tari Skyguard reputation

Wrangle More Aether Rays!

Talk to Skyguard Khatie at the Skyguard Outpost to begin this quest. You will need to 'wrangle' 5 Aether Rays. Aether Rays can be found all over the Ogrí'la area between the two forge camps. To wrangle them simply battle them down to 30-40% health and you will see "The Aether Ray is ready to be wrangled." appear on your screen. Once this happens STOP DAMAGING THE RAY (you will kill it). Right click the Wrangling Rope in your inventory to wrangle the ray. Do this to 4 more Rays before returning to the Skyguard Outpost to complete the quest.

Rewards: 4g 40s, 15 Apexis Shards, 350 Ogrí'la reputation and 350 Sha'tari Skyguard Reputation

Banish More Demons (requires Honored reputation)

Talk with Kronk in Ogrí'la to begin this quest. Then, head to either Forge Camp Terror or Forge Camp Wrath. During this quest you will be using Apexis Crystals in combination with your Banishing Crystal (given by Kronk) to open a portal. Each portal will last for a few minutes before disappearing. During this few minutes you must kite demon (DEMON ONLY) mobs to the portal and then kill them. Rinse and repeat until you have slain 15 of them.

Return to Kronk in Ogrí'la to complete the quest.

Rewards: 4g 40s, Kronk's Grab Bag, 15 Apexis Shards and 350 Ogrí'la Reputation

Netherwing Dailies – Shadowmoon Valley

The Netherwing Dailies are the 'elitist' of dailies. They only become unlockable after a 9-part pre-requisite quest chain (see [extra information guide](#) for details) and after you have purchased epic

flying. Netherwing dailies are never the less very simple to do and reward your choice of very cool mounts.

Dailies

Nethercite Ore/Netherdust Pollen/Nethermine Flayer Hide

Speak to Taskmaster Varkule Dragonbreath at the Dragonmaw Base Camp to begin this quest. This quest is specific to your profession. (Ore for Miners, ect.) For miners it is 40 Nethercite ore, for herbalists 40 Nethercite pollen, and for skinners 35 Nethermine Flayer Hides. The Nethercite ore deposits and the Netherdust bushes are located all around Netherwing Ledge. Return to Taskmaster Varkule Dragonbreath to complete this quest.

NOTE: You get more than 1 ore/pollen/hide per node, so the quest does not take nearly as long as you might think. However, another popular alternative towards completing this quest is to collect the quest goods and sell them on the AH. Players who do not wish to spend the time doing quests but are still trying to improve their Netherwing rep often buy these to make their grind quicker. The market is rather hit or miss – sometimes there will be players actively seeking Netherwing reputation and willing to pay absorbent amounts, other times your items may sit there for several weeks; it just depends who is working on it at the moment.

Rewards: 4g 40s and 250 Netherwing reputation

Netherwing Crystals

Speak to Taskmaster Varkule Dragonbreath at the Dragonmaw Base camp to begin this quest. This quest is designed the same as the previous quests, but was intended to be for players without a gathering profession. To complete the quest you will need to collect 40 Netherwing crystals from mobs around Netherwing Ledge. Again, the crystals drop more than 1 per mob, so the quest will not take nearly as long as it seems.

Unlike the ore/pollen/hides Netherwing Crystals are NOT BoE and must be collected yourself. You can pick up this quest in addition to any gathering quests you have.

Rewards: 4g 40s and 250 Netherwing Reputation

A Slow Death

Talk to Yarzaill the Merc at the Dragonmaw Base camp to begin this quest. You must first gather 12 fel glands from beasts on the Shadowmoon Valley mainland. YOU CANNOT FARM THESE FROM CREATURES ON NETHERWING LEDGE.

Once you have gathered 12 fel glands (or a few more just to be safe), place them near groups of Dragonmaw Peons. Each time you place a gland a group of peons will come rushing towards the poisoned mutton. You will only receive credit for one peon out of the group, though, so you must find 12 separate groups of peons.

Once you have poisoned 12 peons return to Yarzaill the Merc at the Dragonmaw Base camp to complete the quest.

Rewards: 4g 40s and 250 Netherwing Reputation

The Not-So-Friendly Skies

Talk to Yarzaill the Merc at the Dragonmaw Base camp to begin this quest. Fly north from the Dragonmaw Base camp to the floating rocks just outside (near 73,74). There are Dragonmaw Transporters who fly by on their way to the Dragonmaw Base camp and these rocks serve as a perfect intercepting point.

Pull the Dragonmaw Transporters with any sort of ranged attack or thrown weapon and fight them on the ledge. At level 70 these mobs might be a bit difficult to solo as they hit pretty hard, but most classes shouldn't have too much of an issue.

The relics have a fairly high chance of dropping, though it usually takes just a few extra transporters before you'll have all 10. Return to Yarzaill the Merc at the Dragonmaw Base camp to complete the quest.

Rewards: 4g 40s and 250 Netherwing Reputation

Picking up the Pieces (requires Friendly reputation)

Talk to the Mistress of the Mines just to the west of Dragonmaw Base camp to start this quest. The quest requires you to gather 15 Nethermine cargo from the cargo crates located inside the Dragonmaw mines. The mine is largely populated with mobs so if you are not max level be careful and don't pull too much.

The mine carts are easy to spot and are very populous throughout the entire mine. If you are having trouble someone may have just cleaned them out, in which case complete the other mine quests and return to the beginning.

Return to the Mistress of the Mines to complete this quest.

Rewards: 18g 28s and 350 Netherwing reputation.

Dragons are the Least of Our Problems (requires Friendly reputation)

Talk with the Dragonmaw Foreman inside the mines to the west of the Dragonmaw Basecamp to start this quest. You must kill 15 Nethermine Flayers and 5 Nethermine Ravagers to complete this quest. The Flayers and Ravagers are located deep within the mine, so you may have to explore for a while.

By the time you complete all of the Nethermine mines quest, however, you should have no trouble completing this quest. Return to the Dragonmaw Foreman in the Dragonmaw mines to complete this quest.

Rewards: 4g 40s and 350 Netherwing Reputation

The Booterang (requires Friendly reputation)

Talk with Chief Overseer Mudlump at the Dragonmaw Base camp to begin this quest. During this quest you will need to fly around on your flying mount and use your Booterang on 20 disobedient peons. The disobedient peons are fairly easy to spot as they often yell and are red colored.

Return to Chief Overseer Mudlump to complete this quest.

Rewards: 4g 40s and 350 Netherwing Reputation

Deadliest Trap Ever Layed (requires Revered reputation)

Talk to Commander Hob (Sanctum of the Stars – Scryer) or Commander Arcus (Altar of the Sha'tar – Aldor) to begin this quest. During this quest you will fight several ways of Dragonmaw Skybreakers. Use your signaling flare to begin the invasion.

The fight is rather simple, and the graveyards are close so if you do die simply rez and rejoin the fight. The Commanders in the back are the only mobs that must survive to complete the quest. The commanders will give you either Scryer or Aldor medals to take back to Overlord Mor'ghor at the Dragonmaw base camp.

Return to Overlord Mor'ghor to complete the quest.

Rewards: 8g 80s and 500 Netherwing reputation

Shattered Sun Dailies – Shattrath City

Shattered Sun Dailies were introduced in patch 2.4. Originally servers were required to progress in order to unlock all parts of the dailies, however, currently all dailies should be available to everyone. The majority of the daily quests occur on Sunwell Isle, but there are several that are obtainable throughout the Outlands with additional rewards.

The additional rewards are Shattered Sun Supplies. Each one drops a green item and a chance at an additional Badge of Justice. Although these dailies are very spread out, the green drop and high gold does make them a viable option if you are looking to make some quick gold.

DAILIES

Sunfury Attack Plans

Talk to Lord Torvos in Shattrath City to begin this quest (he's just to the right of the flight master). This quest requires you to travel to Netherstorm . Head to the Mana Forge of your choice and kill any of

the Sunfury Blood Elves until Sunfury Attack Plans drop. The drop rate is around 4-5% so it may take a few kills.

Once you have looted the Sunfury Attack Plans return to Lord Torvos to complete the quest.

Rewards: 10g 10s, Shattered Sun Supplies, and 250 Shattered Sun Reputation

Gaining the Advantage (gathering professions only)

Talk to Emissary Mordin in Shattrath City to begin this quest (near the Aldor bank). Any mining or herbalism node in Outlands has a chance to drop Nether Residue. For skinners, target the Phase Hunters, Warp Chasers, or Ripfang Lynx in Netherstorm. The hunters and chasers can be found near the Vortex Fields (60,60) and the lynx can be found in the Eco-Dome Midrealm.

The drop rate on the Nether Residue is fairly low so it is best to do this quest while completing other dailies. Any unique to Outlands beast/mining or herbalism node has a chance to drop Nether Residue.

Return to Emissary Mordin to complete this quest.

Rewards: 16g 39s, 2 Major Rejuvenation Potions, and 250 Shattered Sun reputation

Intercepting the Mana Cells

Talk with Exarch Nasuun in Shattrath to begin this quest (he is in the inner circle near the portal to Sunwell Isle). First, head to Bash'ir's Landing in the northern part of Blade's Edge Mountains. First, kill the Ethereals until one of them drops a Phase Device. This device gives you temporary invisibility to see the Smuggled Mana Cells.

Upon using the Phase Device all the Ethereal mobs will disappear. The only mobs left will be Phase Wyrms. Right click on the Mana Cells to activate them. You will need to collect 10 Mana Cells to finish the quest. Return to Exarch Nasuun in Shattrath to complete the quest.

Rewards: 10g 10s, Shattered Sun Supplies, and 250 Shattered Sun reputation

The Multiphase Survey

Talk to Harbringer Haronem in Shattrath city to begin this quest. Harbringer Haronem patrols around 60,50. This quest requires you to fly to the Spirit Fields in Nagrand. Equip your Multiphase Spectrographic Goggles and you will begin to see small red spheres floating around the Spirit Fields. Stand next to them and right click to take a reading. You will need to take 6 readings to finish the quest.

Return to Harbringer Harnoem in Shattrath city to complete this quest.

Rewards: 10g 10s and 250 Shattered Sun reputation

Shattered Sun Dailies – Hellfire Peninsula & Non-Isle Isle

Pre-Requisites

The Missing Magistrix

This quest is required in order to unlock the Shattered Sun Hellfire Peninsula daily quests. Talk to Captain Theris Dawnhearth at the Shattered Sun Staging Area to begin this quest. Use the Captured Legion Scroll at the Demonic Portal in the Dawning Square (on the Isle) to port you to Hellfire Peninsula. Once there, talk to Magistrix Seyla to complete this quest.

Rewards: 75 Shattered Sun reputation (and unlocks Hellfire Peninsula Shattered Sun dailies)

Dailies

Ata'mal Armaments (Shadowmoon Valley)

Talk to Smith Hauthaa at Sun Reach's Armory on Sunwell Isle to begin this quest. Next head to At'mal Terrace in Shadowmoon Valley (the left/right balcony portion of Black Temple). The Shadowmoon Slayers and Dreadweavers are the creatures you are looking for. Gather a total of 5 At'mal Armaments to complete the quest.

CAREFUL: Watch for the elites patrolling the area if you are below max level. Try pulling and killing a few mobs and then flying to a new spot if you're having trouble. I would imagine most classes even @ 70 can probably solo the elites in a pinch, though.

Return to Smith Hauthaa at Sun Reach's Armory to complete the quest.

Rewards: 18g 28s, Blessed Weapon Coating or Righteous Weapon Coating and 350 Shattered Sun reputation

Discovering Your Roots/Rediscovering Your Roots (Hellfire Peninsula/Terrokar Forest)

Talk to Mar'nah at the Sun Reach's Inn to begin this quest. This quest is completed at Razorthorn Rise between Hellfire and Terrokar. First, kill a Razorthorn Flayer for a Razorthorn Flayer Gland (you will only need one). Next, use the Razorthorn Flayer Gland on one of the Ravagers (if you already have a combat pet it will automatically dismiss it). Look for the 'Expose Razorthorn Root' on the pet action bar. Use this ability near one of the several Dirt Mounds. Repeat until you have collected 5 Razorthorn Roots (you do NOT need to get a new Ravager every time).

Return to Mar'nah at Sun Reach's Inn to complete this quest.

Rewards: 9g 10s, Shattered Sun Supplies and 350 Shattered Sun reputation

Blood for Blood (Throne of Kil'Jadean Hellfire Peninsula)

Talk to Magistrix Seyla to begin this quest. Kill 4 Wrath Heralds for their Demonic Blood. Then, use the Fel Siphon on a Fel Blood Initiate. You must allow the spell to finish channeling so the mob will turn into an Emaciated Fel Blood. Kill a total of 4 Emaciated Fel Bloods to finish the quest.

Return to Magistrix Seyla to complete this quest.

Rewards: 4g 40s, 5 Mark of Sargeras or Sunfury Signets, and 250 Shattered Sun reputation

Blast the Gateway (Throne of Kil'Jadean Hellfire Peninsula)

Talk to Magistrix Seyla to begin this quest. Right click the Sizzling Ember to summon your Living Flare. You must kill 8 Incandescent Fel Sparks near your Living Flare in order to turn it into an Unstable Fel Spark. After your Living Flare has transformed take it through the gateway near (60,20). After a few seconds the gateway will explode.

Return to Magistrix Seyla to complete this quest.

Rewards: 4g 40s, Shattered Sun Supplies, and 250 Shattered Sun reputation

Shattered Sun Dailies – Sunwell Isle (Isle of Quel'Danas)

Sunwell Isle dailies are some of the easiest ways to make gold (even in Cataclysm). On a good day you can complete all of the Isle dailies within an hour and make a substantial amount of gold. Of course, there are many more profitable methods but if you are trying to avoid the AH all together Sunwell Isle is an excellent place to start.

Dailies

Erratic Behavior/Further Conversion

Talk to Vindicator Xayaan at the Shattered Sun Staging Area to begin this quest. Head westward towards the large costal/forest area out of the Shattered Sun Staging Area. Kill 5 Erratic Sentries and use your Attuned Crystal Core after they are dead. The Attuned Crystal Core converts the Sentries to Shattered Sun minions.

Return to Vindicator Xayaan to complete this quest.

Rewards: 9g 10s and 150 Shattered Sun reputation

The Sanctum Wards/Arm the Wards!

Talk to Captain Theris Dawnhearth in the Shattered Sun Staging Area to begin this quest. Head to the same grassy/forest area as in *Erratic Behavior*. Here you will slay the Wretched Devourer and the Wretched Fiends for Mana Remnants. Continue until you have 4 Mana Remnants. From there head south, to the Crystal Ward (near 45,35). Right click your Mana Remnants to energize it.

Return to Captain Theris Dawnhearth to complete this quest.

Rewards: 9g 10s and 150 Shattered Sun reputation

The Battle for Sun's Reach Armory/The Battle Must Go On

Talk to Harbringer Inuuro at Sun Reach's Sanctum to begin this quest. Head south into the 'town' part of Sunwell Isle and then take a slight left to reach Dawning Square. Kill 6 demon-types that are around here. You also need to kill the Emissary of Hate and use your Shattered Sun Banner to impale him.

NOTE: You can impale any Emissary of Hate, even if it was already tagged/killed by another player. Return to Harbringer Inuuro to complete this quest.

Rewards: 10g 10s and 250 Shattered Sun reputation

Distraction at the Dead Scar/The Air Strikes Must Continue

Talk to Battlemage Arynna at Sun Reach's Armory to begin this quest. Head north to the flight master and speak with Ayren Cloudbreaker to then rent a Dragonhawk (Make sure to choose the airstrike option). You will be flown on an automatic route in which you must use your Arcane Charges to bomb specific mobs. The mobs you will have to kill are: 12 Wrath Enforcers, 3 Eredar Sorcerers, and 2 Pit Overlords.

NOTE: This is one of the more complicated bombing quests, but since this area is fairly desolate it should not be hard to complete any more. It still may take several runs before you can finish the quest. Return to Battlemage Arynna to complete this quest.

Rewards: 9g 10s and 150 Shattered Sun reputation

Know Your Key Lines

Talk to Astronomer Darnarian at Sun Reach's Sanctum to begin this quest. To finish this quest you need to take 3 readings with your Astronomer's Crystal. The three locations are: Demonic portal @ Dawning Square (50,45), Bloodcrystal @ Dawnstar Village (40,35), and the Naga Shrine @ Greengill Coast (60,62). Right click the crystal to take a reading.

Return to Astronomer Darnarian to complete this quest.

Rewards: 11g 99s, Darnarian's Scroll of Teleportation, and 250 Shattered Sun reputation

Intercept the Reinforcements/Keeping the Enemy at Bay

Talk with Vindicator Kaalan at Sun Reach's Armory to begin this quest. Head north to the flight master and speak with Ayren Cloudbreaker once again to rent a Dragonhawk (This time choose the 'Intercepting the Dawnblade' option). While flying, use your Flaming Oil to set fire to all 3 boats in the harbor: Sin'loren, Bloodoath, and the Dawnchaser.

The Dragonhawk will land on the Sin'loren where you must kill 6 Dawnblade Reservists. You may have to venture to the other boats to kill all 6 Reservists. Return to the Sin'loren and speak with the Unrestrained Dragonhawk for a flight back to shore.

Return to Vindicator Kaalan to complete this quest.

Rewards: 7g 59s and 250 Shattered Sun reputation

Making Ready/Don't Stop Now

Talk to Smith Hauthaa at Sun Reach's Armory to begin this quest. Head to the western side of the island to Greengill coast. Kill the Darkspine Myrmidons for Darkspine Chest Keys. You will need a total of 3 Chest Keys. Use the keys on the small Darkspine Ore Chests near the murloc camps.

Return to Smith Hauthaa to complete this quest.

Rewards: 11g 99s and 250 Shattered Sun Reputation

Taking the Harbor/Crush the Dawnblade

Talk to Magister Ilastar at the top of Sun Reach's Armory to begin this quest. Head back to Dawnstar Village and slay the follow: 6 Dawnblade Summoners, 6 Dawnblade Blood Knights and 3 Dawnblade Marksman.

When you have finished return to Magister Ilastar to complete this quest.

Rewards: 11g 99s and 250 Shattered Sun Reputation

Disrupt the Greengill Coast

Talk to Captain Valindria on Silvermoon's Pride in Sun Reach's Harbor. Kill the Darkspine Sirens for Orbs of Murloc Control. How many you need depends on how good your aim is. You will use the orbs on camps of Murlocs to release them. The orb displays an area of effect range so just try to get as many Murlocs as you can at once to reduce the amount of orbs. Max it should take 3 or 4 though, and they have a fairly high drop rate. Free 10 Greengill Slaves to finish the quest.

Return to Captain Valindria to complete this quest.

Rewards: 11g 99s and 250 Shattered Sun reputation

Open for Business

Talk to Mar'nah in Sun Reach Inn to begin this quest. This quest is completed in the same place as *Erratic Behavior* and *The Sanctum Wards* (if you don't know head to the grassy area to the west). Look around on the ground for Bloodberry Bushes. You will need to gather a total of 5 bloodberries.

Return to Mar'nah to complete this quest.

Rewards: 11g 99s, Bloodberry Elixir, and 250 Shattered Sun reputation.

Wrath of the Lich King Dailies

Unlike Outlands dailies, Northrend daily quests are not located in a central location, making them difficult to do in a timely manner. Please refer to the [extra information guide](#) for a full list of Northrend Daily quests, however, the most profitable daily quests/hubs are listed below:

Frenzyheart/Oracles – Sholazar Basin

The Frenzyheart and the Oracles are the two warring tribes of Sholazar Basin. You will only be able to do 1 faction's daily quests at a time, however, there is a quest allowing you to switch. Personally, I recommend choosing the Oracles tribe because of their reward, Mysterious Egg. The Mysterious egg takes 3 days to hatch, but each egg has a large chance to drop a pet, and depending on the pet can auction house for anywhere from 50-500g. It also has a small chance to drop a BoP Proto Drake mount.

For pre-requisite information consult the [extra information guide](#).

Frenzyheart – Dailies

[Kartak's Hold –(1 of the 3 quests will be available each day)]

Kartak's Rampage

Talk to Vekgar at Frenzyheart Hill to begin this quest. First, head north to gather Oracle Blood from any Oracle creatures in Sparktouched Haven. Then you will use the Oracle Blood to summon Kartak. Kartak will become mountable, from there simply use him to kill 50 Sparktouched Gorlocs.

NOTE: You can also just kill 50 Sparktouched Gorlocs without Kartak's help if you wish.

Return to Jakjek in Kartak's Hold to finish this quest.

Rewards: 16g 20s and 700 Frenzyheart reputation

Tools of War

Talk to Vekgar at Frenzyheart Hill to begin this quest. This quest also requires you to kill 50 Sparktouched Gorlocs. You can once again do this by yourself or with help. In this version of the daily quest help is provided by Zepik's traps which can be found scattered around Kartak's hold.

Return to Jakjek in Kartak's Hold to finish this quest.

Rewards: 16g 20s and 700 Frenzyheart reputation.

Secret Strength of the Frenzyheart

Talk to Vekgar at Frenzyheart Hill to begin this quest. First, pick up a Thunderbrew's Hard Ale from Grimbooze Thunderbrew at Nesingwary's Camp. Combine the berries you received when accepting the quest with the ale and head to Sparktouched Haven. Kill 30 Sparktouched Gorloc.

Return to Shaman Jakjek in Kartak's Hold to finish this quest.

Rewards: 16g 20s and 700 Frenzyheart reputation

[Frenzyheart Hill – (1 of the 4 quests will be available each day)]

The Heart Blood's Strength

Talk to Rejek at Frenzyheart Hill to begin this quest. Take Rejek's Vial to the top of Suntouched Pillar. Right click on the vial to gather water from the pool. Head to 60,20 to slay the Goretalon Matriarch and loot his heartblood. Combine the two quest items to complete the quest.

Return to Rejek at Frenzyheart Hill to complete this quest.

Rewards: 13g 20s and 500 Frenzyheart reputation

Rejek: First Blood

Talk to Rejek at Frenzyheart Hill to begin this quest. For this quest you will need to use Rejek's Blade on (1) Sapphire Hive Wasp corpse, (1) Hardknuckle Charger corpse, and (3) Mistwhisper Gorlocs. The Sapphire Hive Wasp and the Hardknuckle Charger can be found just to the east of the Skyreach Pillar and the Gorlocs can be found just west of the Shimmer Pillar.



Return to Rejek at Frenzyheart Hill to complete this quest.

Rewards: 13g 20s and 500 Frenzyheart reputation

Strength of the Tempest

Talk to Rejek at Frenzyheart Hill to begin this quest. Head to Stormwright's Shelf (basically the whole left border of Sholazar) and collect 3 Essence of the Monsoon from the water elementals (Aqueous Spirits) and 3 Essence of the Storm from the electrical elementals (Storm Revenants). Take the essences to the altar at 22, 34 to receive the buff needed.

Return to Rejek at Frenzyheart Hill to complete this quest.

Rewards: 13g 20s and 250 Frenzyheart reputation

A Hero's Headgear

Talk to Rejek at Frenzyheart Hill to begin this quest. This quest has two parts, first you will need to head to Swindlegrin's Dig and slay mobs until you receive Venture Co Explosives. Once you have the explosives, go to Stormwright's Shelf and use the explosives on Stormwatchers until you receive a Stormwatcher's head.

Return to Rejek at Frenzyheart Hill to complete this quest.

Rewards: 13g 20s and 500 Frenzyheart reputation

Chicken Party! – (available every day)

Talk to Elder Harkek at Frenzyheart Hill to begin this quest. Gather 12 chickens from around town by right clicking.

Return Elder Harkek at Frenzyheart Hill to complete this quest.

Rewards: 12g 80s and 500 Frenzyheart reputation

Oracles - DAILIES

Sparktouched Haven – (1 of the 3 quests will be available each day)

Mastery of the Crystals

Power of the Great Ones

Will of the Titans

Rainspeaker Canopy – (1 of the 4 quests will be available each day)

A Cleansing Song

Song of Fecundity

Son of Reflection

Song of Wind and Water

Appeasing the Great Rainstone (available every day)

The Argent Tournament

The Argent Tournament Grounds are a daily questing hub located in northern Icecrown. The daily



quests begin with talking to Justicar Mariel Trueheart in the Argent Pavillion. The way the Argent Tournament works is that as you complete quests you will also be rewarded with 'seals'. These seals are traded in for other quests which allow you

to effectively 'rank up' in the tournament, allowing you access to more quests.



These daily quests are especially important because they allow for the collection of Champion's Seals eventually. These seals can be turned in for non-combat pets which routinely sell for 1000s of gold on the auction house.

The first level you will start out with once you have completed the pre-requisite quests (obtained from Justicar Trueheart) is Aspirant. After Aspirant you will reach Valiant and then Champion. Once you become a Champion with each of your faction's cities, you will unlock Crusader which voids most of your old quests, but allows access to entirely new ones.

After the beginning quest line you will pick up the majority of your quests from your faction's tent located on the eastern edge of the tournament grounds or in the main tournament building on the far west side of the tournament grounds.

Knowing Your Mount

Several of the Argent Tournament quests require the use of an Argent Mount to complete the quest. These mounts have several abilities:



- Thrust: 6 yard range 'A melee attack that inflicts 3250 damage (1.5 second cooldown)'
- Shield Breaker: 5-25 yard range 'A ranged attack that inflicts 2000 damage and removes one layer of Defense from the opponent (1.5 second cooldown)'
- Charge: 5-25 yard range 'A charging attack that inflicts 8500 damage and removes 1 layer of Defense from the opponent (4.5 second cooldown)'
- Defend: 'Reduces damage taken by 30%. Strikes by Shield-Breaker or Charge remove 1 layer of Defense. Up to 3 layers of Defense may be stacked (3 second cooldown)'
- Refresh Mount: 'Heals your mount. Can only be used out of combat (1 minute cooldown)'
- Duel: 10 yard range 'Challenge another combatant to a mounted duel'

Any time you are facing opponents you will want to keep as many stacks of Defend up as you can. Any time your opponent has any stacks of Defend up you will want to use Shield Breaker and Charge until you have removed all of their stacks before using Thrust.

Learning the Reins (Aspirant) – Faction Tents

This quest will require you to:

- Use 'Thrust' 3 times on a melee target
- Use 'Shield Breaker' 2 times on a ranged target
- Use 'Charge' 2 times on a charge target

To do this you must first equip your lance (if you don't have one grab one off the lance racks around the tournament grounds) and mount on your city's mount.

The targets are located in the north west section of the tournament grounds. Be sure you stack your Defend before engaging melee targets or they will kill your mount, you will also have to refresh in between each. Use Shield Breaker on the charge targets before Charging.

Return to your faction's pavilion to complete the quest.

Rewards: 2x Aspirant's Seal and +250 Sunreaver/Silver Covenant Reputation

Training in the Field (Aspirant) – Faction Tents

This quest requires you to kill 8 Converted Heroes. Converted Heroes are found just west of Ymirheim. Converted Heroes are the ghost-like spirits wandering around in the large open area.

Return to your faction's pavilion to complete the quest.

Rewards: 2x Aspirant's Seal and +250 Sunreaver/Silver Covenant Reputation

A Worthy Weapon (Aspirant and Valiant) – Faction Tents

This quest requires you to leave Icecrown and venture to Crystalsong Forest then Dragoblight. The flight time here makes this quest, in my opinion, a waste of time. If you are trying to rush through Aspirant or Valiant though, there is merit in doing these quests.

To begin, head south from the Argent Tournament grounds to Ironwall Dam in northern Crystalsong Forest. Here you will collect 4 Hyacinths (plant looking things). From there you will fly to Drak'mar Lake in northern Dragonblight. At the center of the lake is a ring of floating lamps. Once you reach the lamps right click your Hyacinths to summon the Maiden of Drak'mar. She will provide the Blade of Drak'mar needed to complete the quest.

Return to your faction's pavilion to complete the quest.

Rewards: 2x Aspirant/Valiant Seal, ~13g, +250 Sunreaver/Silver Covenant Reputation

A Blade Fit For A Champion (Aspirant/Valiant) – Faction Tents

This quest is like *A Worthy Weapon*, it requires you to venture outside of Icecrown for completion. Again, carefully consider whether it is worth your time.

To complete this quest you'll want to head to Ashwood Lake in Grizzly Hills. Apply the Lip Balm you received upon accepting the quest and begin kissing the frogs along the lake (/kiss). You'll need to apply the Lip Balm in between each frog!! Eventually one of the frogs will turn into the Maiden of Ashwood Lake. Speak to her and she will give you the Blade of Ashwood needed to complete this quest.

Return to your faction's pavilion to complete the quest.

Rewards: 2x Aspirant/Valiant Seal, ~13g, +250 Sunreaver/Silver Covenant Reputation

The Edge of Winter (Aspirant/Valiant) – Faction Tents

Blah Blah Blah, outside Icecrown, same as the two above.

To begin you will need to head south from the tournament grounds into Crystalsong Forest again to the plateau on the southern edge. There kill Lord Everblaze for his Everburning Ember. He should be an easy kill as long as you're 75+. After that take the Everburning Ember to Winter's Breath Lake in Howling Fjord. Use the ember in the middle of the lake to summon the Maiden of Winter's Breath Lake who will give you the Blade of Winter's Breath needed to complete this quest.

Return to your faction's pavilion to complete the quest.

Rewards: 2x Aspirant/Valiant Seal, ~13g, +250 Sunreaver/Silver Covenant Reputation

This is the end of the Aspirant Quests. It shouldn't take you more than a few days to get beyond Aspirant if you are doing all the quest available to you. Once you've become a Valiant you will have several more quests available to you.

A Valiant's Field Training (Valiant) – Faction Tents

This quest is the exact same as Training in the Field except you must kill 2 more Converted Heroes for a total of 10. The Heroes are located to the west of Ymirhem in the large desolate area.

Rewards: 1x Valiant Seal, ~13g, +250 Sunreaver/Silver Covenant Reputation

At the Enemy's Gates (Valiant) – Faction Tents

This quest requires you to head south to the Court of Bones. Once there equip your lance and mount of the Argent steeds at the base camp. You will need to kill:

- 15 Boneguard Footmen

- 10 Boneguard Scouts
- 3 Boneguard Lieutenants

The Footmen are an easy kill, one or two thrusts should do it, and also you can simply run over them on your mount and kill them. The scouts are flying around a bit outside of where the Footmen and Lieutenants are – just use shield breaker to bring them down and if they get within melee range throw in a couple thrusts.

The Lieutenants are slightly harder, you'll definitely need to stack 3 Defend before you engage, and also be careful not to pull too many other mobs. Use charge/shield breaker to remove their stacks of Defend.

It is possible to do this quest without the Argent mount if you so desire, though use caution because pulling too many mobs can cause a very untimely and costly wipe – several if you can't resurrect easily.

Return to your faction's pavilion to complete this quest.

Rewards: 1x Valiant Seal, ~13g, +250 Sunreaver/Silver Covenant Reputation

The Grand Melee (Valiants) – Faction Tents

This quest is completed in its entirety in the Argent Tournament Grounds. Equip your lance, mount up, and head to either the Horde or Alliance Valiants ring. You will need to challenge and defeat 3 Valiants from different cities to finish this quest.

Be sure you have 3 stacks of Defend up at all times – this should always be your number one priority. Run away slightly from your opponents and use Shield Breaker followed by a Charge to remove their Defend stacks. Any more than 2 stacks of Defend on them and you will need to remove them before thrusting. If they only have 1 or less stacks of Defend just use thrust.

Return to your faction's pavilion to complete this quest.

Rewards: 1x Valiant Seal, ~13g, +250 Sunreaver/Silver Covenant Reputation

This concludes the last of the Valiant quests. You will need to collect 25 Valiant Seals before advancing to become a Champion of your chosen city (1 of your faction's 5 original cities). Once you become a Champion with a city you will unlock new Champion daily quests, but you can also become a Valiant with another of your faction's cities thereby being able to complete both Valiant and Champion quests.

Champion level is what you should be striving for. The Champion's Seals are not used to move up, but are instead used in the purchase of what we're after: Argent Tournament Non-Combat Pets. Each pet costs ~40, but it really doesn't take more than a few days to get one.

Taking the Battle to the Enemy (Champions) – Argent Pavilion

Speak to Cellian Daybreak in the western-most tent of the tournament grounds (Argent Pavilion) to begin this quest. This quest required you kill 15 Cultists of the Damned. You can find these cultists at Deathspeaker's Watch, just west of the tournament grounds.

Return to Cellian Daybreak in the Argent Pavilion to complete this quest.

Rewards: 1x Champion's Seal, ~13, Champion's Writ or Champion's Purse, +250 Sunreaver/Silver Covenant Reputation.

Threat from Above (Champions) – Argent Pavilion

Speak to Eadric the Pure in the Argent Pavilion to begin this quest. You'll want to head west out of the tournament grounds heading to the area just below the Ironwall Rampart. You will see a large roaming Frostwurm named Chillmaw.

Chillmaw was originally a group quest, though he was soloable even at 80. He will summon 3 Cultists Bombardiers who throw bombs at you. If you're low on health just be sure to avoid the areas where the bombs land.

Return to Eadric the Pure in the Argent Pavilion to complete this quest.

Rewards: 2x Champion's Seal, Champion's Writ or Champion's Purse, ~13g, +250 Sunreaver/Silver Covenant Reputation.

Battle Before the Citadel (Champions) – Argent Pavilion

Speak to Eadric the Pure in the Argent Pavilion to begin this quest. Like *At the Enemy's Gates* you'll want to head south to the Court of Bones. You'll need to equip your lance, mount up and kill 3 Boneguard Commanders.

The Boneguard Commanders are the toughest of the bunch. You will definitely need 3 stacks of Defend up again and you will need to use Shieldbreaker and Charge to remove the Commander's stacks of Defend. Be careful again not to aggro scouts or too many soldiers or you will find yourself wiping. Don't both killing soldiers if you do aggro, just trample them on your mount.

Return to Eadric the Pure in the Argent Pavilion to complete this quest.

Rewards: 1x Champion's Seal, Champion's Writ or Champion's Purse, ~13g, +250 Sunreaver/Silver Covenant Reputation.

Among the Champions (Champions) – Argent Pavilion

Speak to Luuri in the Argent Pavilion to begin this quest. This quest is a step up from *The Grand Melee*, it requires you to fight City Champions instead of Valiants. The main different here is they will stack more Defend.

The strategy remains the same, though you will likely have to heal in between bouts. Start at max distance and open with a Shield Breaker and Charge, then make a large loop and repeat the process. Once they have 0 stacks of Defend use thrust to take them down. Be sure you keep your own stacks of Defend up, because now they have every ability you do!

Return to Luuri in the Argent Pavilion to complete this quest.

Rewards: 1x Champion's Seal, Champion's Writ or Champion's Purse, ~13g, +250 Sunreaver/Silver Covenant Reputation.

The rest of the quests available from the Argent Tournament are only unlocked after you reach exalted status with the Sunreavers/Silver Covenant (if you wish to expedite the process do the 5 man instance, Trial of the Champion). Only 3 of these quests will be available on any given day.

Breakfast of Champions (Exalted with Sunreaver/Silver Covenant) – Faction Tents

For this quest you will need to head to the Engine of the Makers in Stormpeaks. Once there you will find Mysterious Snow Mounds. Use your Earthshaker Drum on these mounds until you get a Deep Jormungar. You will need to kill Jormungars until you have obtained 4 Egg Sacs.

Watch out for Stormforged Mole Machines which sometimes spawn in place of the Jormungars – though they will still be an easy kill.

Return to your faction tent to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

You've Really Done it This Time, Kul (Exalted with Sunreaver/Silver Covenant) – Faction Tents

Head westwards from the tournament grounds to Deathspeaker's Watch for this quest. You will need to free a total of 4 Captive Aspirants. The Aspirants are kept caged up and the only way to open them is with Black Cage Keys which are obtained from the cultists in the area (it is worth mentioning you can do this in conjunction with any of the cultist killing quests).

Once you have freed 4 Captive Aspirants you will need to obtain one last key and free Kul from his cage located at (60,23) – it will be on a platform partially up the mountain.

Return to your faction tent to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

Rescue at Sea (Exalted with Sunreaver/Silver Covenant) – Faction Tents

Fly north from the tournament grounds into the sea. A small ways out you will begin to see Kvaldir ships. Horde should board the Firehawk and Alliance should be boarding the Wavecrest. Kill 8 Kvaldir Berserkers and 3 Harpooners.

Return to your faction tent to complete this quest.

Rewards: 1x Champion's Seal, ~10g.

Gormok Wants His Snobolds' (Exalted with Sunreaver/Silver Covenant) – Faction Tents

You'll need to venture to Storm Peaks for this quest as well. Head to Garm's Bane, located just north of K3. Here you will need to capture 8 Snowblind Followers. Simply use your Weighted Net you received upon accepting the quest on any of them to capture.

Return to your faction tent to complete the quest.

Rewards: 1x Champion's Seal, ~13g.

What do you Feed a Yeti, Anyway? (Exalted with Sunreaver/Silver Covenant) – Faction Tents

Head north from the tournament grounds toward the Kvaldir ships again. Alliance will want to be on the Silver Blade and Horde will want to head to the Crimson Dawn. Gather a few Chum Buckets (4-5 just to be safe) and then jump into the water.

Use the Chum to attract sharks. Kill Sharks until you have collected 3 Shark Meat.

Return to your faction tent to complete the quest.

Rewards: 1x Champion's Seal, ~13g.

The Light's Mercy (Exalted with Sunreaver/Silver Covenant) – Faction Tents

Past the Kvaldir ships north of the tournament grounds lies Hrothgar's Landing. Here you will find the corpse of Tualiq Villagers. Administer their Last Rights by using the Confessor's Prayer Book you received upon accepting the quest.

Return to your faction tent to complete the quest.

Rewards: 1x Champion's Seal, ~13g.

A Leg Up (Exalted with Sunreaver/Silver Covenant) – Faction Tents

Head north to Hrothgar's Landing again, this time you will be looking for Stolen Tallstrider Legs. The Tallstrider Legs drop from any of the Kvaldir in the area as well as can be found atop crates on the ground.

Return to your faction tent to complete the quest.

Rewards: 1x Champion's Seal, ~13g.

This concludes the Champion section of the Argent Tournament. The following quests will only be unlocked once you have become a Champion with each of your faction's cities and exalted with the Argent Crusade (giving you the title of 'Crusader'). Two of these quests will be available each day on a random basis.

Get Kraken (Crusader) – Argent Pavilion

Speak to Crusader Silverdawn in the Argent Pavilion to begin this quest. Mount one of the hippogryphs outside the pavilion to start your run. The hippogryph has a pre-determined flight route, so all you need to do is use your Flaming Spear during the flight. You will need to use your Flame Spear on the North Sea Kraken as well as to kill 6 Vykrul Deepcallers on the ships.

Return to Crusader Silverdawn in the Argent Pavilion to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

Drottinn Hrothgar (Crusader) – Argent Pavilion

Speak with High Crusader Adelard in the Argent Pavilion to begin this quest. Head to the northern end of Hrothgar's Landing to the large circle of statues. Once in the middle of the circle use the Kvaldir War Horn you received upon accepting the quest – this will summon Drottinn. Kill him to finish the quest.

Return to High Crusader Adelard in the Argent Pavilion to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

Mistcaller Yngvar (Crusader) – Argent Pavilion

Speak with High Crusader Adelard in the Argent Pavilion to begin this quest. Head to the cave in the western part of Hrothgar's Landing. Once there use the Mistcaller's Charm you received upon accepting the quest and slay him.

Return to High Crusader Adelard in the Argent Pavilion to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

The Fate of the Fallen (Crusader) – Argent Pavilion

Speak to High Crusader Adelard to begin this quest. Head south west of the tournament grounds toward Aldur'thar. Just south of Aldur'thar you will find Soul Crystals littered on the ground. Collect 6 of these and use the Light Blessed Relic you received upon accepting the quest on the wandering spirits in the area.

Return to High Crusader Adelard in the Argent Pavilion to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

Ornolf the Scarred (Crusader) – Argent Pavilion

Speak to High Crusader Adelard in the Argent Pavilion to begin this quest. Fly north to the eastern side of Hrothgar's Landing where you will find the ship, Bor's Fury. Use your Captured Kvaldir Banner to summon Ornolf the Scarred and kill him.

Return to High Crusader Adelard to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

Deathspeaker Kharos (Crusader) – Argent Pavilion

Speak with High Crusader Adelard in the Argent Pavilion to begin this quest. Head west out of the tournament grounds to Deathspeaker Watch (directly west of the Argent Pavilion, around (64,20). Slay Deathspeaker Kharos.

Return to High Crusader Adelard to complete this quest.

Rewards: 1x Champion's Seal, ~13g.

Sons of Hodir

Cataclysm Dailies

Therzane

Tol Barad

Twilight Highlands

Firelands Dailies

The release of Firelands introduced an entirely new Cataclysm daily quest hub known as Molten Front. There is a rather long pre-requisite quest chain to begin them, but it realistically only takes a little over an hour. The quest chain can be started with *Guardians of Hyjal: Firelands Invasion!* from the Heroes Call Board.

Once you have completed the *Guardians of Hyjal: Firelands Invasion!* quest chain you will be eligible to begin the Firelands daily quests. You should have received 16 Mark of the World Tree from the initial quests. Once you obtain 20 you will be able to begin the next phase of dailies.

Phase 1

The following quests are available 1 per day during phase 1. All of these quests are received from Matoclaw at the Sanctuary of Malorne.

Sanctuary of Malorne

Rage Against the Flames, I, II, III, and IV

There are four different versions of this quest available. The only difference between them is that they require you to kill 6, 7, 8 or 9 Invaders from the Firelands. The Invaders from the Firelands can be found in the Regrowth and the Grove of Aessina.



Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Supplies for the Other Side



This quest requires you to loot 7 Blueroot Vine. Blueroot Vine is found all around the Regrowth and looks like small little branchy bushes.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

One of the following 5 quests will be available each day along with a companion quest upon completion:

Call the Flock

Speak to Matoclaw to begin this quest. For this quest you will receive an item called Quill of the Bird Queen. Use the Quill of the Bird Queen to transfer into a bird and head to the area just south of the Grove of Aessina. You will need to use your Call the Flock (only ability you have in bird form) to gather 12 Alpine Songbirds, 5 Forest Owls and 2 Goldwing Hawks.



The Alpine Songbirds are found mainly around pine trees. Forest Owls can be found on top of trees or buildings and Goldwing Hawks are found flying high in the air. Simply use your Call of the Flock ability as you fly by to gather them.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Part II – Wings Aflame



Return to Matoclaw to get the follow up quest, Wings Aflame. At the edge of the mountains directly east from the Firelands portal you will find another portal. Here use your Quill of the Bird Queen to summon and kill Millagazor.

Return to Matoclaw to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Punting Season

Speak to Mylune to begin this quest. Head west out of the Sanctuary of Malorne along the edge of Ashen Lake. You'll be looking for Child of Tortollas who will along the shore.

Most likely there will be a few Firelands Invaders attacking them, just kill them and right click the turtles to punt them into the lake. You'll need to punt a total of 5 of them.



Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Part II – Echoes of Nemesis

Return to Mylune to complete this quest and receive the follow up, Echoes of Nemesis. Head north west of the Sanctuary of Malorne to visit Tooga. After talking to Tooga wait for Nemesis to exit the portal and slay him.



Return to Mylune to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation.

Those Bears Up There

Speak to Mylune to begin this quest. Head to the trees south west of the Grove of Aessina. Here you will find Hyjal Bear Cubs in the trees. You'll need to climb up the trees, retrieve the cubs, then climb to the very top of the trees to throw them down. You'll be aiming for the target in the very center of the grove area.



Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Part II – Nature's Blessing

Return to Mylune to complete this quest and receive the follow up, Nature's Blessing. For this quest you will need to venture to the area just north west of Ashen Lake. There will be two trees on that map, the area you are aiming for is just in between. Here use the Emerald of Aessina you received upon accepting the quest to summon Pyrachnis.



You can also use the Emerald of Aessina to cleanse yourself of the poison Pyrachnis puts on you. Return to Mylune to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Perfecting Your Howl



Speak to Matoclaw to begin this quest. This quest can easily be completed along with your first daily quest, as it only requires you to slay 10 Invaders from the Firelands in the Regrowth, Ashen Lake, or in the Grove of Aessina. Afterwards use the Fang of the Wolf you received upon accepting the quest on each of their corpse.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Part II – The Call of the Pack

Return to Matoclaw to complete this quest and receive the follow up, The Call of the Pack. Head to the far east side of the Regrowth and use you Fang of the Wolf to summon and kill Lylagar. Return to Matoclaw to complete this quest.



Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Between the Trees

Speak to Matoclaw to begin this quest. Head back to the Regrowth and look for ghost-looking deer darting around the area. These are the Spirits of Malorne needed for the quest. To capture one simply get in front of it and let it run directly into you. It is not necessary to dismount for this. You will need to catch a total of 3. The spirits can be a little hard to catch as they dart and change directions but they have a relatively similar pattern to it shouldn't take more than a few minutes.



Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Part II – The Power of Malorne

Return to Matoclaw to complete this quest and receive the follow up, Between the Trees. Head to the same area of the Regrowth where you summoned Lylagar. Use the Guardian's Staff you received upon accepting the quest to summon Galenges here.



Wait for Malorne to weaken him then kill him and return to Matoclaw to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation.

Phase 2

Once you have obtained 20 Marks of the World Tree you will be able to complete *Calling for Reinforcements* and receive the quest *Leyara*. Continuing through this quick quest chain will unlock the Molten Front and 4 additional daily quests there. You will also unlock a total of 4 new daily quests at the Sanctuary of Malorne.



There will be a total of 4 quests you can complete at the Sanctuary of Malorne during Phase 2. One quest will be *The Protectors of Hyjal*. The second quest will be 1 of the following: *Rage Against the Flames I, II, III, or IV*, *Releasing the Pressure*,

Relieving the Pain, or Treating the Wounds. The final quest will actually be 2 quests, as each of these possible quests also has a follow up once completed: *Call the Flock*, *Those Bears Up There*, *Punting Season*, *Perfecting Your Howl*, or *Between the Trees*.

Sanctuary of Malorne

There are 4 new daily quests from the Sanctuary of Malorne, though they will not all be available each day.

The Protectors of Hyjal

Speak to Captain Soren Moonfall to begin this quest. You'll need to head south of the Sanctuary of Malorne to Sethria's Roost and slay 6 Fiery Behemoths or Seething Pyrelords. These mobs are elite, but don't worry upon entering Sethria's Roost you will receive a host of Hyjal Protectors to help you. With your Hyjal Protectors it should be fairly easy to kill these, but if you're a cloth wearer let your tank protector get some aggro before letting the elite smash on you.



Return to General Taldris Moonfall to complete this quest.

Rewards: 2x Mark of the World Tree, ~20g, +350 Guardians of Hyjal Reputation

Releasing the Pressure

Speak to Dorda'en Nightweaver to begin this quest. You will need to head back to the Regrowth once again but this time we'll be after Charred Flamewakers. You'll need to kill then and loot their Flamewaker Scales. Each Flamewaker



should drop between 7-25 scales so it won't take nearly as long as it seems to gather 100 of them.

Return to Dorda'en Nightweaver to complete the quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Relieving the Pain



Speak to Dorda'en Nightweaver to begin this quest. You'll need to be in Sethria's Roost again for this quest. You need to loot 4 Flame-Wreathed Hearts from Seething Pyrelords. Seething Pyrelords are elite so you'll likely want to do this quest while on *The Protectors of Hyjal* so you have the extra Protectors there to help you kill them.

Return to Dorda'en Nightweaver to begin this quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Treating the Wounds

Speak to Dorda'en Nightweaver to begin this quest. This quest is very similar to *Relieving the Pain* except that the Sulfur-Laced Wrappings drop from Fiery Behemoths and not Seething Pyrelords. The Fiery Behemoths are still elites so if you are having trouble make sure to do it while on *The Protectors of Hyjal* so you get the benefit of the extra Protectors. '

Return to Dorda'en Nightweaver to complete this quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation



Molten Front



In the Molten Front you will receive a total of 4 daily quests each day.

Rayne Feathersong will give you one of the following two quests: Wisp Away or Aggressive Growth.

Wisp Away

For this quest you will receive a wisp that you must protect. You'll first need to bring it over to a fire portal. The fire portals look like 2 little jets of fire shooting up. Once the wisp is there Firekins will



begin to spawn from it. You will need to kill 8 Firekins before the portal will be destroyed and you will receive credit for the quest. You can ignore

pretty much all other mobs in the area and they will ignore you too – focus on the Firekins.

Return to Rayne Feathersong to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Aggressive Growth

This quest is very easy, you simply need to click 5 mounds of dirt in the Ashen Fields. Return to Rayne Feathersong to complete this quest.



Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Each day Captain Irontree will give you the same daily quest, Burn Victims.

Burn Victims

Use your Enchanted Salve you received upon accepting the quest to save 8 Wounded Hyjal Defenders. It can be slightly hard to spot the Wounded Hyjal Defenders so if you're having trouble toggle your name plates on and look for the green ones with no health.



Return to Captain Irontree to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Captain Taldris Moonfall will give you two quests each day. The first will be Hostile Elements and the second will be: Breach in the Defenses, The Dogs of War, The Harder They Fall, or Traitor's Return.

Hostile Elements



For this quest you will need to kill Charred Combatants. The Charred Combatants are the Fire Elementals that will be rushing the staging area in waves. You'll need to kill a total of 8 Charred Soldiers and Vanquishers to gain credit for the quest.

Return to Taldris Moonfall to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Each of the following quests from Captain Taldris Moonfall will require you to kill a certain type of invader present in the Ashen Fields on the given day.

Breach in the Defenses

Kill 5 Lava Bursters. These are found near Magma Springs and the Ashen Fields. It is possible you won't actually see them but instead will see a 'rumbling' effect on the ground. Stand near this to cause the Bursters to come up from the ground. If



you are having trouble tag the creatures and drag them back to the staging area where the guards will help kill them.

Return to Captain Taldris Moonfall to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

The Dogs of War

Kill 5 Ancient Charhounds. The Ancient Charhounds are found all around the Ashen Fields as well as Magma Springs. Watch for them behind rocks as they are supposedly 'sleeping'. They shouldn't aggro until you actually attack them so just pull them one at a time.



Return to Captain Taldris Moonfall to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

The Harder They Fall

This quest requires you to kill 3 Molten Behemoths. You do not need to do the actual killing yourself, though; you can simply tag them before the NPCs kill them and let them do the work for you. If you choose to solo them it is still easily doable, but be advised they have around 300k health.



Return to Captain Taldris Moonfall to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Traitor's Return

Head to the northern Ashen Fields area near The Widow's Clutch. Here you will find Druids of the Flame flying around in the air. Tag and kill 3 of them to gain credit for the quest. Each has roughly 150k health.



Return to Captain Taldris Moonfall to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Phase 3

In order to reach Phase 3 you will need to collect 150x Mark of the World Tree. At this point you will choose to align with either The Shadow Wardens or the Druids of the Talon. There is no particular advantage to either accept for achievement purposes. There will be a total of 4 new daily quests available upon choosing a faction.

The Shadow Wardens

One of the following two quests will be available each day from Marin Bladewing:

Solar Core Destruction

Head north of the Widow's Clutch area where you will find 4 Druids of the Flame conjuring a flaming core (70,31). The best option here is to simply CC the druids and click to detonate the core. If you cannot CC the druids well enough to complete the core destruction uninterrupted, you will need to kill the druids. Once the druids are dead click the core and channel its detonation.



Return to Marin Bladewing to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

The Wardens are Watching



For this quest simply engage any Druid of the Flame located between the Forlorn Spire and Widow's Clutch. Once the druid is low health your Shadow Warden pet will drop a trap, kite the druid over the trap to capture it.

Return to Marin Bladewing to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

After completing Marian Bladewing's quest he will reward you with a follow up quest, Enduring the Heat.

Enduring the Heat

Venture into the Igneous Depths and destroy 8 runes for this quest. Once inside the Igneous Depths you'll want to take a left. Follow around this outer edged tunnel the entire way. This will hit the majority of the runes. At the far end of the caverns you'll find air currents that will launch you up to another rune.



Return to Marian Bladewing to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

The following 3 quests are obtained from Deldren Ravenelm. Pyrorachnophobia will be available each day, along with one of the other two.

Pyrorachnophobia



This quest simply requires you to slay 8 Cinderweb spiders. Cinderweb spiders can be found throughout the entire area between Forlorn Spire and the Widow's Clutch.

Return to Deldren Ravenelm to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Wicked Webs



Free 8 victims from Cinderweb Cocoons. The Cinderweb Cocoons are destroyed by attacking them. They are located all throughout the area between Forlorn Spire and the Widow's Clutch.

Return to Deldren Ravenelm to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Egg-stinction

This quest requires you to collect 20 Cinderweb Eggs. In order to collect these eggs you will need to climb the pillars in the Widow's Clutch. You can try hopping across lava to get to other pillars, but be cautious as a bad fall could cause your character to become stuck and require hearthing to get out.

The only sure fire way to avoid this is to attack Cinderweb Spinners which will pull you onto their pillars and you can then loot the eggs from there.



Return to Deldren Ravenelm to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Druids of the Talon

Arthron Windsong will give you 1 of the following 2 quests each day:

Singed Wings

For this quest venture to Fireplume Peak and aid 5 injured druids. The injured druids are all around Fireplume Peak, simply right click to aid them.



Return to Arthron Windsong to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Territorial Birds

This quest takes place in Fireplume Peak as well. Slay 5 Fire Hawks to complete this quest. The Fire Hawks will be on the ground, not in the air. The Fire Hawks have quite a bit of health but should still make an easy kill.

Return to Arthron Windsong to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation



Mortis Whisperwing will give you 1 of the following 3 quests each day:

Peaked Interest



Steal a Fire Hawk Egg from the very top of Fireplume Peak. You'll want to jump off the peak once you've stolen the egg to avoid pulling the Firehawk Matriarch. A Druid of the Talon will rescue you after falling to prevent your death.

Return to Mortis Whisperwing to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Mother's Malice

Alternatively to Peaked Interest, for this quest you'll need to venture to the very top of Fireplume Peak and actually slay the Firehawk Matriarch. The Firehawk Matriarch is an elite with a round 270k health. It shouldn't be too hard of a kill, just make sure to interrupt Orb of Fire to save yourself 30k health.



Return to Mortis Whisperwing to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Starting Young

Steal 5 Fire Hawk Hatchlings for this quest. The Hatchlings can be found all over Fireplume Peak – just turn on name plates to spot them. You'll find quite a few at the very top of Fireplume Peak and they also have a very fast respawn rate up there.



Return to Mortis Whisperwing to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Fire in the Skies

This quest will be available to you from Mortis Whisperwing each day. Mount the Fire Hawk next to Mortis Whisperwing to begin. The Fire Hawk will transport you to Beth'tilac's Lair. You'll need to kill 100 Amassing Flamewalkers, 40 Amassing Cinderwebs, and 3 Molten Lords. Your Fire Hawk will have 3



abilities. For the Flamewalkers and Cinderwebs use Flame Burst whenever it is off cool down and Flame Seed the rest of the time. For the Molten Lords just use Flame Seed.

Use your third ability, Return to the Furnace to find Mortis Whisperwing and complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

While questing for either the Shadow Wardens or the Druids of the Talons you will likely loot a quest-starter item. If you chose the Shadow Wardens this will be The Mysterious Seed. If you chose the Druids of the Talon this quest will be Need...Water...Badly..... After completing these short quests you will unlock a new daily quest. For the Shadow Wardens it will be received from Avrilla and for the Druids of the Talon it will be received from Tholo.

The Shadow Wardens – Avrilla

Avrilla will give you one of the following 3 quests each day:

Some Like it Hot



For this quest you will need to engage Emberspit Scorpions in either the Ashen Fields or the Magma Springs. You will give a Lasher companion that needs to drink from 6 Ember Pools in order for you to receive credit for the quest.

The Ember Pools are created in two ways: first, Emberspit Scorpions have an ability called 'Ember Pool' that will create a pool beneath you and second, Emberspit Scorpions create an Ember Pool upon dying. You can either kill 6 Scorpions or wait for them to cast pools beneath you and then kill the, effectively gaining 2 pools per Scorpion. Return to Avrilla to complete this quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Steal Magmolias



Collect 8 Magmolias from the Magma Springs. Magmolias are found near the lava pools. Return to Avrilla to complete this quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Embergis

Collect 5 Embergis from Charred Combatants in the Molten Front. These are the same creatures you killed for Hostile Elements. They can be found charging the staging area.

Return to Avrilla to complete the quest.



Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

The Druids of the Talon – Tholo Whitehoof

Tholo Whitehoof will give you 1 of the following 2 quests each day while you are doing the Druids of the Talon dailies:

How Hot

Head to Fireplume Peak to take a few temperature readings. Use Tholo's Thermometer on 3 lava pools in Fireplume Peak to gain credit for this quest.



Return to Tholo Whitehoof to complete this quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Hounds of Shannox

Collect 6 Houndbone Ash from the Charhounds and Ancient Charhounds around the Molten Front. Both should be easy kills and the drop rate is pretty much 100%



Return to Tholo Whitehoof to complete the quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Phase 4

The following quests are only available after completing both The Druids of the Talon and the Shadow Wardens (150 Marks of the World Tree for Each).

The Flame Spider Queen

Speak to Tholo Whitehoof to begin this quest. You'll need to gather 8 Flame Venom and 8 Searing Web Fluid. You'll find Flame Venom from Cinderweb Creepers and Searing Web Fluid from Cinderweb Spinners. Both will be obtained from abilities the spiders use as well as drop from the spiders.



Return to Anren Shadowseeker to complete this quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Fandral's Methods

Speak to Anren Shadowseeker to begin this quest. For this quest you'll be venturing back into the Igneous Depths and retrieve a Flame Druid Staff, Flame Druid Spellbook, Flame Druid Reagent Pouch,



and a Flame Druid Idol. The items are littered around the Igneous Depths, so keep an eye out for them. It works well if you do this quest in conjunction with Enduring the Heat.

Return to Tholo Whitehoof to finish this quest.

Rewards: 1x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Phase 5

Once you have complete both The Shadow Wardens and The Druids of the Talons (150x Mark of the World Tree each) you will have the opportunity to unlock the Molten Front vendors. To do this you must accept 1 of 3 quests requiring 125x Mark of the World Tree each. Two of these quests unlock additional dailies each day; the third quest unlocks a decent sized quest chain, but no new dailies.

Ricket – (available upon completing Additional Armaments)

One of the 4 quests will be available each day from Ricket after completing Additional Armaments:

A Bitter Pill

This quest takes place in the Magma Springs. You'll need to look for small yellow bubbles coming up from the lava – these mark the Subterranean Magma Worm's location. Click the bubbles to cause the worm to appear. After attacking him for a short period of time you will instructed to lay the bomb you received upon accepting the quest. Do so anywhere around the worm and wait for it to bite it and explode.



Return to Damek Bloombeard to complete the quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Living Obsidium



You will find Magnetic Stones all around the Magma Springs. Click them to cause a meteorite to fall and collect the pieces. A total of 10 are needed to receive credit for the quest. Return to Damek Bloombeard to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Bye Bye Burdy

Kill 3 Druids of the Flame using the Burd Sticker you received upon accepting the quest. You will only gain credit if you kill Druids of the Flame that are flying in Fire Crow form. Druids of the Flame are found flying in Fire Crow form throughout the entire area in between the Forlorn Spire and Widow's Clutch.

Return to Damek Bloombeard to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

The Bigger They Are



Head to Fireplume Peak one last time for this quest. Kill Obsidium Punishers in the area and loot the Living Obsidium Chips from the ground afterwards. You'll need a total of 10 Living Obsidium Chips to receive credit.

Return to Damek Bloombeard to complete this quest.

Rewards: 2x Mark of the World Tree, ~16g, +250 Guardians of Hyjal Reputation

Choluna/Shalis Dark Hunter (available after completing Calling the Ancients)

Strike at the Heart

Speak to either Choluna or Shalis Darkhunter to begin this quest. This quest will transport you to Ragnaros' Reach where you'll need to kill a Lieutenant of the Flame. Depending on which quest giver you accept the quest from you will receive a buff from the NPC you are with increasing your damage or your attack speed.

You shouldn't have any trouble killing the Lieutenant of the Flame with the buff. Return to either Skylord Omnuron or Saynna Stormrunner to complete this quest.



Rewards: 3x Mark of the World Tree, ~20g, +350 Guardians of Hyjal Reputation

Rent a Tank or Heals

With the release of Cataclysm and the extreme rarity of tanks and healers it is becoming incredibly popular to 'rent' your tanking or healing services to another player or group of players. Often players will spam trade chat asking for a tank or heals and other times they are willing to pay but might not say anything.



Be sure to whisper groups that are 'LF1M TANK' (or something to that effect) and ask if they would be willing to pay a modest fee.

As far as how much you want to charge, that is up to you. Things to consider:

- 1) How much tanking/healing services go for on your server
- 2) Difficulty of the instance
- 3) Length of the instance
- 4) What role you are filling

With that being said, again, it is *up to you* how much you wish to charge. You'd be surprised how willing people are to pay for a quick heroic run. I routinely pay tanks 500-1000g just for a single heroic.



Don't forget the low levels either. Players often are looking for high levels to run them through low-level instances (though usually grossly underpaying). If you happen to be lucky enough to find a twink who is willing to pay a reasonable amount of gold for some low-level runs, though, you may score quite well as twinks often need several runs to get the piece they need.

NOTE: As a general rule, low level instance running is not very profitable. Most players offer very little for runs and want all the loot in return. Be careful when accepting these as you can often make more gold if you were to simply solo the instance yourself, and even more if you were to spend your time on more efficient gold making methods.

Best Farming Spots

Professions

Professions are what allow *you* to control how much gold *you* make. Professions allow you to make gold when you want it and to keep doing it regardless of other players until you're as rich as you possibly want.

There are two different types of professions, gatherer professions and crafter professions. Gatherer professions collect materials from different sources, while crafting professions fashion items from materials (often collected by gatherers).

Gatherer Professions – the Big 3 Gold Makers

Profession:	Reagents:	Related Professions:
Herbalism	Herbs, Life essences	Alchemy, Inscription
Mining	Ore, Fire/Earth essences	Blacksmithing, Jewel Crafting, Engineering
Skinning	Leather	Leatherworking

All three gathering professions are excellent ways to make gold. I recommend everyone should have at least one character with at least one gathering profession. This prevents you from continuously having to spend gold in order to make it - you can simply farm materials yourself.

Herbalism

Herbalism is one of the most profitable professions in-game. Its materials are used for both Alchemy and Inscription. These two crafting professions in particular are what allows herbalism to be such a good gold-maker. Raiders consistently need potions, flasks and elixirs – not to mention *everyone* uses glyphs.

Consult the following chart for Herb/Zone/Herbalism Levels:

Herb	Zone	Level
Peacebloom	Very Low Level (1-20)	1
Silverleaf	Very Low Level (1-20)	1
Bloodthistle	Eversong Woods	1
Earthroot	Very Low Level (1-20)	15
Mageroyal	Low Level (20-30)	50
Briarthorn	Low Level (20-30)	70
Stranglekelp	Underwater/Costal Areas	85
Bruiseweed	Low Level (20-30)	85
Wild Steelbloom	Low Level (20-30)	115
Grave Moss	Low Level (20-30) [near	120

	graveyards]	
Kingsblood	Mid Level (25-40)	125
Liferoot	Mid Level (25-40)	150
Fadeleaf	Mid Level (25-40)	150
Khadgar's Whisker	Mid Level (25-40)	160
Goldthorn	Mid Level (25-40)	150
Dragon's Teeth (previously Wintersbite)	Badlands	195
Firebloom	Badlands, Tanaris, Searing Gorge, Blasted Lands	205
Artha's Tears	Plaguelands, Razorfen Downs, Felwood	220
Sungrass	Upper Mid Level (40-50)	230
Blindweed	Western Plaguelands	235
Ghost Mushroom	Upper Mid Level (40-50) [caves]	245
Gromsblood	Felwood, Blasted Lands, Desolace, Ashenvale	250
Golden Sansam	High Level (50-60) and Outlands (60-70)	260
Dreamfoil	High Level (50-60) and Outlands (60-70)	270
Moutain Silversage	High Level (50-60) and Outlands (60-70)	280
Sorrowmoss	Swamp of Sorrows, Plaguelands, Felwood	285
Icecap	Winterspring	290
Felweed	Outlands (60-70)	300
Dreaming Glory	Outlands (60-70)	315
Ragveil	Zangarmarsh	325
Terocone	Terrokar Forest	325
Ancient Lichen	Coilfang Reservoir, Auchindoun (Instances, 63+)	340
Netherbloom	Netherstorm	350
Nightmare Vine	Shadowmoon Valley, Throne of Kil'jaeden (Hellfire Peninsula),	375

	Dead Scar (Quel'Danas)	
Mana Thistle	High Level Outlands (68-70)	375
Goldclover	Borean Tundra, Grizzly Hills, Howling Fjord, Sholazar Basin	350
Tiger Lily	Grizzly Hills, Howling Fjord, Sholazar Basin	375
Talandra's Rose	Grizzly Hills, Zul'Drak	385
Adder's Tongue	Sholazar Basin	400
Lichbloom	Icecrown, Storm Peaks, Lake Wintergrasp	425
Icehorn	Icecrown, Storm Peaks, Lake Wintergrasp	435
Cinderbloom	Deepholm, Twilight Highlands, Uldum, Mount Hyjal, Tol Barad	425
Azshara's Veil	Vashi'jr, Tol Barad, Mount Hyjal	425
Stormvine	Vashi'jr, Mount Hyjal	425
Heartblossom	Deepholm	475
Whiptail	Uldum	500
Twilight Jasmine	Twilight Highlands	525

Low Level Herbs

There are many low level herbs that can be *very* profitable to farm, sometimes even more so than Cataclysm herbs. Check your server's AH to see which herbs sell best on your server, then consult the [Map Pack](#) for detailed farming routes for those herbs which are most profitable on your particular server.

NOTE: The difference between expensive low level herbs and expensive high level herbs is that if you flood the AH with too many low level herbs, undercutters and levelers will set in tearing the price apart. For Cataclysm herbs, the market is much more receptive to high volumes and can handle you putting 20 stacks up at a time.

High Level (Cataclysm) Herbs

Whiptail



Whiptail is the mid-level herb for Cataclysm that can only be found in Uldum. **BE SURE TO FLY DOWN THE MIDDLE OF THE RIVER SO YOU CAN SEE HERBS ON BOTH BANKS AT ALL TIMES!!**

You will start at the upper right corner of the lake at the large basin near Khartut's Tomb (yellow dot). Head south, following the river until you reach Ramkahen.

NOTE: NEXT CUT ACROSS THE RIVER TO THE OTHER SIDE. There are no herbs if you follow the left bank!!!! (Avoid the **RED** portion of the map).

Follow the river south and loop back around the Lost City of the Tol'vir and cross the river again to the Western bank and follow it all the way up until you reach the Obelisk of the Moon. At this point you have 2 options:

- 1) Fly back down the path you just came and turn at Ramkahen back up the river to your starting point. (Use this route if you found few herbs in that area and think it might have just been recently picked.)
- 2) Fly directly across the desert to the Basin where you started. (Use this route to gather Cinderbloom as well as if you were able to find many herbs in the area you just came through).

NOTE: Route 2 if my recommended route, however, route one will usually yield more Whiptail if you didn't receive many going up the bank towards the Obelisk.

The green segment through the Cradle of the Ancients can also yield a small amount of Whiptail, though, I strongly advise going *out* of your way to check.

Twilight Jasmine



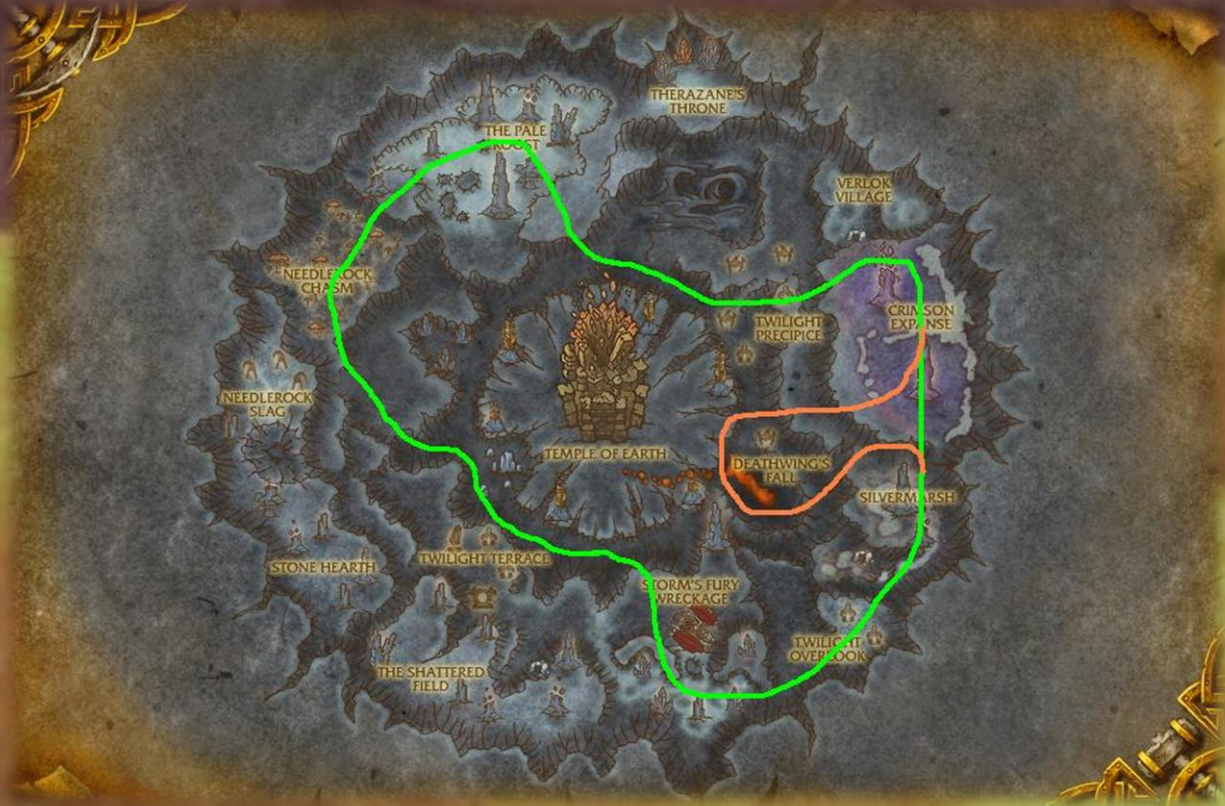
Twilight Jasmine is the max level herb for Cataclysm and can only be found in Twilight Highlands. It is located almost anywhere in the zone, however, it proves difficult to find at times as Twilight Highlands is often *very* populated (hence why Whiptail farming is best).

The most efficient route for gathering Twilight Jasmine is below, however, it truly is almost anywhere in the zone, so this map *will not encompass all the herbs*.

The circuit can pretty much begin anywhere you like, this map in particular favors Horde, as it starts just outside their starting city, but Alliance will have no trouble starting from the same area as well. Also, an optional extension is to follow the orange line through the Obsidian Forest as there is quite a bit of Cinderbloom there! The route is really fairly simple, but keep in mind it may be very picked over by levelers!

NOTE: Be careful around Grim Batol as *many* mobs sometimes tend to agro and running back from a graveyard will definitely put a dent in your farming!

Heartblossom



Heartblossom is a mid level herb only found in Deepholm. It is not usually very expensive, however, it mills excellently. It also is *very* easy to farm. Twilight Highlands' herb density is nowhere close to Deepholm's - not to mention far less populated.

NOTE: Look for the Pale Roost and Needlerock Chasm as they have herbs ALL THROUGHOUT. Take a minute while on your route to fly around these areas.

Orange marks an optional extension to gather cinderbloom near Deathwing's Fall and picks back up again at the Crimson Expanse.

Cinderbloom/Azshara's Veil/Stormvine (aka Hyjal)



Hyjal is primarily Cinderbloom based, but you can also discover Azshara's Veil and Stormvine in some of the grassier areas too. Azshara's Veil and Stormvine can be found more commonly in Vashi'jr, but due to Vashi'jr movement restrictions I do not recommend farming there. For a map of herbs in Vashi'jr see [the Map Pack](#).

It doesn't really matter what part of the circuit you begin at in Hyjal as herbs are pretty common throughout most of the zone as well. Avoid the eastern most areas as they are mainly mining nodes and also don't spend too much time around Nordrassil as it is likely already picked over by questers.

NOTE: The pink designates an optional extra portion of the circuit, but it's quite a common questing path so I wouldn't recommend taking it if there are many other players around questing as it too will likely be picked over.

Mining

Mining is another gathering profession centered on the collection of ore from veins within the ground. There are many different types of ore in Azeroth and mining has long been a loved profession for gold makers and the like. Miners not only have the ability to collect ore, but they can also smelt it into bars. Blacksmithing, Engineering, and Jewelcrafting all use mining as their primary source of raw goods.



NOTE: Mining nodes are most often found near mountains, rocks, cliffs or hills of some sort. They will *not* appear in large grassy areas, so don't both flying through a field veins are only to be found on the edges!

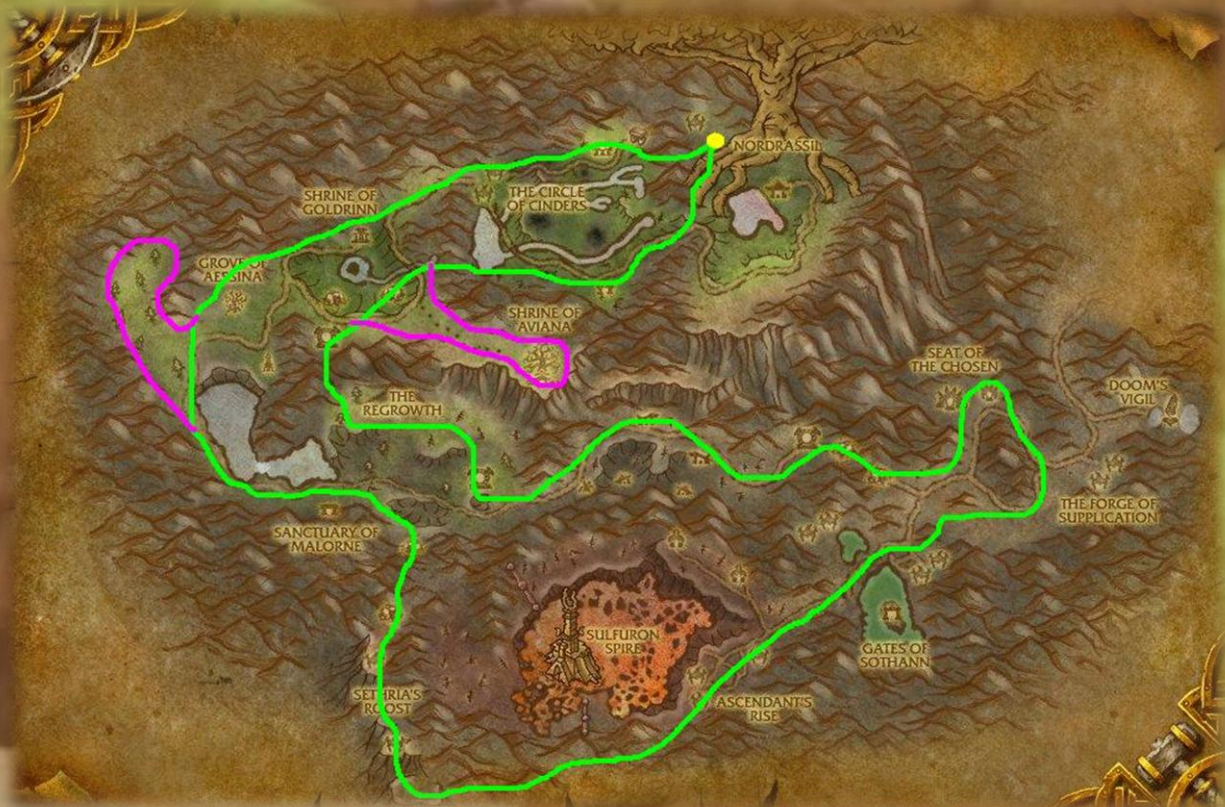
Consult the following chart for Ore/Zone/Mining Levels:

Ore	Zone	Level
Copper	Low Level (1-20)	1
Tin	Low Level (1-20)	65
Silver	Mid Level (20-40)	75
Iron	Mid Level (20-40)	125
Gold	Mid-Upper Level (30-50)	155
Mithril	Mid-Upper Level (30-50)	175
Truesilver	Mid-Upper Level (30-50)	205
Dark Iron	Searing Gorge, Burning Steppes, Molten Core, Blackrock Depths	230
Small Thorium	Upper Level (40-60)	230
Rich Thorium	Upper Level (40-60)	255
Fel Iron	Outlands	275
Adamantite	Outlands (Exclude Hellfire and Isle of Quel'Danas)	325
Rich Adamantite	Outlands (Exclude Hellfire, Zangarmarsh, and Isle of	350

	Quel'Danas)	
Khorium	Outlands, Isle of Quel'Danas	375
Cobalt	Borean Tundra, Dragonblight, Grizzly Hills, Howling Fjord and Zul'Drak	350
Rich Cobalt	Borean Tundra, Grizzly Hills, Howling Fjord and Zul'Drak	375
Saronite	Icecrown, Sholazar Basin and the Storm Peaks	400
Rich Saronite	Icecrown, Sholazar Basin and the Storm Peaks	425
Titanium	Icecrown, the Storm Peaks and Wintergrasp	450
Obsidium	Vash'jir, Hyjal and Deepholm	425
Rich Obsidium	Deepholm	450
Elementium	Deepholm, Uldum, Tol Barad and Twilight Highlands	475
Rich Elementium	Deepholm, Uldum, Tol Barad and Twilight Highlands	500
Pyrite	Uldum, Tol Barad, Twilight Highlands	525
Rich Pyrite	Tol Barad	525

Obsidium

Ore veins are slightly different from herbs, specifically in that they aren't nearly as zone dependant, most ore veins appear is several zones, not just one. In the case of Obsidium, however, Hyjal is the best place to farm. The route is quick, reasonably uninhabited by levelers at this point, and will yield a LOT of Obsidium.



Starting at Norddrassil, continue *along the mountains* almost all the way around the zone. Be sure at the Sanctuary of Malorne to take a quick right and head up to Sethria's Roost. There are usually several veins along the path through the mountains to Sethria's Roost and most players avoid this area unless they are actively quest. After that head back across the mountains towards Sulfuron Spire and Ascendant's Rise.

You'll want to continue through the mountains past Gates of Sothann and around the small mountains to the left of the Forge of Supplication. There are veins scattered all throughout this area against the rocks and it is most definitely worth the tiny extra loop.

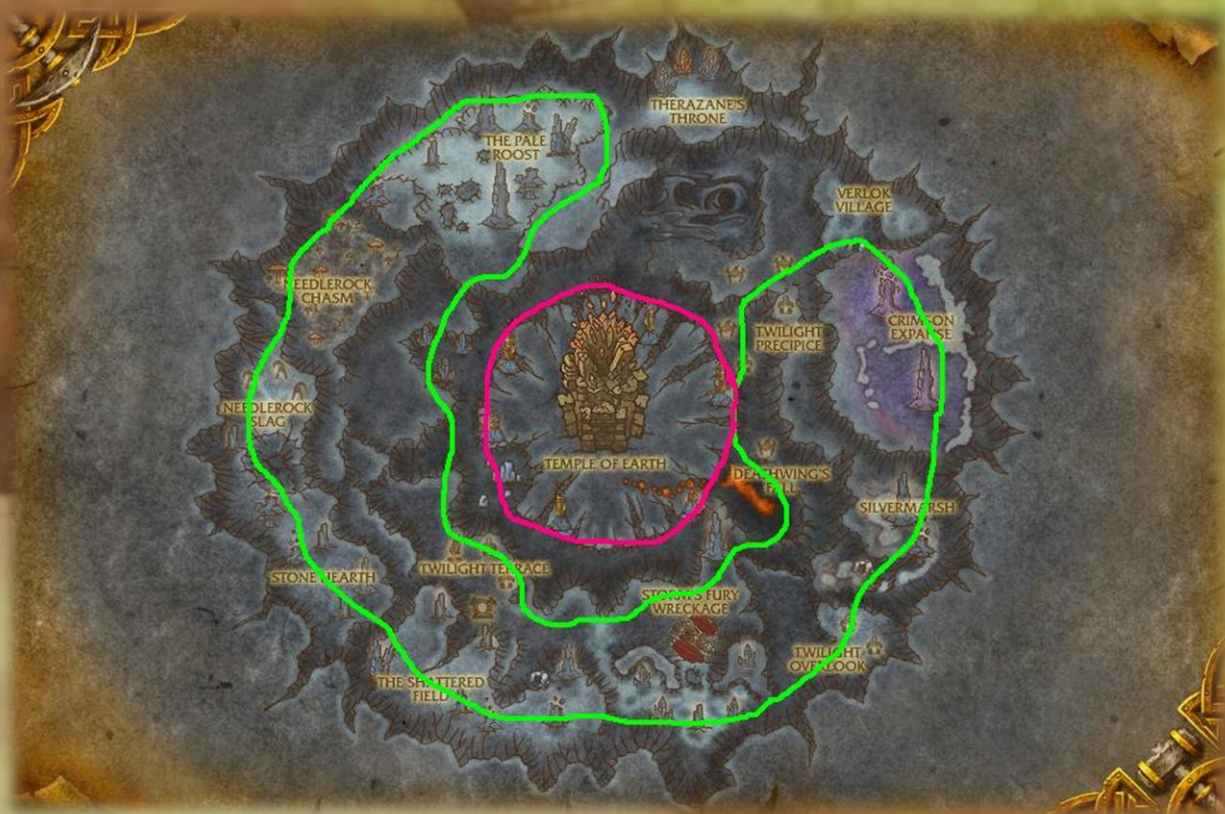
Continue back along the path between the mountains towards the Regrowth. THERE ARE LOTS OF MOBS HERE, LOW LEVELS BEWARE. After you pass the regrowth you can either return to Nordrassil and start over, or cut off that upper loop and just begin from the Shrine of Goldrinn.

Elementium

Elementium can be found in most Cataclysm zones, though there are three zones in particular that are excellent for farming it:

- 1) Deepholm (large amount of nodes, but mixed in with Obsidium)
- 2) Uldum (Lots of nodes found around cliffs/rivers, but few in most of the desert portions)
- 3) Twilight Highlands (large amount of nodes + frequent pyrite, but also a large amount of players)

Deepholm (also has a large amount of Obsidium)



The route can be picked up pretty much anywhere outside the Temple of Earth and loops around most of the map, leaving out only the cave area near Therazane's throne. Veins are scattered over almost all of the zone, so keep your eyes peeled. On the outer circuit be sure to fly close to the edges of the map, contrarily, while on the inner portion of the circuit fly down the middle, checking near questing areas. (Nodes are often concentrated in populated areas).

An optional circuit is to fly the circle around the Temple of Earth, it is slightly repetitive/out of the way from the rest of the mining route (you'll end up covering a significant amount of the same area, but DON'T try to cover it all at once... it will *not* work).

Uldum



Uldum's mining route is fairly straight forward – the majority of the nodes are close to the edges. Uldum is better with both mining and herbalism (for that map check out [the Map Pack](#)), however, it works fine with mining too, there just may be some dry patches.

There is an extra loop around the Temple of Uldum that doesn't quite fit, but it is definitely worth going down as you will likely find 4-6 extra nodes in this tiny little loop.

Twilight Highlands



Twilight Highlands is littered with nodes, but also with mobs, low levels should use caution when farming here. The route is much like the herbalism route, starting near Dragonmaw Port and heading along the cliffs up towards the Maw of Madeness.

At this point you can either follow the mountains down to Victor's Point, or take the *optional* circuit past Vermillion Redoubt and through the stretch to Grim Batol. **THE GRIM BATOL STRETCH HAS A VERY, VERY LARGE AMOUNT OF MOBS.** Be very careful if you choose this route, it is covered with Elementium, but it is very possible even a geared max level will be killed here.

Regardless of which you choose, join back up with the route around the Bastion of Twilight and towards Crushblow. Circle into the Obsidian Forest slightly before swinging by Bloodgulch and completing the circuit.

Elementium Depths

Elementium Depths are a little known farming spot for a large amount of quick ore. It is best farmed early in the mornings or during weekdays when very few other players are around. It is located in the [South West corner](#) of the Twilight Highlands, below the Bastion of Twilight. This mine has the most concentrated, fastest spawning Elementium and Pyrite nodes of pretty much anywhere in the game (the respawn rate was recently hotfixed, yet it still remains better than about anywhere else). Unfortunately, it also has a very large concentration of mobs and usually a large concentration of other players (you learn about it while questing if you get that far in the Twilight Highlands).

NOTE: The large density of mobs makes it hard for some classes, but STEALTH classes will do *very* well here.

Low Level Mining

Due to the three professions that all use a large amount of ore for leveling, low level ore sells much better than low level herbs. You will still face undercutters and levelers willing to undercut, but if you keep an eye on the market you can likely do an easy reset.

Thorium is about the only low level ore that sells well across all servers, and will be the only low level ore discussed here. For detailed maps/farming instructions for *other* ores/zones see [the Map Pack](#).

Thorium

Thorium is an excellent source of gold, especially since the introduction of flight to Azeroth. It is easy to farm, rarely farmed by others and has many uses. Thorium can be farmed in most high level (50-60) zones, but is best farmed in Silithus,

Silithus



The Silithus mining route is about as straight forward as they get. It also can be started almost anywhere. Essentially, the route is a giant square. You'll want to avoid most of the middle area and concentrate on the outer edges instead.

The hives are also rich with Thorium, but require you to dismount and adventure through them (NOT worth the time if you don't already know the way around these hives...). If you are proficient at navigating these caves they often hold very un-touched Thorium deposits and have fairly quick respawn rates.

Blasted Lands

Blasted Lands are also another alternative for Thorium farming, and perhaps the best next to Silithus. Silithus has been gaining popularity after the Shattering both with levelers and with high level farmers, potentially making it very crowded at times.



Blasted Lands is a quick farming route, shouldn't take long even on a ground mount. Beginning at Dreadmaul Hold (you can start anywhere you like), stick close to the cliffs down past Dreadmaul Post before taking a slight right as you reach the Tainted Forest. Stick close to the edges until you get to

Surwich in which case follow the lake up to Sunveil Excursion. At this point just go along the cliffs until you're all the way around near the Dark Portal. Take a sharp right and follow the cliffs back to the start!

Special Ores

Besides the commonly found ores listed, there are also several types of special ore. There are two main types of special ores to be aware of:

- 1) **Quest Ore** – Ore that is used for a specific quest(s) that is NOT soulbound. On occasion players will look to buy these types of ore on the Auction House and it can be profitable to sell them. Check your server's AH to see if any of them sell well. This is a great way to make gold for low levels. Quest Ores include:
 - a. Incendicite Ore (Alliance only quest, can be found in the cave to the North West of Slabchisel's survey)
 - b. Lesser Bloodstone Ore (Alliance only quest, can be found in Drywhisker Gorge in the North East corner of Arathi Highlands)
 - c. Indurium Ore (REMOVED WITH PATCH 4.0.3a)
 - d. Rethban Ore (Alliance only quest, can be found in Rethban caverns to the North of Lakeshire. Drops off Gnoll mobs in the area too)
 - e. Nethercite Ore (Used for the quest *Blood Oath of the Netherwing* in Shadowmoon Valley. Quest can only be obtained and veins can only be mined with a mining skill of 350. Found on Netherwing Ledge and in the Netherwing Mines)
- 2) **Rare Ore** – Ore that has a possibility of spawning in place of a companion ore(s) that is rare. Rare Ores include:
 - a. Silver – spawn in place of TIN veins.
 - b. Gold – spawn in place of IRON veins.
 - c. Truesilver – spawn in place of MITHRIL and THORIUM veins.
 - d. Khorium – spawn in place of FEL IRON and ADAMANTITE veins.
 - e. Titanium – spawn in place of COBALT and SARONITE veins.
 - f. Pyrite – spawn in place of OBSIDIUM and ELEMENTIUM veins.

Smelting

Miners also have the unique ability to *smelt* ore into bars. Bars often sell for slightly more than the raw ore (though often times not in the quantities or time that ore is sellable in).

It is possible to make more gold by simply smelting into bars, but much of the time it is quicker, easier and in the long run more profitable (think of how much time you waste smelting, then waiting even longer for the bars to sell vs. the ore!).

There are several bars though that require additional materials and can be quite profitable to the right customers. These special bars are listed in the table below:

Bar	Materials
Enchanted Thorium Bar	1x Thorium Bar 3x Dream Dust
Enchanted Elementium Bar	1x Elementium Ingot 10x Arcanite Bar 1x Fiery Core 3x Elemental Flux
Felsteel Bar	3x Fel Iron Bar 2x Eternium Bar
Hardened Adamantite Bar	10x Adamantite Bar
Hardened Khorium Bar	3x Khorium Bar 1x Hardened Adamantite Bar
Titansteel Bar	8x Titanium Bar

Many of these bars are slightly outdate (though can still be very profitable), however, it is quite likely that in a later Cataclysm patch more special bars will be available, providing even more opportunities for Mining to make gold.

Skinning

Skinning is the last (and often least popular) of the gathering professions. Because its reagents are only used for one profession many players underestimate the value of it. However, leatherworkers craft items that can be used by druids, rogues, hunters and shamans.

This makes Leatherworking a very profitable profession and skinning even more profitable due to the lack of players who have it! I have personally found skinning to be slightly more time consuming than the rest, but also almost certainly the most profitable.

Skinning is rather straight forward. There are several different kinds of leather which are skinned from the corpse of various creatures of a certain level. The level ranges are as follows:

Leather	Level Range
Light	5-27
Medium	15-38
Heavy	26-46

Thick	35-58
Rugged	45-60
Knothide	58-70 (Outlands only)
Borean	70-80 (Northrend Only)
Savage	80-85 (Cataclysm Only)

There are also several types of special leather that are only skinned from specific types of creatures:

Leather	Skinned From
Thick Clefthoof Leather	Clefthoof, Clefthoof Calf, Aged Clefthoof, Clefthoof Bull – Outlands
Cobra Scales	Shadow Serpent, Coilskar Cobra, Twilight Serpent – Outlands
Deepsea Scale	Sea Creatures – Cataclysm
Blackened Dragonscale	Dragonkin – Cataclysm

The remaining types of leather are:

- ~~Wind Scales~~
- ~~Nether Dragonscales~~
- Icy Dragonscale
- Nerubian Chitin

These leathers are specialized types of leather from older expansions. The first two have absolutely 0 use anymore as they were only made to craft old epics, however, the last two can be used in the creation of leg armors, which older ones still occasionally sell well to twinks.

Tailing

Unfortunately, skinning (unlike other gathering profession) requires players to slay mobs before they can be skinned, this makes the process farm more time consuming. The nice thing, however, is that skinners can skin the corpse of a creature someone else killed!

One of the best things to happen to a skinner is when you stumble upon a place littered with skinnable corpse. Most of the time this happens around quest areas where players must kill certain creatures but since they do not have skinning, they simply leave the corpse there. Take full advantage of this, even ask in general chat if someone is doing a quest and offer to help! This will save you boatloads of time and will ensure an enormous supply of leather for a very quick farming session.

Classic Leather

Classic WoW leather is not usually very profitable to farm, however, certain types still fetch quite a high amount on the auction house. Make sure you research prices on your server before wasting your time farming leather that will sell for very little.

Light Leather

Light Leather can be obtained from any skinnable creature level 5-27. You will have the best luck with creatures level 10 and above as they have little to no chance to drop Ruined Leather Scraps (which require (3) scraps and a leatherworker to turn into Light Leather).

NOTE: IT IS NOT WORTH FARMING THIS. Too many very low levels can farm light leather and the price on the auction house is rarely more than a few gold a stack. You will have much better luck farming higher level leather.

If you do insist on farming Light Leather your best bet is either Ashenvale or Azshara. Ashenvale is pretty much covered with skinnable creatures so anywhere should work fine – just stay away from opposing faction's towns if you're low level. Stick to the South East part of Azshara if you're farming there and focus on the Dragonkin.

Medium Leather

Medium Leather is much like light leather, not profitable. However, occasionally a lack of it on the auction house will allow you to sell some at a hefty mark-up.

In order to maximize your profit with Medium Leather you will want to farm in either Hillsbrad Foothills, or the Wetlands. The reason for this is both of these zones have a chance to drop pets. The chance is small, but it can turn a long day of skinning into a very, very profitable one when a 5000g pet drops.

In the Wetlands focus on the area just Southeast of Greenwarden's Grove. This area is populated with lots and lots of Dragon Whelplings, which drop not only plenty of medium leather but have the chance to drop not just 1, but 2



rare pets (see non combat pets section).

In Hillsbrad Foothills focus on the snowy area just south of the Ruins of Alterac. This area has a large amount of Yetis which are easy to kill (if you're low level) and also drop a little bit of silver too. While in Hillsbrad Foothills you will have a chance to get a Black Tabby cat as a zone drop. This pet was previously only available to Horde, but the zone wide drop has made it accessible to everyone.

Heavy Leather

Heavy Leather is the beginning of profitable skinning. It is dropped by creatures level 26-46 (though 35+ will yield best results). Again, we will be focusing on mobs that also have a chance to drop rare

vanity pets. The raptors around Grom'Gol Base Camp make an excellent target. The raptors are the target of several quests, so if you're lucky there should already be some corpses littering the ground when you arrive. The raptors also have a chance to drop 2 separate vanity pets (see non-combat pet section) – the Hyancith McCaw and the Razzashi Hatchling.



Thick Leather

Thick Leather is found on creatures level 38-50. You will have best luck around the 40-45 range. Thick Leather doesn't appear on the auction house nearly as much as most leather. This makes it quite profitable, however, it also is not in extreme demand for leveling leatherworking so you have to catch it at the right moment.

There are several excellent farming spots for Thick Leather. The first is in the Hinterlands. Along the eastern shore there are roaming Turtles. These turtles populate pretty much the entire coast area and as an added bonus NO ONE is ever in the Hinterlands. You should be

able to easily start at one end and go up and down the entire coast without too much



mount time. If you're having trouble finding the turtles make sure you check in the actual water itself as they wander between the shore and underwater slightly.

The other area to farm Thick Leather is in Ungoro Crater. The entire map is populated with dinosaurs that all skin quite nicely into Thick Leather or Rugged Leather. The area shown is one of the most densely populated areas and is also where Ravasaur Matriarch's nest spawns (another non-combat pet!).

A little known fact by players is that the Rams/Wolves in Alterac Valley also drop Thick Leather. If you're looking to make some gold while leveling you can always queue up for Alterac Valley and just go on a skinning rampage. It gives you honor, experience and leather all at the same time!

Rugged Leather

Rugged Leather is the last of the original WoW leathers. Despite its limited use, there are several leveling recipes that require it, making it profitable. Most players get to Outlands as soon as they can so many mobs that drop it are left untouched.



There are two farming spots for Rugged Leather mainly. The first is in Winterspring. Just south east of Everlook there is a large Yeti cave. This cave is densely populated and rarely visited. You should be able to clear it out, skin it and have more respawns by the time you're done.

Outlands

Knothide Leather

There is only one main type of leather in Outlands: Knothide. Knothide Leather can be found from pretty much any skinnable creature in Outlands, however, you'll want to stick the higher level variety when possible to avoid the chance of getting Ruined Knothide Scraps. The absolute best place to farm Knothide Leather is in the instance, the Black Morass, also known as Opening the Dark Portal. This instance is located inside the Caverns of Time.

The entire instance is backed to the bring with non-elite skinnable creatures. There is one catch, however, and that is that you must avoid starting the event and causing bosses to spawn (unless of course, you wish to solo the instance – doable, though don't waste a run by wiping and getting a nasty repair bill). The red portion of the map



designates roughly the area in which entering will trigger the event to start. Everywhere else in the instance is fair game. Many different swamp creatures dwell throughout the Black Morass and make excellent high level skinning targets for Knothide Leather.

Cobra Scales

Cobra Scales are a special type of leather found from very specific serpents in Outlands. These scales are a low drop rate as well as a low respawn rate for the most part. They are necessary, though, to craft Cobra Scale Leg Armor and Nethercobra Leg Armor, the primary leg enchants during the Burning Crusade. These leg enchants are still profitable today because many level 70 twinks use them. You should find a steady market for cobra scales due to the fact that no one else farms them but there is a decent demand for the leg armor. There are 3 mobs that can be skinned to drop Cobra Scales:

- Shadow Serpent
- Coilskar Cobra
- Twilight Serpent

Twilight Serpents are the most desirable; they are easiest to find, closest together and fastest respawn. These snakes are found in the western most part of Nagrand, in an area known as Twilight Ridge. This area is across the mountains from the two Forge Camps. The snakes randomly roam around the Twilight camps, though you will have the most luck in the north eastern portion. If you aren't max level keep an eye out for patting elites as there are a few in the area.



Don't get discouraged by the low drop rates – even at 85 these take a long time to farm. A few cobra scales can net quite a hefty profit though.

Thick Clefthoof Leather

Thick Clefthoof Leather is the other rare Outlands leather. It is found exclusively off Clefthoof beasts. There are 4 types of Clefthoofs:

- Clefthoof
- Clefthoof Calf
- Aged Clefthoof
- Clefthoof Bull

Like Cobra Scales these are used in the creation of Burning Crusade Leg armors.



The best place to farm these is in Nagrand (there are only a select few Clefthoofs outside Nagrand) just south of the Laughing Skull Ruins and to the east of Garadar. There are a number of Clefthoofs and Clefthoof Bulls in this area and you should be able to get from one to another without too much mount time.

Northrend

Borean Leather

Borean Leather can be skinned from Northrend level creatures. Level 75+ creatures will not drop Borean Leather Scraps. The best place to farm Borean Leather is in Sholazar Basin. The entire zone is full of skinnable creatures. You'll want to focus on the south eastern edge of the Basin where you will find Hardknuckle Gorillas. These Gorillas are grouped up very nicely in the areas south of the river.



Icy Dragonscale

Icy Scales are much like Cobra Scales/Thick Clefthoof Leather – they are a rare form of leather obtained from specific mobs and used in the craft of leg armor. The leg armor crafted with these is from Wrath of the Lich King, meaning it does have required level of 80. Because of this, most players don't both to pick them up. These scales are NOT especially profitable. Unless you can tell there is a large market for them on your server or are specifically farming them for someone don't do it just for the sake of having some. They will likely not sell well.

That being said, if you do plan to farm them your best bet is the area just north west of Brunnhildar Village in Storm Peaks. This area has a large amount of Stormpeak Wyrms perched and flying around the area. These dragons have some of the highest drop chance for Icy Dragonscales and there are plenty in the area. If you are having trouble finding some check along the mountain range bordering Brunnhildar. As a bonus this is also the area where the Time Lost Proto-Drake spawns, so keep an eye out for him as well!



Nerubian Chitin

Nerubian Chitin is in the same boat as Icy Dragonscales, only used in the creation of level 80 leg armor. Like the Dragonscales, these should not be farmed unless you are certain you will have a buyer because they likely will not sell well. Any Nerubian-skinable creature has the chance to drop these. The best area I've found to farm these is just south of Kolramas in Zul Drak. The drop rate is slightly less than some other areas, but it has a large concentration of mobs and the best respawn rate.



Arctic Fur

Arctic Fur cannot be farmed; however, it is worth pointed out its profitability. It has approximately a 2% drop rate from any Northrend creature when skinned. Arctic Fur is used in the creation of many Wrath of the Lich King leatherworking recipes. More importantly, it is used in the creation of the Mechano-hog/Meknigeer's Chopper. Most people making the Choppers will not be skimmers/will not want to spend the time farming these at a 1-2% drop rate. This means you can profit greatly from these. Keep this in mind whenever you get one or see one on the auction house!

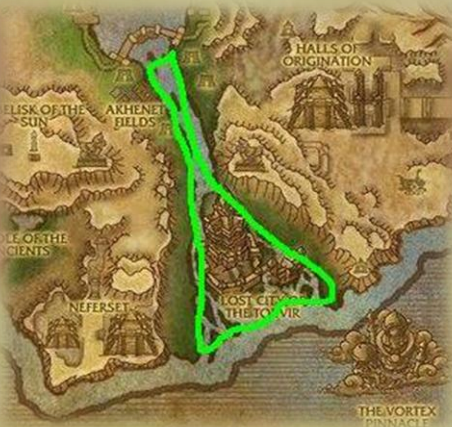
Cataclysm

Savage Leather

Savage Leather is the key type of leather you will likely be farming. It drops from any 80+ skinable creature in Cataclysm. I recommend farmed for another form of Cataclysm Leather, Blackened Dragonscales, at the same time. The same mobs that have a chance to drop Dragonscales also drop a large amount of leather, meaning you can kill two birds with one stone. These mobs are located in the southern part of Twilight Highlands in the Obsidian Forest. All of the dragonkin in this area have an excellent drop



rate for Savage Leather as well as Dragonscales. They also have a chance to drop *Bloated Stomachs*. These stomachs contain 1-4 of a random volatile. Not especially profitable (they have a pretty low drop rate), but still, a nice bonus to add to your skinning. These mobs do require 500+ skinning to skin.



Your other option for Savage Leather skinning is Uldum. Uldum is great because the area you will be skinning in is a populated questing area, meaning there will be plenty of already slain corpses to skin! You'll want to focus on the area along the river banks south of Ramkahen. This entire area is populated with Crosolisks that are part of one of the Uldum introductory quests. You can pretty much start at one end and skin your entire way down around the Lost City of the Tol'vir without ever stopping to take a breath. This area has around the same drop rate as the Obsidian Forest, however, it lacks the chance for Bloated Stomachs or Dragonscales. Still, if you catch it during a questing time you can likely do quite a bit of skinning in a very short amount of time.

Blackened Dragonscale

As mentioned earlier, Blackened Dragonscales are one of the rare forms of leather in Cataclysm. These are skinned from pretty much any dragonkin in Cataclysm zones. The best place to farm these are in the Obsidian Forest in southern Twilight Highlands. These have a large chance to drop both scales and Savage Leather. Watch out for aggroing too many as they are max level and some of the spellcasters hurt!

Deepsea Scale

Deepsea Scales are the other rare form of leather in Cataclysm. Deepsea Scales are only used for a very small amount of recipes. They may still be profitable on the auction house, but keep in mind that they aren't especially useful even if they are rare. The one nice thing is that



each recipe that does require them requires several stacks. If you are wishing to farm these head back to Twilight Highlands, but this time fly north to Krazzworks.

The waters around Krazzworks are full of Frenzied Threshers. These are underwater beasts to be prepared for extensive underwater explorations. The entire island is surrounded so you should be able to make an easy circle around the island skinning.

Pristine Hide

Pristine Hides are much like Arctic Furs from Wrath of the Lich King. There is no particular way to farm them, but they do have about a 1-2% drop rate from any skinned mob. You will also have a greater chance if you skin elites/bosses.

Pairing Up

Skinning works well with Leatherworking, of course. It also works well with Engineering because of the Electro Static Condenser which allows Engineers to gather Volatile Air while skinning, mining, or herbing. Besides those Skinning also pairs well with other gather professions.

Skinning is a very nice money maker and really goes quite well with anything. The amount of gold you can make off skinning outweighs that of the other gathering professions so you can pair it up with pretty much any crafting, buy all the materials and still come out ahead.

Alchemy

Alchemy is the profession of crafting potions, elixirs, flasks and cauldrons from herbs. They also have the unique ability to transmute one item into another (though on a cool down). Alchemy is incredibly profitable, often due to raiding players. List at peak raid times for best results (at least for most alchemy-created items)!

Specialization

Alchemists have the ability to train a specialization, granting them extra 'procs' randomly when crafting their specialized types of items. Once you reach level 68 and have an alchemy skill of 325 or higher you are eligible to train a specialization. There are three types of specializations:

- 1) Elixir (Flasks are included)
- 2) Potion
- 3) Transmute

For information on how to specialize see the [extra information guide](#). You should mainly be crafting items in your specialization, as you have the chance for large amounts of gold off extra procs. Any time you create an item of your specialization you have the chance to create 1-6 extra of each item.

Choosing Your Specialization

Your specialization choice is really a personal choice; you can make as much gold with one specialization as with another. Just as a warning, however, remember that transmute specialization can make you a large amount of gold, but it also can only be used once a day vs. unlimited amounts of potions or elixirs.

Profitable Elixirs and Flasks

Elixirs and flasks are always in constant demand due to raiders. Now, by putting two and two together you can greatly increase your profit by posting your Elixirs and Flasks around the times that raiders usually play (at night, on Tuesdays, etc). Below is a list of profitable elixirs and flasks to craft:

Elixirs:

Elixir	Use	Materials Required
Ghost Elixir	Increase spirit by 225 for 1 hour	(2) Cinderbloom, (1) Crystal Vial
Elixir of the Naga	Increase expertise rating by 225 for 1 hour	(1) Stormvine, (1) Azshara's Veil, (1) Crystal Vial

Elixir of the Cobra	Increase critical strike rating by 225 for 1 hour	(1) Azshara's Veil, (1) Cinderbloom, (1) Crystal Vial
Elixir of Deep Earth	Increase armor by 900 for 1 hour	(2) Heartblossom, (1) Crystal Vial
Elixir of Impossible Accuracy	Increase hit rating by 225 for 1 hour	(1) Cinderbloom, (1) Heartblossom, (1) Crystal Vial
Elixir of Mighty Speed	Increase haste rating by 225 for 1 hour	(1) Stormvine, (1) Twilight Jasmine, (1) Crystal Vial
Elixir of the Master	Increase mastery rating by 225 for 1 hour	(1) Twilight Jasmine, (1) Heartblossom, (1) Crystal Vial

Elixirs can be very profitable and as a plus require very few materials. Unfortunately, they dissipate upon death, so most raiders choose flasks instead. Elixirs *will* sell, but you will need to post them in large stacks of 5-20 to move very many of them.

Elixir of Giant Growth

Elixir of Giant Growth is a low level elixir that gives the user 8 strength as well as making their character bigger in size. This elixir is a favorite of twinks, banks alts and players just have fun. The materials are (1) Deviate Fish, (1) Earth Root, (1) Crystal Vial. The pattern is a world drop but can often be found on the auction house for very little. Consider buying out these materials when prices are low as Elixirs of Giant Growth can often fetch 5-10g+ each.

Flasks:

Flask	Use	Materials
Flask of Draconic Mind	Increase intellect by 300 for 1 hour	(8) Volatile Life, (8) Stormvine, (8) Twilight Jasmine
Flask of Flowing Water	Increase spirit by 300 for 1 hour	(8) Volatile Life, (8) Stormvine, (8) Heartblossom
Flask of Steelskin	Increase stamina by 450 for 1 hour	(8) Volatile Life, (8) Cinderbloom, (8) Twilight Jasmine
Flask of Titanic Strength	Increase strength by 300 for 1 hour	(8) Volatile Life, (8) Stormvine, (8) Whiptail
Flask of Winds	Increase agility by 300 for 1 hour	(8) Volatile Life, (8) Cinderbloom, (8) Whiptail

Flasks are a tad more material heavy, but sell very well and persist through death. Like most alchemy-created items, flasks sell best just before peak raid times and earlier in the week vs. later.

Flasks of Draconic Mind, Winds and Strength will sell best most of the time. Steelskin and Flowing Water are primarily used by tanks and healers of which there are far less in each raid group than dps.

Profitable Potions

Potion	Use	Materials
Deathbloom Venom	Chance to strike attackers for 2000 damage for 8 seconds	(1) Stormvine, (1) Azshara's Veil, (1) Crystal Vial
Earthen Potion	Increase armor by 4800 for 25 seconds	(2) Stormvine, (1) Crystal Vial
Golemblood Potion	Increase strength by 1200 for 25 seconds	(1) Volatile Life, (1) Heartblossom, (1) Crystal Vial
Mighty Rejuvenation Potion	Restores 8000 mana and health	(2) Whiptail, (1) Crystal Vial
Mythical Healing Potion	Restores 21000 health	(1) Volatile Life, (2) Twilight Jasmine, (1) Crystal Vial
Mythical Mana Potion	Restores 10000 mana	(1) Cinderbloom, (2) Whiptail, (1) Crystal Vial
Potion of Concentration	Restores 22000 mana over 10 seconds but leaves the user defenseless	(2) Azshara's Veil, (1) Crystal Vial
Potion of Illusion	Transforms user to look like someone else	(3) Volatile Life, (1) Azshara's Veil, (1) Crystal Vial [Makes 1-2]
Potion of the Tol'vir	Increase agility by 1200 for 25 seconds	(1) Stormvine, (1) Whiptail, (1) Crystal Vial
Volcanic Potion	Increase intellect by 1200 for 25 seconds	(1) Cinderbloom, (1) Azshara's Veil, (1) Crystal Vial

Potions are much more profitable than most people think. Raiders use them, levelers use them, pvpers use them. Not to mention they're low material cost. Combine that with Potion Specialization and you can make a large amount of potions for *very* little cost.

Special Potions

There are two potions in particular that are not part of the normal cataclysm regiment. These two potions are Potion of Treasure Finding and Potion of Swiftess.

Potion of Treasure Finding

Potion of Treasure Finding grants the user extra loot when looting mobs in Cataclysm zones. The potion's materials are:

- (8) Volatile Life
- (6) Heartblossom
- (4) Stormvine
- (4) Whiptail

These potions are very costly, but also very rewarding. They give mobs a chance to drop a *Tiny Treasure Chest*. These chests contain 2-5g, a medium amount of Embersilk Cloth and the possibility to drop volatiles. They also are known to randomly contain Jewel Crafting Meta Gem patterns (5000g+).

See [this section](#) in the farmable portion of the guide for good spots if you intend to use these yourself.

Potions of Treasure Finding can be useful for you if you intend to farm mobs, otherwise they also are one of the highest selling potions on the auction house. If you have some extra materials laying around and are feeling lucky, a proc on these could easily net you 5-600g and unlike xmites, you can craft these all day long.

Potion of Swiftiness

Potion of Swiftiness is a low level potion that increases the user's speed temporarily. The materials for Swiftiness Potion are:

- (1) Briarthorn
- (1) Swiftthistle
- (1) Crystal Vial

The materials are usually fairly inexpensive and depending on how many people are using them on your server, they usually sell for anywhere between 25-100g per stack of 5. If you notice Briarthorn or Swiftthistle is especially low on the Auction House, buy up a batch and whip up some swiftiness potions. These sell quite well to levelers and as long as too many competitors aren't raining on your parade you can keep a fair amount of these on the auction house and make quite a steady stream of income.

Profitable Transmutations

Transmutations are an excellent source of gold. You can choose to transmute items yourself or just sell your cooldown for a nice sum of gold each day.

Transmute	Materials
Living Elements (random 14-16 Volatile Fire, Water or Air)	15 Volatile Life
Shadowspirit Diamond x2	(3) Alicite, (3) Nightstone, (3) Zephyrite, (3)

	Carnelian, (3) Hessonite, (3) Jasper
Truegold	(10) Volatile Fire, (10) Volatile Air, (10) Volatile Water, (3) Pyrium bar

The three above transmutes are the main Cataclysm transmutes. We'll be going through them 1 by 1 because all are great options for making gold.

Living Elements

Living Elements transmutes 15 Volatile Life into 14-16 Volatile Fire, Water or Air. This is an awesome transmute if you are transmute specialized. Since are able to proc 1-6 times the 14-16 Volatiles! This means if you were lucky enough to get a large proc you could easily net 50+ Volatile Airs for only 15 Volatile Lifes.

This is best if the price of Volatile Life falls far below other Volatiles on your server and is also far, far, better when combined with a transmute specialized alchemist.

Living Elements *does* share a cooldown with other transmutations.

Shadowspirit Diamond

Shadowspirit Diamonds are one of the absolute best possible ways to make gold as an alchemist. These gems are used for the Cataclysm Meta raw gems. The nice thing about these is that their material cost is relatively low (on my server gems don't usually sell for more than 5-10g per, making a final cost of easily less than 150g) and the transmute makes 2 of them *without* a proc.

The other thing about Shadowspirit Diamonds is they are *not* on a shared transmute cooldown. You can make as many as you'd like (just don't flood the market!)

You can make money selling your transmute (as many as you want, since they're not on CD!) or by shuffling gems into Diamonds! Easy, quick, simple way to turn cheap gems into valuable gems. Not to mention if you are lucky enough to proc, you can make up to 12 of these at once!!

Truegold

Truegold is the bread and butter of Cataclysm crafting. Almost any high level crafting recipe will require several of them. Like Titansteel bars in Wrath of the Lich King, it is quite material heavy by is used in many crafting recipes.

Watch trade chat for more than 15 minutes and you're almost sure to see someone looking to buy a truegold xmute. Truegold shares the transmute cooldown, but it is often the most demanded xmute. Truegold is also the most expensive item that is transmutable, meaning if you proc you will make the most gold off of it. At the same time, this does *not* mean it will make the most profit without procing, be sure to check your servers prices first.

Truegold's are almost always a good investment, at least until Cataclysm ends. Whenever new crafting recipes are released truegold's price will typically shoot up.

NOTE: Truegolts are an excellent item to stockpile before patches!!

Vial of the Sands

Alchemists have one other trick up their sleeves besides their typical consumables and transmutations. Vial of the Sands is a mount that transforms the user into a Sandstone Drake capable of carrying 1 other player.

The mount is created with Alchemy; however the recipe is obtained through Archaeology (see Archaeology section). It is very, very material heavy. Much like the Mechanohog, it requires certain materials that can only be purchased from vendors. These materials cost upwards of 25,000g alone.

Vial of the Sands can sell for large amounts of gold; it is usually one of the highest selling single items on the Auction house. CAUTION: Vial of the Sands can reward you with significant profit but it is also a very costly investment and it can take a very long amount of time to sell (players don't usually drop 50k on a whim).

For Alchemists in particular, though, a *lot* of gold can be made from crafting this for people. Players who want the mount themselves or are crafting it to sell give very large tips for crafting this mount.

Pairing Up

Alchemy has rather limited options for suitable pairing profession:

- 1) Herbalism
 - Herbs are the primary resources for Alchemy, making it an obvious choice for Alchemists' secondary profession. It can greatly reduce Alchemists' costs to farm their own materials.
- 2) Jewel Crafting
 - Jewel Crafting is a slight stretch for pairing with Alchemy, there are not an extraordinary amount of benefits from it, however, prospecting and transmuting shadowspirit diamonds can be a lucrative trade if done correctly, and is a nice way to use some of those less profitable gems.

Blacksmithing

Blacksmithing is the art of turning smelted bars into hardened and powerful armor. Blacksmith's also possess the ability to craft item-enhancing accessories and enchanting rods.

Profitable Item Enhancements

Item	Use	Materials
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Ebonsteel Belt Buckle	Adds an additional prismatic socket to your belt	(4) Volatile Earth, (4) Elementium Bars, (4) Pyrium Bars
Elementium Shield Spike	Attaches an Elementium Shield Spike to your shield that deals 90 to 133 damage upon blocking	(15) Elementium Bars
Pyrium Shield Spike	Attaches a Pyrium Shield Spike to your shield that deals 280 damage upon blocking	(5) Pyrium Bars
Pyrium Weapon Chain	Attaches a Pyrium Weapon Chain to your weapon, reducing disarm duration by 60% and adding 40 hit rating	(1) Pyrium Bar

These item enhancements are used by many players. The two best sellers are:

- Ebonsteel Belt Buckle
- Pyrium Weapon Chain

Every max level player should have an Ebonsteel Belt Buckle and many PvPers will use the Weapon Chain to reduce disarm durations. Both have relatively low material costs, and there are often very few in the auction house, making it very easy to reset the market to your asking price.

Ebonsteel Belt Buckles and Weapon Chains will sell especially well during major patch releases (New gear, new enchants – and remember EVERYONE needs Belt Buckles).

Profitable Craftables

Crafting gear is often not a very lucrative trade. You can make a decent sum of gold if you have certain rare patterns to craft for players on demand, but simply making gear for the auction house will leave you with an awful lot of extra gear.

If you are planning to craft gear to sell, try to focus on max level gear. Do not craft leveling gear unless you are leveling Blacksmithing – too many materials, too low profit, too hard to sell.

Concentrate your efforts on either epics, or max level pvp gear, as it is about the only gear that players will constantly be demanding. Use Lil Sparky's Workshop or your own spreadsheet to track whether the raw materials are worth more than the final good.

Stormforged (Healing)

Item	Materials
Gauntlets	(6) Folded Obsidium*, (8) Volatile Earth

Bracers	(3) Folded Obsidium
Belt	(4) Folded Obsidium, (1) Volatile Earth
Boots	(5) Folded Obsidium
Shoulder	(2) Folded Obsidium, (8) Elementium Bars
Legguards	(2) Folded Obsidium, (8) Elementium Bars
Helm	(20) Elementium Bars, (8) Volatile Earths
Breastplate	(15) Elementium Bars
Shield	(10) Folded Obsidium, (4) Volatile Earth

* Folded Obsidium requires 2 Obsidium Bar to craft.

Redsteel (Damage)

Item	Materials
Bracers	(3) Folded Obsidium
Gauntlets	(3) Folded Obsidium
Belt	(4) Folded Obsidium, (1) Volatile Earth
Boots	(5) Folded Obsidium
Shoulders	(3) Folded Obsidium, (6) Elementium Bars
Legguards	(4) Folded Obsidium, (7) Elementium Bars
Breastplate	(15) Elementium Bars, (15) Volatile Earth
Helm	(15) Elementium Bars

Hardened Obsidium (Tanking)

Item	Materials
Gauntlets	(3) Folded Obsidium
Belt	(4) Folded Obsidium, (1) Volatile Earth
Boots	(5) Folded Obsidium
Shoulders	(5) Folded Obsidium, (15) Elementium Bars, (10) Volatile Earths
Helm	(4) Folded Obsidium, (15) Elementium, (5) Volatile Earth
Legguards	(2) Folded Obsidium, (10) Elementium Bars
Breastplate	(4) Folded Obsidium, (6) Elementium Bars

Bracers	(3) Folded Obsidium
Shield	(3) Folded Obsidium

Bloodied Pyrium

Item	Materials
Bracers	(8) Elementium Bars, (10) Volatile Fire
Gauntlets	(10) Elementium Bars, (10) Volatile Fire
Belt	(10) Elementium Bars, (10) Volatile Fire
Boots	(12) Elementium Bars, (10) Volatile Fire
Shoulders	(12) Elementium Bars, (10) Volatile Fire
Breastplate	(15) Elementium Bars, (10) Volatile Fire
Helm	(15) Elementium Bars, (10) Volatile Fire
Legguards	(15) Elementium Bars, (10) Volatile Fire

Ornate Pyrium

Item	Materials
Bracers	(8) Elementium Bars, (10) Volatile Water
Gauntlets	(10) Elementium Bars, (10) Volatile Water
Belt	(10) Elementium Bars, (10) Volatile Water
Boots	(12) Elementium Bars, (10) Volatile Water
Shoulders	(12) Elementium Bars, (10) Volatile Water
Breastplate	(15) Elementium Bars, (10) Volatile Water
Helm	(15) Elementium Bars, (10) Volatile Water
Legguards	(15) Elementium Bars, (10) Volatile Water

Blacksmithing is unfortunately not a great gold-making profession, besides the consumable item enhancements most of its benefit is decimated after players hit 85 and no longer wish to buy new gear. Your best bet will be to craft the PvP gear as players are willing to spend more on gear they think they'll use longer.

Enchanting Rods

Enchanting Rods are required in order to do new enchants and a new one is usually required every 50-75 levels. Luckily for Blacksmiths, all enchanters need these and Blacksmiths are the only way to create one of their raw materials!

Rod	Materials
Silver Rod	(1) Silver Bar, (2) Rough Grinding Stone
Golden Rod	(1) Gold Bar, (2) Coarse Grinding Stone
Truesilver Rod	(1) Truesilver Bar, (1) Heavy Grinding Stone
Arcanite Rod	(3) Arcanite Bar, (1) Dense Grinding Stone
Fel Iron Rod	(6) Fel Iron Bar
Adamantite Rod	(10) Adamantite Bar
Eternium Rod	(4) Eternium Bar
Titanium Rod	(2) Saronite Bar, (1) Titanium Bar
Elementium Rod	(15) Elementium Bar

Enchanting Rods are always in demand by those leveling enchanting as they cannot progress to higher enchants until they create their next rod. Few people make these to list on the auction house, and most people leveling enchanting would rather drop a 100g than find the materials, find a Blacksmith and make it themselves.

Their low material cost make them an excellent way to make some quick gold, especially when typical markets are failing to net you very much.

4.2 Patterns

The release of Firelands included a large new daily questing center with powerful rewards. It takes about 3-4 weeks for players to accumulate enough reputation and finish enough daily quests to unlock the vendors for the new 4.2 recipes. These recipes are for ilvl 365 Weapons:

Item	Description	Materials
Brainsplitter	1h Physical DPS Dagger	(8) Truegold, (2) Inferno Ruby, (3) Hardened Elementium Bar, (5) Chaos Orb
Elementium-Edged Scalper	1h Melee Axe	(8) Truegold, (8) Volatile Fire, (4) Hardened Elementium Bar, (5) Chaos Orb
Eightforged Elementium	1h Healing Mace	(8) Truegold, (30) Volatile

Hammer		Water, (5) Chaos Orb
Masterwork Elementium Death Blade	2h Melee Sword	(8) Truegold, (2) Ocean Sapphire, (4) Hardened Elementium Bar, (5) Chaos Orb
Masterwork Elementium Spellblade	1h Caster Dagger	(8) Truegold, (1) Ocean Sapphire, (2) Jasper, (1) Hardened Elementium Bar, (5) Chaos Orb
Pyrium Spellward	1h Physical DPS Sword	(8) Truegold, (1) ember Topaz, (3) Hardened Elementium Bar, (5) Chaos Orb
Unbreakable Guardian	1h Tanking Axe	(8) Truegold, (8) Zephyrite, (2) Heavy Savage Leather, (5) Chaos Orb
Witch Hunter's Harvester	2h Physical DPS Polearm	(8) Truegold, (6) Heavy Savage Leather, (4) Hardened Elementium Bar, (5) Chaos Orb

Pairing Up

Blacksmithing does well with:

- 1) Mining

Besides mining Blacksmithing doesn't provide nor does any other profession provide great benefits when paired with it. The vast majority of materials for Blacksmithing are ore and bars, both of which are received via Mining.

Enchanting

Enchanting is probably the single most profitable profession in the game. Although very hard (and/or expensive) to level, it nets significant amounts of gold, especially throughout the leveling process.

Enchanting is one of the few professions that makes large amounts of gold throughout the leveling process. Many players choose to level enchanting later, forcing them to purchase the materials on the auction house and driving up the price on low level enchanting materials too.

Leveling with Enchanting

If you pick up enchanting right from the beginning and level your character as you level enchanting you should be able to get most of your materials for leveling through quests. There may be a few occasions where you are forced to purchase materials on the auction house if you wish to keep your

enchancing level at the same speed as your leveling level, but for the most part it shouldn't cost much to level.

Now, the gold-making part of this scenario comes in once you reach Outlands/Northrend/Cataclysm Zones because these zones have far more quests and rewards than you need to level your enchancing and the excess mats can be sold a very nice additional profit (Instead of getting 10g per quest + a 10g green you'll be getting 10g per quest + 70g worth of enchancing materials!)

Questing @ Max Level

Questing at Max Level can be quite rewarding, but (like leveling) far more so if you are an enchanter. Most players find they can skip almost an entire zone's worth of quests – sometimes several zones if they level via instances or battlegrounds. This is an excellent strategy as it allows players to go back to these zones at max level and fly through the quests they have not done yet. Not only do these quests yield additional gold because the player is max level, but also can yield very large amounts of greens to disenchant.

In fact, if you are an enchanter this may be your best way to make gold once you hit 85. You will gain quite a bit of gold (plus rep which never hurts!), plus tons of greens to disenchant. It is also nice because you can do them very quickly and as many or as few as you want at a time.

I still remember using this strategy in Netherstorm back in BC and it worked like a charm even then!

Disenchancing

Assuming you have another profession besides enchancing (which I most certainly hope you do), you can also make a decent bit of gold by crafting items and disenchanting them (See Jewel Crafting Section). This works well with pretty much any crafting profession, especially since, if you are going to be crafting items to level that profession anyway, you will make quite a substantial amount more gold by disenchanting and selling the materials then trying to sell the items outright.

Another way to disenchant is through Auctioneer. Auctioneer has a nifty little feature that allows you to scan the auction house for greens that have a disenchant value of more than they are currently selling for. The mod calculates this by taking the average disenchant results of the item (using Enchantrix – it comes bundled with the auctioneer package) and then multiplying it by your current server prices. NOTE: THIS WILL ONLY WORK IF YOU HAVE CONSISTENT AND ACCURATE SCANS (see Auctioneer Section).

Scrolls

Enchancing Vellums can now be used to turn any enchant into a sellable enchant without having the person there to receive it.

Typically in the past a large amount of low level enchants were wasted while leveling just so the player didn't have to find new people to give the enchant to and try to request a tip every time. Now that we have scrolls, however, every enchant can be done directly to a scroll and sold later.

NOTE: There is no point in doing *every* enchant into a scroll as many low level enchants do *not* sell well – many for less than the price vellum itself.

Twink/Low Level Enchant Scrolls

Many low level enchants still sell excellently, though:

Name	Enchant	Materials	Source
Enchant Weapon – Fiery Weapon	Chance on Hit to strike enemy with 40 fire damage	(4) Small Radiant Shard, (1) Essence of Fire	Pyromancer Loregrain, Blackrock Depths (Drop)
Enchant Weapon – Mighty Intellect	+22 Intellect	(6) Large Brilliant Shard, (5) Eternal Essence, (20) Illusion Dust	Lokhtos Darkbargainer, Blackrock Depths, requires revered Thorium Brotherhood
Enchant Weapon – Agility	+15 Agility	(4) Large Brilliant Shard, (4) Essence of Air	Meilosh, Felwood, requires honored Timbermaw Hold
Enchant Weapon – Crusader	Chance on Hit to heal for 75-125 and increase strength by 100	(4) Large Brilliant Shard, (2) Righteous Orb	Scarlet Archmage or Scarlet Spellbinder, Eastern Plaguelands (drop – rare)
Enchant Weapon – Savagery	+70 Attack Power to 2h	(4) Large Prismatic Shard, (40) Arcane Dust	Shattered Hand Centurion, Shattered Halls (drop)
Enchant Weapon – Mongoose	Chance on Hit to increase agility by 120	(6) Void Crystal, (10) Large Prismatic Shard, (8) Greater Planar Essence, (40) Arcane Dust	Moroos, Karazhan (drop – 100%)
Enchant Weapon – Major Intellect	+30 Intellect	(2) Large Prismatic Shard, (10) greater Planar Essence	Sunfury Researcher, Netherstorm (drop)
Enchant Weapon – Agility	+35 Agility to 2h	(8) Large Prismatic Shard, (6) Greater Planar Essence, (20) Arcane Dust	Eredar Deathbringer, Arcatraz (drop)
Name	Enchant	Materials	Source
Enchant Chest – Major Health	+100 Health	(2) Small Brilliant Shard	Qia, Winterspring, Limited Supply

Enchant Chest – Major Mana	+100 Mana	(8) Illusion Dust	Scarlet Enchanter, Eastern Plaguelands (drop)
Enchant Chest – Greater Stats	+4 all Stats	(2) Large Brilliant Shard, (6) Illusion Dust	World Drop (rare)
Enchant Gloves – Minor Haste	+10 Haste Rating	(2) Large Radiant Shard, (2) Wildvine	Trainer
Enchant Chest – Exceptional Health	+150 Health	(8) Arcane Dust, (2) Large Brilliant Shard, (4) Major Healing potion	Trainer

These scrolls are all intended primarily for twinks, though levelers will purchase them as well. Keep an eye on the auction house for cheap low level materials as they often fluctuate constantly. If you can snag some materials at a low cost you can make an incredible profit from just a few scrolls.

Enchant Weapon – Mongoose is perhaps the best ‘twink’ enchant to focus on. It is a guaranteed drop from Moroes in Karazhan (you should likely be able to solo all of Kara by now) making it very easy to obtain the recipe. It also has relatively low material costs on most servers (see Karazhan section for information on farming the materials yourself!)

Cataclysm Enchants

Finally we also have Cataclysm Enchants. These enchants will sell quickest and most often, and the materials will be the most readily available.

The enchants included in this list are the most powerful enchants from Cataclysm. Most Cataclysm enchants have a lesser version available for a lower material cost and trainable at a lower skill level. These enchants will still sell quite well because players don’t want to spend large amounts of gold on enchants every time - however, you will have the best luck with the most powerful enchants:

Chest

Name	Enchant	Materials	Source
Enchant Chest – Exceptional Spirit	+40 Spirit	(9) Hypnotic Dust, (2) Greater Celestial Essence	Trainer
Enchant Chest – Greater Stamina	+75 Stamina	(10) Hypnotic Dust, (4) Heavenly Shard, (2) Maelstrom Crystal	5 Heavenly Shards
Enchant Chest – Mighty Resilience	+40 Resilience	(9) Hypnotic Dust	Trainer

Enchant Chest – Peerless Stats	+20 all Stats	(3) Heavenly Shard, (3) Maelstrom Crystal	5 Heavenly Shards
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Back

Name	Enchant	Materials	Source
Enchant Cloak – Greater Critical Strike	+65 Critical Strike Rating	(3) Heavenly Shard	5 Heavenly Shard
Enchant Cloak – Greater Intellect	+50 Intellect	(8) Heavenly Shard, (3) Greater Celestial Essence	Trainer
Enchant Cloak – Greater Spell Piercing	+70 Spell Penetration	(3) Hypnotic Dust	Trainer
Enchant Cloak – Protection	+250 Armor	(8) Hypnotic Dust, (3) Greater Celestial Essence	Trainer

Wrist

Name	Enchant	Materials	Source
Enchant Bracer – Agility	+50 Agility	(12) Hypnotic Dust, (2) Maelstrom Crystal, (15) Volatile Air	World Drop (rare)
Enchant Bracer – Dodge	+50 Dodge Rating	(5) Greater Celestial Essence, (1) Volatile Air	Trainer
Enchant Bracer – Exceptional Spirit	+50 Exceptional Spirit	(9) Hypnotic Dust, (3) Greater Celestial Essence	Trainer
Enchant Bracer – Greater Critical Strike	+65 Critical Strike Rating	(15) Hypnotic Dust, (3) Greater Celestial Essence, (2) Heavenly Shard, (1) Maelstrom Crystal	5 Heavenly Shard
Enchant Bracer – Greater Expertise	+50 Expertise Rating	(4) Hypnotic Dust, (6) Greater Celestial Essence	Trainer
Enchant Bracer – Greater Speed	+65 Haste Rating	(12) Hypnotic Dust, (4) Greater Celestial	5 Heavenly Shard

		Essence, (2) Heavenly Shard	
Enchant Bracer – Precision	+50 Hit Rating	(12) Hypnotic Dust, (1) Greater Celestial Essence	Trainer

Gloves

Name	Enchant	Materials	Source
Enchant Gloves – Haste	+50 Haste Rating	(1) Hypnotic Dust, (1) Lesser Celestial Essence	Trainer
Enchant Gloves – Greater Expertise	+50 Expertise Rating	(5) Hypnotic Dust, (2) Greater Celestial Essence	Trainer
Enchant Gloves – Greater Mastery	+65 Mastery Rating	(10) Hypnotic Dust, (5) Greater Celestial Essence, (2) Maelstrom Crystal	5 Heavenly Shard
Enchant Gloves – Mighty Strength	+50 Strength	(4) Hypnotic Dust, (8) Greater Celestial Essence, (2) Maelstrom Crystal	5 Heavenly Shard

Boots

Name	Enchant	Materials	Source
Enchant Boots – Assassin's Step	+25 Agility & 8% movement speed	(5) Hypnotic Dust, (7) Greater Celestial Essence, (2) Heavenly Shard, (1) Maelstrom Crystal	5 Heavenly Shard
Enchant Boots – Earthen Vitality	+30 Stamina & 8% movement speed	(2) Hypnotic Dust	Trainer
Enchant Boots – Haste	+50 Haste Rating	(2) Hypnotic Dust, (1) Greater Celestial Essence	Trainer

Enchant Boots – Lava Walker	+35 Mastery Rating & 8% movement speed	(10) Greater Celestial Essence,(2) Heavenly Shard, (1) Maelstrom Crystal	5 Heavenly Shard
Enchant Boots – Major Agility	+35 Agility	(4) Hypnotic Dust, (2) Greater Celestial Essence	Trainer
Enchant Boots – Mastery	+50 Mastery Rating	(10) Hypnotic Dust, (3) Greater Celestial Essence	Trainer
Enchant Boots – Precision	+50 Hit Rating	(2) Hypnotic Dust, (2) Greater Celestial Essence, (1) Elixir of Impossible Accuracy	Trainer

Weapons

Name	Enchant	Materials	Source
Enchant Weapon – Hurricane	Chance on hit to increase haste rating by 450 for 12 sec	(6) Heavenly Shard, (6) Volatile Air	Trainer
Enchant Weapon – Landslide	Chance on hit to increase attack power by 1000 for 12 sec	(6) Hypnotic Dust, (5) Greater Celestial Essence, (5) Heavenly Shard, (5) Maelstrom Crystal	5 Heavenly Shard
Enchant Weapon – Power Torrent	Chance on hit to increase intellect by 500 for 12 sec	(14) Hypnotic Dust, (8) Heavenly Shard, (4) Maelstrom Crystal	5 Heavenly Shard
Enchant Weapon - Windwalk	Chance on hit to increase dodge rating by 600 and movement speed by 15% for 12 sec	(6) Heavenly Shard, (4) Greater Celestial Essence, (6) Maelstrom Crystal	5 Heavenly Shard

Offhand/Shield

Name	Enchant	Materials	Source
Enchant Shield – Block	+40 Block Rating	(12) Hypnotic Dust	Trainer
Enchant Shield – Protection	+160 Armor	(1) Greater Celestial Essence, (15) Volatile Earth	Trainer
Enchant Off-hand – Superior Intellect	+40 Intellect	(6) Hypnotic Dust, (4) Greater Celestial Essence	Trainer

These enchants come from primarily 1 of 2 sources:

- 1) Trainer
- 2) Purchased from Shard Traders

The trainers are self explanatory, but just a quick note on Shard Traders. Shard Traders are the enchanting ‘quartermasters’ if you will, they sell Cataclysm enchant patterns for Heavenly Shards, most of which cost 5 each. These quartermasters are Senthii for Alliance in Highbank, Twilight Highlands and Agatian Fallanos for Horde in Dragonmaw Port, Twilight Highlands.

Pairing Up

Enchanting goes well with almost anything. Every profession that can make crafted items are excellent because these crafted items can be disenchanting. The best professions to maximize your disenchant values, however, are:

- Jewelcrafting
- Blacksmithing
- Leatherworking
- Tailoring

These professions make the most uncommon (green) quality items for the lowest costs. Tailoring especially works well with Enchanting because the materials from Tailoring can be farmed without a Gathering profession.

Engineering

Engineering is a very fun profession with many vanity items for players. It isn’t commonly known as a great gold-making profession but many players still choose it for its personal benefits. Still, there is gold to be made off engineering if you know what to make.

Scopes

Scopes are an excellent source of revenue for Engineers. Scopes are ranged weapon 'enchants' that provide special benefit to bows, crossbows and guns. There are several different types of scopes that engineers can craft for cataclysm weapons.

Name	Effect	Materials	Source
R19 Threatfinder	+88 Hit Rating	(6) Obsidium Bar, (6) Handful of Obsidium Bolts, (2) Alicite	Trainer
Safety Catch Removal Kit	+88 Haste Rating	(10) Obsidium Bar, (10) Handful of Obsidium Bolts	Trainer
Gnomish X-ray Scope	Chance on ranged attack to increase attack power by 800 for 8 seconds	(2) Hardened Elementium Bar, (2) Dream Emerald	Trainer
Flintlocke's Woodchucker	Chance on ranged attack to increase agility by 300 for 8 seconds	(1) Hardened Elementium Bar, (4) Electrified Ether, (5) Handful of Obsidium Bolts, (2) Dream Emeralds	Damek Bloombeard (requires 250 Mark of the World Tree to unlock)

With the release of Flintlocke's Woodchucker with patch 4.2 I would imagine most hunters will be using that, however if you don't have the materials or meet the pattern requirements for it, I would suggest focusing on producing Gnomish X-ray Scopes as they are the second best scope in game.

The R19 Threatfinder and Safety Catch Removal Kit only increase *ranged* hit/haste rating so they are pretty much entirely useless to other classes and the other two scopes are much better for hunters.

Weapons

Along with the ability to craft scopes, engineers can also create several ranged weapons. Unfortunately, they only have 1 recipe in particular that is worth crafting for gold.

Extreme Impact Hole Puncher was introduced with patch 4.2 as a craftable recipe from the Firelands daily quest chains. The materials for it are:

5x Hardened Elementium Bar	8x Truegold	1x Hair Trigger
1x Walnut Stock	5x Chaos Orbs	

The gun itself is quite material heavy, however, it is still an ilvl 365 weapon and with the availability of hunter weapons, it fetches quite a hefty price at the auction house. If you have the chaos orbs this is definitely an item to consider – on my server easily over 10k gold per gun.

Choppers

The Mechano Hog and Meknigeer's Chopper are the Horde/Alliance motorcycle mounts exclusively craftable by engineers. It is, however, *extremely* material heavy.

The schematics can only be purchased after receiving exalted reputation with either the Horde Expedition or Alliance Vanguard. The schematic can be purchased from either Logistics Officer Brighton or Logistics Officer Silverstone in Howling Fjord/Borean Tundra for Alliance and Sebastian Crane or Gara Skullcrush in Howling Fjord/Borean Tundra for Horde. The cost is 320g after discount.

The materials are:

- 12x Titansteel Bar
- 2x Arctic Fur
- 40x Handful of Cobalt Bars
- 1x Salvaged Iron Golem Parts (Vendor – 3000g)
- 1x Elementium Plated Exhaust Pipe (Vendor – 1500g)
- 8x Goblin Machine Piston (Vendor – 1000g ea)

Salvaged Iron Golem Parts, Elementium Plated Exhaust Pipe and Goblin Machine Piston are only available from Roxi Ramrocket in Storm Peaks and only after purchasing and learning the pattern to create the chopper.

There *is* however, one way to cut down on these costs. Engineers have an ability called "Salvage". Salvaging allows a skilled engineer to 'skin' a mechanical corpse. There is 1 corpse since the Shattering to still 'salvage' into one of these parts. The first Boss of Ulduar – Flame Leviathan has been reported to (and still since Cataclysm's release) have a chance to drop any of these three parts from salvaging.

Flame Leviathan is technically soloable, though I wouldn't recommend it. If you can get in on an Ulduar Achievement run or even grab a couple friends to do Flame Leviathan quickly it can pay off greatly with one of these drops. Again, up to you whether it's worth it since the drop rate isn't very clear, but if you get lucky it might save you several thousand gold on your next bike.

Mechano Hogs/Meknigeer's Choppers are great vanity items and a lot of players do want them, however they are a very expensive investment and many players willing to spend 20k gold will also take the time to collect the materials themselves and save the extra 5000g. With that being said, choppers still make quite a decent tip and many players do choose to sell them routinely on the auction house and collect a steady profit. And hey, if it doesn't work out you still have an awesome mount!

Non-Combat Crafted Pets

Non-combat crafted pets are perhaps engineers best way to make gold. Engineering is one of the few professions that can make several different types of non-combat pets. For simplicity the materials given are the RAW materials. Engineers can craft:

Name	Materials	Source
Personal World Destroyer	(10) Obsidium Bar, (8) Handful of Obsidium Bolts, (8) Electrified Ether	Trainer (Gnomish Engineering)
De-Weaponized Mechanical Companion	(12) Obsidium Bar, (8) Electrified Ether, (4) Handful of Obsidium Bolts	Trainer (Goblin Engineering)
Life-Like Mechanical Toad	(1) Living Essence, (1) Rugged Leather, (12) Thorium Bar, (4) Runecloth, (1) Gold Bar	World Drop
Lil' Smoky	(1) Core of Earth, (1) Gold Bar, (3) Delicate Copper Wire, (1) Truesilver Bar, (2) Iron Bar, (2) Essence of Fire, (2) Mithril Bar	Gnomergan Zone Drop
Mechanical Squirrel	(2) Linen Cloth, (5) Copper Ore, (2) Malachite	World Drop
Pet Bombling	(1) Heart of Fire, (3) Delicate Copper Wire, (3) Iron Bar, (3) Heavy Stone, (6) Mithril Bar, (2) Essence of Fire, (1) Silver Bar	Mekgineer Thermaplugg - Gnomergan
Tranquil Mechanical Yeti	(1) Rugged Hide, (4) Runecloth, (4) Truesilver Ore, (2) Elemental Air, (12) Thorium Ore, (2) Globe of Water, (4) Elemental Earth, (1-3) Gold Ore	Trainer

Nearly all of these pets sell well on the auction house. The Personal World Destroyer/De-Weaponized Mechanical Companions will sell best as they have the most expensive materials, but many of the other pets have better profit margins so use Lil' Sparky's Workshop or your own spreadsheet to track the prices of materials vs. finished on your server.

Volatile Seaforium Blastpack

Volatile Seaforium Blastpacks can blast open *any* door, chest or lockbox just as well as any rogue can. The materials required are:

- 1x Handful of Obsidium Bolts
- 2x Electrified Ether

These nifty little bombs are not particularly profitable when sold, but a decent bit of gold can be made in opening lock boxes for other players.

Another useful tactic a friend show me a long time ago back in BC was that any time someone is spamming for a rogue to open a lock box offer them 5-10g or so for it instead. If it is a low level box tell them you're leveling it on your alt and will need it soon, or tell them your guild needs them for some reason. Either way most players are fine to get rid of a lockbox for 10g easy. Most uncommon items in Elementium Lock Boxes disenchant into at least a Greater Celestial Essence, if not more than one which is quite a decent mark up from the 10g you spent.

Heat-Treated Spinning Lure

This little guy isn't particularly in high demand, but it can occasionally be needed and sold for a decent bit of gold. It is at least worth selling while leveling engineering.

The Heat-Treated Spinning Lure is a fishing lure that increases fishing skill by 150 for 15 minutes and can also be used in lava. The materials required are:

- 1x Handful of Obsidium Bolts
- 4x Elementium Bar
- 1x Volatile Fire

A tad material heavy but not too terrible. This is the best fishing lure in the game so fishers will often look for these on the auction house or if they are too low level to fish in Twilight Highlands and want to visit the Pools of Fire.

Goblin Barbecue

Goblin Barbecue is the lesser version of a cooking feast craftable by engineerings. The materials required are:

- 2x Elementium Bar
- 2x Toughened Flesh
- 2x Lavascale Filet

These can be useful to guilds that have not met the achievements required for unlocking feasts. Slightly material heavy again, but shouldn't cost too much to make (you can always just go farm the mats!). Check your auction house to see if this sells well on your server.

Inscription

Inscription was introduced at the very end of the Burning Crusade as a profession based on the selling of Glyphs which enhanced certain player abilities. It now includes more than just glyphs, including card decks, relics and more.

Milling

The primary reagent used by scribes is ink. Ink is made from pigments which are contained within herbs. Similar to a Jewelcrafter's prospecting ability; scribes have an ability called milling. Milling is

done in stacks of 5, meaning 5 herbs at a time will be consumed in order to mill them. Once milled herbs have a chance to drop either a common quality pigment or a rare quality pigment. Each common quality pigment will have an accompanying rare pigment that can be obtained from the same herbs at a lower drop rate.

Specific pigments are obtained from different herbs:

Pigment	Rare Pigment	Minimum Skill Level	Herbs
Alabaster	-	1	Peacebloom, Silverleaf, Earthroot
Dusky	Verdant	25	Briarthorn, Swift Thistle, Bruiseweed, Mageroyal
Golden	Burnt	75	Wild Steelbloom, Grave Moss, Kingsblood, Life Root
Emerald	Indigo	125	Fadeleaf, Goldthorn, Khadgar's Whiser, Dragon Teeth
Violet	Ruby	175	Firebloom, Purple Lotus, Arthas' Tears, Sungrass, Blindweed, Ghost Mushroom, Gromsblood
Silvery	Sapphire	225	Golden Sansam, Dreamfoil, Mountain Silversage, Sorrowmoss, Ice Cap
Nether	Ebon	275	Felweed, Dreaming Glory, Ragveil, Terocone, Ancient Lichen, Netherbloom, Nightmare Vine, Mana Thistle
Azure	Icy	325	Goldclover, Tier Lily, Talandra's Rose, Adder's Tongue, Deadnettle, Lichbloom, Icethorn
Ashen	Burning Embers	475	Cinderbloom, Azshara's Veil, Stormvine, Heart Blossom, Whiptail, Twilight Jasmine

Inks

Once milled, pigments are turned into inks, which are then used to create inscription items.

Pigment	Ink	Pigment per Ink
Alabaster	Moonglow, Ivory	2,1
Verdant	Hunter's	1
Dusky	Midnight	2
Burnt	Dawnstar	1
Golden	Lion's	2
Indigo	Royal	1
Emerald	Jadefire	2

Ruby	Fiery	1
Violet	Celestial	2
Sapphire	Of the Sky	1
Silvery	Shimmering	2
Ebon	Darkflame	1
Nether	Ethereal	2
Icy	Snowfall	2
Azure	Of the Sea	2
Burning Embers	Inferno	2
Ashen	Blackfallow	2

Ink Trader

Pigments do almost nothing by themselves so you will pretty much be forced to craft them into ink. The one nice thing about inks is that they can be traded.

Sarana Damir in Stormwind and Sinzi Sparkscribe in Orgrimmar will be happy to exchange your blackfallow ink for any non-rare ink of any level.

The most common use of the ink trader is to trade 10x Blackfallow Ink for 1x Inferno ink, however, you can also trade 1x Blackfallow ink for 1x of any other common ink.

Trading Blackfallow Inks for Low Level Inks

Blackfallow Ink will be your highest level ink, coming from Cataclysm herbs, also meaning it will likely cost most. However, due to the large amount of players who choose to power level inscription, and the low amount of players who farm low level herbs trading Blackfallow Inks can be quite profitable.

Trading Blackfallow Inks can be risky, you never know if someone else will come in and throw inks on the auction house far cheaper than what your Blackfallow alone would have sold for. It is, however, a market not usually visited so if you are having trouble selling useful items from your cataclysm inks, try trading them for lower level inks and posting them at high mark-ups on the auction house. Most players power leveling inscription would rather pay the few extra gold then find herbs to mill (and don't realize how effective it can be to just turn in Blackfallow ink!!)

Glyphs are another powerful use of this trade (see glyph section)

Darkmoon Cards

Once your milling/ink situation is all figured out, you can move on to crafting items with inscription. One of the most profitable items to craft with inscription is Darkmoon Cards of Destruction. The materials required for these cards are:

- 10x Inferno Ink
- 30x Volatile Life
- 1x Resilient Parchment

The way these cards work is that when you craft one you will receive a random card from 1 of 4 decks. Each deck when completed will turn into a powerful trinket. The decks are:

- Stones – Darkmoon Card: Earthquake
- Winds – Darkmoon Card: Hurricane
- Waves – Darkmoon Card: Tsunami
- Embers – Darkmoon Card: Volcano

A completed deck contains the Ace, One, Two, Three, Four, Five, Six, Seven, and Eight of its given name (ex: Eight of Stones).

All in all you have a 1 in 32 chance to receive any given card when crafting a Darkmoon Card of Destruction. Clearly, those aren't the most favorable odds considering the high material cost. Fortunately for inscriptionists, the price of cataclysm herbs have been dropping quite fast and even if you choose to buy all of your herbs to mill on the auction house you should still be able to do it fairly cheaply.

With the release of 4.2 I figured the price of these decks would plummet due to all the other new trinkets that would be released. These trinkets still remain, however, a very expensive item and also one of the most powerful trinkets in the game. They are also great starting trinkets and can be simply bought; so many players still hold these in high demand.

Of course you probably won't have enough materials to craft full decks at a time (though props to you if you do!) so your best bet is to trade cards with other people. You can advertise in trade chat or try to find a buddy who crafts cards as often as you and routinely trade with them!

Mysterious Fortune Cards

Mysterious Fortune Cards are the bread and butter of scribes. They have easy material requirements, sell well, and can be sold individually or in bulk.

Mysterious Fortune cards are Blizzard's built in gambling system for WoW. You 'flip' each card to turn your fortune and the card will become vendorable for 10s, 50s, 1g, 20g, 50g, 200g, 1000g or 5000g.

Just as in real life, people loooooove to gamble. These things sell out each time I list them on the auction house. Worst case scenario too is you take your odds at it and maybe get lucky!

Mysterious fortune cards require:

- 1x Resilient Parchment
- 1x Blackfallow ink

NOTE: Not all players know what Mysterious Fortune Cards do, so advertise in trade regularly with the chance that they will turn into a 5000g card.

Glyphs

Glyphs are another of scribes' most popular items. Glyphs change player's spells and abilities, sometimes drastically. This means *everyone* will buy glyphs. Blizzard revamped the entire glyph system with Cataclysm separating glyphs into three categories:

- Prime Glyphs
- Major Glyphs
- Minor Glyphs

They also changed the glyph system so instead of being forced to purchase glyphs each and every time a player wanted to re-glyph. Now glyphs are only learned one time and then can be reapplied at any time.

Glyphs themselves are learned from a total of 4 sources:

- 1) Trainer
- 2) Minor Inscription Research
 - 24 Cooldown spell that allows you to learn 1 of 64 random minor glyph recipes. Materials required are: (1) Moonglow Ink (1) Parchment. Resets at Midnight Server. Requires 325 Inscription to discover all glyphs, minimum 75.
- 3) Northrend Inscription Research
 - 24 Cooldown spell that allows you to learn 1 of 86 random major/prime glyph recipes. Materials required are: (3) Ink of the Sea, (1) Snowfall Ink, (5) Resilient Parchment. Resets at Midnight Server. Requires 385 Inscription.
- 4) Book of Glyph Mastery
 - World drop from Northrend mobs

The most popular glyphs vary by server... raiding servers will likely have a larger amount of PvE glyphs, PvP oriented servers the opposite. Roughly (and based off auction house pricing) the most popular glyphs by class are as follows:

Death Knight

Type	Glyph	Materials	Source
Prime	Glyph of Howling Blast	(3) Ethereal Ink,	Book of Glyph Mastery
Prime	Glyph of Frost Strike	(3) Shimmering Ink,	Trainer
Prime	Glyph of Obliterate	(3) Ink of the Sea,	Northrend Inscription Research

Major	Glyph of Hungering Cold	(3) Ethereal Ink,	Book of Glyph Mastery
Major	Glyph of Dark Succor	(3) Ethereal Ink,	Trainer
Major	Glyph of Anti- Magic Shell	(3) Ink of the Sea,	Northrend Inscription Research
Minor	Glyph of Blood Tap	(3) Ethereal Ink,	Minor Inscription Research
Minor	Glyph of Resilient Grip	(3) Ethereal Ink,	Minor Inscription Research

Druid

Type	Glyph	Materials	Source
Prime	Glyph of Swiftmend	(3) Ink of the Sea,	Northrend Inscription Research
Prime	Glyph of Rejuvenation	(3) Midnight Ink,	Trainer
Prime	Glyph of Lifebloom	(3) Ink of the Sea,	Northrend Inscription Research
Major	Glyph of Rebirth	(3) Jadefire Ink,	Trainer
Major	Glyph of Barkskin	(3) Celestial Ink,	Book of Glyph Mastery
Major	Glyph of Innervate	(3) Ink of the Sea,	Northrend Inscription Research
Minor	Glyph of Unburdened Rebirth	(3) Lion's Ink,	Minor Inscription Research
Minor	Glyph of Dash	(3) Jadefire Ink,	Minor Inscription Research

Hunter

Type	Glyph	Materials	Source
Prime	Glyph of Kill Shot	(3) Ink of the Sea,	Book of Glyph Mastery
Prime	Glyph of Steady Shot	(3) Ink of the Sea,	Trainer
Prime	Glyph of Arcane Shot	(3) Lion's Ink,	Trainer
Major	Glyph of Disengage	(3) Celestial Ink,	Trainer
Minor	Glyph of Feign Death	(3) Jadefire Ink,	Minor Inscription Research
Minor	Glyph of Revive Pet	(3) Midnight Ink,	Minor Inscription Research

Mage

Type	Glyph	Materials	Source
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Prime	Glyph of Frostbolt	(3) Ink of the Sea,	Northrend Inscription Research
Prime	Glyph of Ice Lance	(3) Ink of the Sea,	Trainer
Major	Glyph of Polymorph	(3) Ink of the Sea,	Trainer
Major	Glyph of Evocation	(3) Jadefire Ink,	Trainer
Major	Glyph of Ice Barrier	(3) Celestial Ink,	Book of Glyph Mastery
Minor	Glyph of Slow Fall	(3) Midnight Ink,	Minor Inscription Research
Minor	Glyph of Mirror Image	(3) Ink of the Sea,	Book of Glyph Mastery

Paladin

Type	Glyph	Materials	Source
Prime	Glyph of Word of Glory	(3) Ethereal Ink,	Trainer
Prime	Glyph of Seal of Insight	(3) Ink of the Sea,	Trainer
Major	Glyph of Ascetic Crusader	(3) Ink of the Sea,	Trainer
Major	Glyph of Divine Plea	(3) Ink of the Sea,	Book of Glyph Mastery
Major	Glyph of Lay on Hands	(3) Midnight Ink,	Minor Inscription Research
Minor	Glyph of Blessing of Might	(3) Midnight Ink,	Minor Inscription Research
Minor	Glyph of Blessing of Kings	(3) Midnight Ink,	Minor Inscription Research

Priest

Type	Glyph	Materials	Source
Prime	Glyph of Power Word: Shield	(3) Midnight Ink,	Trainer
Prime	Glyph of Shadow Word: Pain	(3) Ethereal Ink,	Trainer
Major	Glyph of Mass Dispell	(3) Ink of the Sea,	Northrend Inscription Research
Minor	Glyph of Levitate	(3) Jadefire Ink,	Trainer
Minor	Glyph of Shadowfiend	(3) Ink of the Sea,	Minor Inscription Research

Rogue

Type	Glyph	Materials	Source
Major	Glyph of Preparation	(3) Ink of the Sea,	Northrend Inscription Research
Major	Glyph of Blind	(3) Jadenfire Ink,	Trainer

Shaman

Type	Glyph	Materials	Source
Prime	Glyph of Earth Shield	(3) Shimmering Ink,	Trainer
Prime	Glyph of Water Shield	(3) Shimmering Ink,	Trainer
Prime	Glyph of Lava Burst	(3) Ink of the Sea,	Northrend Inscription Research
Major	Glyph of Lightning Shield	(3) Midnight Ink,	Trainer
Minor	Glyph of Renewed Life	(3) Jadenfire Ink,	Minor Inscription Research
Minor	Glyph of Water Walking	(3) Jadenfire Ink,	Minor Inscription Research

Warlock

Type	Glyph	Materials	Source
Prime	Glyph of Corruption	(3) Midnight Ink,	Trainer
Prime	Glyph of Haunt	(1) Ethereal Ink,	Book of Glyph Mastery
Major	Glyph of Lifetap	(1) Midnight Ink,	Book of Glyph Mastery
Major	Glyph of Shadowflame	(1) Ink of the Sea,	Book of Glyph Mastery
Minor	Glyph of Drain Soul	(3) Midnight Ink,	Minor Inscription Research

Warrior

Type	Glyph	Materials	Source
Major	Glyph of Long Charge	(3) Midnight Ink,	Trainer
Minor	Glyph of Battle	(1) Midnight Ink,	Minor Inscription Research
Minor	Glyph of Berserker Rage	(3) Shimmering Ink,	Minor Inscription Research
Minor	Glyph of Command	(1) Ink of the Sea,	Minor Inscription Research

Again, glyph prices vary greatly by server and by day. The only sure fire glyphs that sell well are the ones from Books of Glyph Mastery because they are very rare (a rare drop from an old expansion).

You can find Books of Glyph Mastery on the auction house, but remember they are random so it is possibly you will get stuck with a glyph that doesn't sell at all.

Relics and Offhands

Scribes are the only profession that can craft offhand items and relics. The material requirements for these are somewhat high, however, high ilvl relics and offhands can be hard to come by and purchasing them is a quick alternative to grinding instances or battlegrounds for one.

Offhands

Lord Rottington's Pressed Wisp Book:

- 10x Resilient Parchment
- 20x Volatile Life

Battle Tome:

- 10x Resilient Parchment
- 8x Inferno Ink
- 24x Volatile Life
- 6x Volatile Fire

Book of Blood:

- 10x Resilient Parchment
- 3x Inferno Ink
- 6x Volatile Life

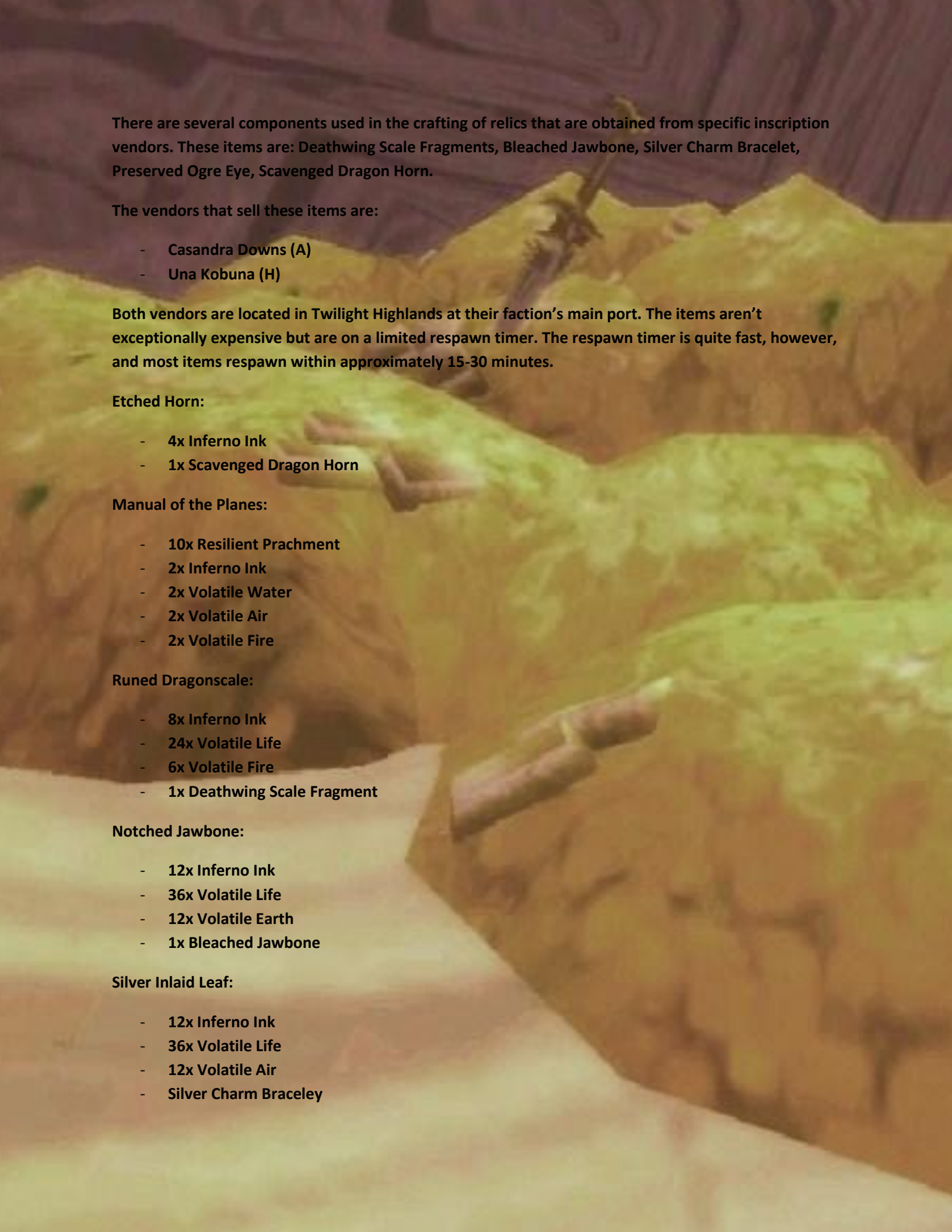
Divine Companion:

- 10x Resilient Parchment
- 8x Inferno Ink
- 24x Volatile Life
- 6x Volatile Air

Dungeoneering Guide

- 10x Resilient Parchment
- 8x Inferno Ink
- 24x Volatile Life
- 6x Volatile Water

Relics



There are several components used in the crafting of relics that are obtained from specific inscription vendors. These items are: Deathwing Scale Fragments, Bleached Jawbone, Silver Charm Bracelet, Preserved Ogre Eye, Scavenged Dragon Horn.

The vendors that sell these items are:

- Casandra Downs (A)
- Una Kobuna (H)

Both vendors are located in Twilight Highlands at their faction's main port. The items aren't exceptionally expensive but are on a limited respawn timer. The respawn timer is quite fast, however, and most items respawn within approximately 15-30 minutes.

Etched Horn:

- 4x Inferno Ink
- 1x Scavenged Dragon Horn

Manual of the Planes:

- 10x Resilient Parchment
- 2x Inferno Ink
- 2x Volatile Water
- 2x Volatile Air
- 2x Volatile Fire

Runed Dragonscale:

- 8x Inferno Ink
- 24x Volatile Life
- 6x Volatile Fire
- 1x Deathwing Scale Fragment

Notched Jawbone:

- 12x Inferno Ink
- 36x Volatile Life
- 12x Volatile Earth
- 1x Bleached Jawbone

Silver Inlaid Leaf:

- 12x Inferno Ink
- 36x Volatile Life
- 12x Volatile Air
- Silver Charm Bracelet

Tattooed Eyeball

- 12x Inferno Ink
- 36x Volatile Life
- 12x Volatile Water
- 1x Preserved Ogre Eye

Rituals of the New Moon

Rituals of the New Moon is a level 70 off hand item crafted by scribes. It has recently gained popularity, however, due to its vanity effect: it turns you into a wolf. The pattern is dropped from residents of Silverbrook in Grizzly Hills.

The material requirements are:

- 5x Ink of the Sea
- 3x Eternal Shadow
- 10x Resilient Parchment

These offhands are quite entertaining as they allow you to transform into a wolf for 2 minutes and although pacified, you are still able to use and create items. Each book will contain the color of the wolf it will transform you into on the tooltip. Ex:

The color options are: Red, White, Black and Gray.

These offhands are quite popular and have been continuing to gain popularity with the release of Cataclysm. Try listing a few on the auction house and spamming trade with them. Also sitting around the auction house as a giant wolf never hurts!

NOTE: These are vanity items so don't go overboard with how much you're charging as players won't want to pay THAT much for an item that has no real use.

Jewel Crafting

Where to even begin?? Jewelcrafting is one of, if not the most lucrative profession there is. You have many different options for making gold.

Prospecting/Shuffling

Beginning with the basics, prospecting is an easy way to make some quick gold. Prospecting involves taking a stack of ore and 'prospecting' it to find gems inside.

Ore can be prospected in stacks of 5. While prospecting low level ore can be somewhat profitable, it is more often than not luck based, and your market can easily be destroyed by a low level miner/jc with a lot of time on his hands. Stick to prospecting higher level ore.

If you wish to gain RARE (or BLUE quality) gems, stick to ELEMENTIUM ORE. If you wish to find COMMON (or GREEN quality) gems, stick to Obsidium [Obsidium is better all around, but more on that later].

Shuffling is another name for the process of buying and prospecting large amounts of ore and either selling the raw gems or crafting them. Both crafting and selling raw gems can be very profitable. Use the Consortium Shuffler (found in the add-ons section) to see if it is profitable to 'shuffle' from ore to gems on your server.

Craftables

There are many items you can craft as Jewel Crafter that sell well. Primarily, rings and necklaces (although there are also some fist weapons).

The rings and necklaces are random, meaning their stats will be different each time. You can keep the profitable ones (see the suffix chart) and try to sell them on the auction house, but I consider this a waste of time. What you really should be doing is....

The Ultimate Shuffle

Blizzard has blessed Jewel Crafters with extraordinarily low material cost for a few specific items. What we will be focusing on is the JASPER RING. Any time you prospect ore (or I simply just buy Jasper straight out on the Auction House) you should be striving to get the most Jasper possible.

Consider trading your other gems 1 for 1 or sometimes even 2 for 1 for Jaspers. The reason we do this is that Jasper Rings are the only neck/ring that require only 1 gem for each ring vs. 2 gems for 1 ring.

Regardless of how you get the Jasper, make sure you get LOTS of it. Once you have obtained as much Jasper as you can possibly find, you'll be making every single one into Jasper Rings (material cost is (1) Jasper, (1) Jewel Crafter's Setting – vendor bought).

Once you have made all your Jasper into rings you will now proceed to disenchant them. I leveled up my own enchanter so I wouldn't have to tip or spend the time getting someone else to d/e them all, but it is still profitable even after a healthy tip!!

Jasper rings' disenchant value far exceed their purchase value at almost all times. For instance:

On my server I can pick up jasper for anywhere between 5-7g per. Each one disenchant at the very least into 2 hypnotic dust, resulting is approximately 6g. However, every 4-5 Jasper I get anywhere from 1-5 (thank god for Guild Perks!) Lesser Celestial Essences which is anywhere from 60-90g per.

So on average from a stack even on the low end I get 16 rings that disenchant into 2 hypnotic dust each, I get nearly 2 stacks of hypnotic and I end up with about 2-3 Greater Celestials. This means I make about (32 dust x 3g = 96g + 2 Celestials x 65g = 130g) 226g per stack, that I pay anywhere from 80-140g for. All for spending 5 minutes making them into rings and disenchanting.

AGAIN, keep in mind, this is LOW END. I can easily net 3-5 Greater Celestials from a stack, which is upwards of 400g on the high end, again, almost 300g pure profit for 5 minutes of shuffling.

Remember, JASPER is the only ring worth doing this with, because it only costs 1 Jasper per ring.

Buying Ore on the Auction House vs. Players

It is worth mentioning that you can often find better deals from other players selling large amounts of ore than buying it on the auction house. I typically set a price cap for ore on my server based on my shuffling calculations; if ore is below that on the auction house I'll buy it all, if it is not, I'll wait for another day. On days such as these, I look instead for players selling large amounts of ore in Trade chat.

Often you can find players who farm large amounts of ore who will CoD it all to you for a set price each day or who will sell it to you instantly for far less than the auction house.

At the beginning of Cataclysm I was buying Obsidium Ore for 25-50% auction house prices from Gold Farmers. It may be difficult to communicate (see 'How to deal with Gold Farmers'), but you can very often find excellent prices if you keep your eye out.

Cutting Gems

Besides gem to rings to enchanting mats shuffling, you can also do some easy gem cutting shuffling. A cut gem almost always goes for 10-50g more than an uncut gem (primary stats almost always fetch the highest price).

The *typical* (it may vary on your server) best cuts are:

- Agility
- Strength
- Haste
- Critical Strike
- Intellect

Again, it can vary greatly from server to server, more often than not, red cuts (Inferno Rubies) sell for the highest, though. Patterns for these gems are purchased from the Jewel Crafting trainer for Illustrious Jewel Crafter's Tokens - the reward for completing Jewel Crafting Dailies (see below).

Illustrious Jewel Crafter's Tokens/Chimera's Eyes

Illustrious Jewel Crafter's Tokens are the reward for completing Jewel Crafting daily quests. These quests are obtained from Isabel Jones (Alliance – Stormwind) or Marith Lazuria (Horde – Orgrimmar). The dailies are usually very easy, occasionally requiring you to travel to different Cataclysm zones, but with the new portal system it shouldn't take long to get back to your favorite capital city.

There are several uses for these Tokens:

- 1) You can buy Chimera's Eyes and simply sell them (they usually go for around 50-150g) as other Jewelcrafters will buy them to use in their own recipes or for their own gear.
- 2) You can use them to purchase Chimera's Eyes yourself to craft high level gear (not recommended) or to socket in your own gear (Chimera's Eyes can be cut into powerful gems for Jewel Crafters only)
- 3) Instead of purchasing Chimera's Eyes you can use them to purchase Jewel Crafting Patterns. The majority of Jewel Crafting Patterns are only available for purchase that way.

My personal recommendation is to either sell the Chimera's Eyes directly on the auction house for some quick, easy gold, or to buy popular patterns (see above and your local auction house) for later use.

Patterns will take longer to make their return, but @ 40g profit per cut, it shouldn't take too long to recoup what you would've made from selling the Eyes directly.

Low Level Shuffling

Unlike most professions where low level crafting should be avoided, low level Jewel Crafting Shuffling can sometimes be exceedingly profitable. If you can find cheap stacks of Wrath of the Lich King gems on the auction house you can turn a tidy profit by crafting them into rings and then disenchanting them the same way we did with the Jasper.

Low level enchanting materials sell quite well because players often level enchanting at max level and are forced to purchase the majority of the materials on the auction house. Keep your eye out for cheap stacks of gems to shuffle.

NOTE: This mainly only applies to Wrath of the Lich King gems.

Pairing Up

Jewelcrafting works well with several professions:

- 1) Alchemy
- 2) Mining
- 3) Enchanting

Alchemy is not as great as the other two, but if you already have it trained it isn't a bad to xmute a few gems to shadowspirit, especially if you are prospecting often and will likely have lots of gems laying around.

Mining is the obvious choice as it provides the majority of the raw materials for Jewel Crafters, however, with the price of ore as low as it is on most servers (and the price of raw gems too), it really isn't too extra expensive to just buy the ore – still a solid choice for any Jewel Crafter, though.

Finally, Enchanting is by far and away the best profession to have with Jewel Crafting. You will save loads of time crafting rings and disenchanting them on the same character, as well as far less need for

excessive bag space. Although Enchanting/Jewel Crafting is one of the most expensive combos to level, it is by far the most lucrative too.

Leatherworking

Leatherworking allows players to turn various skins and hides of creatures into powerful leather and mail items to be used by many different classes. Their primary reagent is leather, which comes from skinning.

Leather

Leather is primarily obtained from skinning. On rare occasions leather does drop from chests or creatures, though it is few and far between. Although skinners are the ones who can farm the leather, Leatherworkers have the unique ability to combine leather into more powerful leather.

Leather	Amount Required	Final Product
Ruined Leather Scraps	3	Light Leather
Light Leather	4	Medium Leather
Medium Leather	5	Heavy Leather
Heavy Leather	6	Thick Leather
Thick Leather	6	Rugged Leather
Knothide Leather Scraps	5	Knothide Leather
Knothide Leather	5	Heavy Knothide Leather
Borean Leather Scraps	5	Borean Leather
Borean Leather	6	Heavy Borean Leather
Savage Leather Scraps	5	Savage Leather
Savage Leather	6	Heavy Savage Leather

Sometimes it may be profitable to turn other types of leather into more powerful types of leather and just sell these straight out. Keep an eye out especially for *Savage Leather Scraps* as often times non-leatherworkers will not want to spend the time or money to have someone craft it into Savage Leather for them. This can often be a cheap alternative to buying Savage Leather directly from the AH at higher prices.

This trick can also be used for lower level leather. For instance, during Feast of the Winter's Veil *Rugged Leather* is in high demand (see Leatherworking Vanity Items). You can either farm up *Rugged Leather* or you can simply purchase *Thick Leather* (which is not in demand) at very low prices and craft it into *Rugged Leather* for a hefty profit!

Armor Kits/Leg Armor

Leatherworkers can craft several items that are used as item enhancements. Their primary creations are Leg Armor. Leatherworking-crafted leg armors are very powerful item enhancements and they are the only leg enhancements in the game (for non-spell casters).

Leg Armors

Armor	Effect	Materials	Source
Cobrahide Leg Armor	+40 Attack Power +10 Critical Strike Rating	(4) Heavy Knothide Leather, (2) Cobra Scales, (4) Primal Air	Honor Hold/ Thrallmar – Honored
Nethercobra Leg Armor	+50 Attack Power +12 Critical Strike Rating	(4) Heavy Knothide Leather, (4) Cobra Scales, (8) Primal Air, (1) Primal Nether	Honor Hold/ Thrallmar – Exalted
Scorched Leg Armor	+110 Attack Power +45 Critical Strike Rating	(6) Savage Leather, (4) Volatile Fire	Trainer
Dragonscale Leg Armor	+190 Attack Power +55 Critical Strike Rating	(20) Blackened Dragonscale, (1) Pristine Hide	10x Heavy Savage Leather
Clefhthide Leg Armor	+30 Stamina +10 Agility	(4) Heavy Knothide Leather, (8) Thick Clefthoof Leather, (4) Primal Earth	Cenarion Expedition – Honored
Nethercleft Leg Armor	+40 Stamina +12 Agility	(4) Heavy Knothide Leather, (16) Thick Clefthoof Leather, (4) Primal Earth, (1) Primal Nether	Cenarion Expedition – Exalted
Twilight Leg Armor	+85 Stamina +45 Agility	(6) Savage Leather, (4) Volatile Water	Trainer
Charscale Leg Armor	+145 Stamina +55 Agility	(1) Pristine Hide, (20) Volatile Fire	10x Heavy Savage Leather

Cobrahide, Nethercobra, Clefhthide and Nethercleft

I've included these Burning Crusade recipes because they are still used quite often by twink. Even with the level requirement changed to 50, many players crafting level 60/70 twink will still want these and there are usually very few on the auction house.

Scorched, Dragonscale, Twilight and Charscale

These are the new Cataclysm leg armor enchants. They should all sell quite well, as many players won't wish to spend the gold on the epic version until they have solidified their leg slot item, but many pvpers and raiders will also purchase an epic version each time they get a new leg slot.

These items are purchased for 10 Heavy Savage Leather from either Threm Blackscalp (H) or Misty Merriweather (A) in Twilight Highlands.

The material requirements are quite low so will want to turn out as many of these as you can – just be careful not to flood the market!

NOTE: These will sell best on Tuesdays due to the high amount of raiding and PvP gear that is received on reset days!

Armor Kits

Leatherworkers are also able to create armor kits which enhance a head, chest, shoulder, hand, leg or feet item with stamina. Usually stamina is not the best of enchantments so they will not sell nearly as well as the leg armors. They do offer some of the highest stamina enchants in the game, however, so they definitely still will have buyers. Make sure you check your auction house to see how many are already up before wasting your time, though.

Epics

Leatherworkers are the primary crafting supplier of epics for Druids, Rogues, Shamans and Hunters. There are many epics that Leatherworkers are able to create. Unfortunately, all of the Leatherworking epic recipes require Chaos Orbs, which can only be obtained from final bosses of heroic dungeons. If you don't do heroics you will have to rule these out entirely.

All of these patterns can be purchased for 10 Heavy Savage Leather from Threm Blackscalp (H) or Misty Merriweather (A) in Twilight Highlands.

Item	Materials
Belt of Nefarious Whispers	(3) Pristine Hide, (30) Volatile Air, (2) Chaos Orb
Corded Viper Belt	(10) Blackened Dragonscale, (25) Volatile Earth, (25) Volatile Life, (3) Pristine Hide, (2) Chaos Orb
Lightning Lash	(3) Pristine Hide, (25) Volatile Water, (25) Volatile Air, (2) Chaos Orb
Stormleather Sash	(10) Blackened Dragonscale, (3) Pristine Hide, (25) Volatile Air, (25) Volatile Water, (2) Chaos Orb
Assassin's Chestplate	(3) Pristine Hide, (30) Volatile Air, (20) Volatile Fire, (3) Chaos Orb
Chestguard of Nature's Fury	(3) Pristine Hide, (50) Volatile Life, (3) Chaos Orb
Dragonkiller Tunic	(10) Blackened Dragonscale, (3) Pristine Hide, (50) Volatile Earth, (3) Chaos Orb

Twilight Scale Chestguard

(10) Blackened Dragonscale, (3) Pristine Hide, (25) Volatile Fire, (25) Volatile Air, (3) Chaos Orb

There are also a number of epic patterns that can be crafted from Firelands recipes. These recipes are still in high demand and they are some of the most powerful pieces of gear obtainable through purchase/crafting. The patterns themselves can often be found fairly cheap at the auction house or via someone selling in trade.

These patterns *do* require a Firelands-Boss-Only-Drop item: Living Embers, 4 of them to be exact. These will run you quite a pretty penny on the auction house, so proceed with caution before making this investment.

These items are very powerful and very rare and can sell for quite a large sum if you make one, though, so it can be worth it as long as you can find a buyer. I would try advertising it in trade chat before buying the Living Embers and see if you can find a buyer. If you can, purchase the embers, craft and profit!

You can also make a decent amount of gold from crafting these patterns for other people, though I would imagine it would be hard to make enough to cover the cost of the pattern.

Name	Materials
Clutches of Evil	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb
Dragonfire Gloves	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb
Earthen Scale Sabatons	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb
Ethereal Footfalls	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb
Footwraps of Quenched Fire	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb
Gloves of Unforgiving Flame	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb
Heavenly Gloves of the Moon	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb
Treads of the Craft	(8) Pristine Hide, (40) Volatile Fire, (40) Volatile Water, (4) Living Embers, (3) Chaos Orb

(Yes each pattern is supposed to have the exact same material requirements)

Cloaks

Leatherworks can craft a few introductory level cloaks. These cloaks are not especially powerful, but they are nice starter items and sell decently for their materials costs.

Cloaks	Materials	Source
Razor Edged Cloak	(12) Volatile Fire, (12) Volatile Water, (12) Blackened Dragonscale, (1) Chaos Orb	10x Heavy Savage Leather
Twilight Dragonscale Cloak	(50) Blackened Dragonscale, (1) Chaos Orb	10x Heavy Savage Leather
Cloak of War	(60) Blackened Dragonscale	Trainer
Cloak of Beasts	(8) Heavy Savage Leather, (2) Volatile Air, (2) Volatile Earth, (2) Volatile Fire, (2) Volatile Water	Trainer

PvP Gear

Leatherworkers can craft start PvP sets for several different classes/specs. There are essentially 4 different types/sets:

- Bloodied Dragonscale
 - o Hunters
 - o Enhancement Shamans
- Bloodied Leather
 - o Feral Druids
 - o Rogues
- Bloodied Scale
 - o Resto Shamans
 - o Elemental Shamans
- Bloodied Wyrmhide
 - o Resto Druid
 - o Boomkins

Each set will have at least 2 different classes/specs that can use them so they should sell fairly well. Like all introductory PvP sets they also make battlegrounds much easier so they should be a decent seller across the board.

Bloodied Dragonscale

Slot	Materials
Helm	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Water
Shoulders	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire

Chest	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Life
Bracers	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire
Gloves	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire
Belt	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Water
Legs	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Life
Boots	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire

Bloodied Leather

Slot	Materials
Helm	(10) Heavy Savage Leather, (10) Volatile Water
Shoulders	(10) Heavy Savage Leather, (10) Volatile Fire
Chest	(10) Heavy Savage Leather, (10) Volatile Life
Bracers	(10) Heavy Savage Leather, (10) Volatile Fire
Gloves	(10) Heavy Savage Leather, (10) Volatile Fire
Belt	(10) Heavy Savage Leather, (10) Volatile Water
Legs	(10) Heavy Savage Leather, (10) Volatile Life
Boots	(10) Heavy Savage Leather, (10) Volatile Fire

Bloodied Scale

Slot	Materials
Helm	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Life
Shoulders	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Water
Chest	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Life
Bracers	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire
Gloves	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire
Belt	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire
Legs	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Water
Boots	(8) Heavy Savage Leather, (10) Blackened Dragonscale, (10) Volatile Fire

Bloodied Wyrmhide

Slot	Materials
Helm	(10) Heavy Savage Leather, (10) Volatile Life
Shoulders	(10) Heavy Savage Leather, (10) Volatile Water
Chest	(10) Heavy Savage Leather, (10) Volatile Water
Bracers	(10) Heavy Savage Leather, (10) Volatile Fire
Gloves	(10) Heavy Savage Leather, (10) Volatile Fire
Belt	(10) Heavy Savage Leather, (10) Volatile Fire
Legs	(10) Heavy Savage Leather, (10) Volatile Life
Boots	(10) Heavy Savage Leather, (10) Volatile Fire

Twink Items

There are a select few items that Leatherworkers can craft as twink items that sell fairly well. Keep an eye out for cheap materials on the auction house to easily spin a few hundred gold off crafting these.

Item	Materials	Source
Toughened Leather Gloves	(1) Medium Leather, (2) Cured Medium Hide, (2) Elixir of Defense, (2) Spider's Silk, (2) Fine Thread	Trainer
Toughened Leather Armor	(10) Medium Leather, (6) Cured Light Hide, (2) Fine Thread	Trainer
Barbaric Bracers	(8) Heavy Leather, (2) Cured Heavy Hide, (4) Small Lustrous Pearl, (1) Raptor Hide, (4) Large Fang	Joseph Moore – Undercity Saenorion (Darnassus)

Vanity Items

Winter Boots

There are a small amount of vanity items that Leatherworkers can craft, the main one is during The Feast of Winter's Veil – Winter Boots. This pattern is sold by Smokeywood Pastures vendors in Iron Forge and Orgrimmar during Winter's Veil.

Winter boots are part of the Winter Veil outfit. The costume looks rather silly without them so most players don't mind splurging a bit (it is Christmas after all!) and buying the boots. The materials required are:

- 1x Copper Bar

- 1x Bolt of Wool Cloth
- 4x Rugged Leather
- 1x Rune Thread

As mentioned earlier, this makes rugged leather in quite high demand during December. Especially because Rugged Leather really doesn't appear on the auction house all that much. You can make plenty of gold by crafting Thick Leather into Rugged Leather and by crafting the boots themselves!

Stylin' Hats

There are also a number of hats from the Burning Crusade that Leatherworkers can craft. These hats have quite high material requirements, so unless you can snag them at a discount on the auction house I wouldn't recommend farming them.

The patterns are also quite difficult to obtain, being random drops from Burning Crusade instances. There are four hats in total:

Hat	Materials	Source
Stylin' Adventure Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Life, (4) Black Dye, (3) Rune Thread	Durnholde Rifleman – Caverns of Time:Escape from Durnholde
Stylin' Purple Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Shadow, (4) Purple Dye, (3) Rune Thread	Blackheart the Inciter – Shadow Labyrinth
Stylin' Crimson Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Fire, (4) Red Dye, (3) Rune Thread	Sethekk Ravenguard – Sethekk Halls
Stylin' Jungle Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Earth, (3) Rune Thread	Rift Keeper/RiftLord – Caverns of Time: The Opening of the Dark Poral

Pairing Up

Skinning is definitely the best pairing profession for Leatherworking. The raw leather can be quite expensive to buy. Being a skinner yourself will greatly increase your profit. Other professions that can go well with Leatherworking are:

- Enchanting
- Tailoring

Enchanting and Tailoring don't particularly offer any additional benefits towards Leatherworkers, however, neither requires a gathering profession so they allow for a little less cost than two crafting

professions. Enchants can also disenchant Leatherworking items, though the material cost of the item usually far outweighs the amount you'd make from disenchanting.

Tailoring

Tailoring is not an especially profitable profession, but it has its strong points. Tailors are the sole crafters of cloth armor as well as the only profession able to create caster leg enchants. They also are the only profession that can create 'normal' storage bags.

Tailoring also does not require a gathering profession for the majority of its materials. Cloth can be received off pretty much any type of humanoid mob. This makes it an excellent pairing profession for players with professions like Enchanting that also require no gathering profession.

Types of Cloth

There are many types of cloth tailors use. Cloth drops off humanoid creatures of all levels and is then made into 'bolts' of cloth to be used by tailors. Below is a break-down of the different types of cloth, level range, and how many are needed per bolt of cloth:

Name	Creature Level Range	Materials per Bolt
Linen Cloth	1-15	(2) Linen Cloth
Wool Cloth	15-30	(3) Wool Cloth
Silk Cloth	35-40	(4) Silk Cloth
Mageweave Cloth	45-50	(4) Mageweave Cloth
Runecloth Cloth	50-60	(4) Runecloth
Netherweave Cloth	60-70	(5) Netherweave Cloth
Imbued Netherweave	-	(3) Bolt of Netherweave Cloth, (2) Arcane Dust
Frostweave	70-80	(5) Frostweave Cloth
Imbued Frostweave	-	(2) Bolt of Frostweave Cloth, (2) Infinite Dust
Embersilk	80-85	(5) Embersilk Cloth

See Cloth Farming Guide for more information on best places to find cloth.

Dreamcloth

Dreamcloth is the primary reagent for many high level tailoring patterns. Dreamcloth is BoP and can only be created by tailors. There are a total of 6 ways to make Dreamcloth, each having a 1-week cooldown.

Name	Materials
Dream of Azshara	(8) Bolt of Embersilk Cloth, (30) Volatile Water
Dream of Hyjal	(8) Bolt of Embersilk Cloth, (30) Volatile Life
Dream of Deepholm	(8) Bolt of Embersilk Cloth, (30) Volatile Earth
Dream of Ragnaros	(8) Bolt of Embersilk Cloth, (30) Volatile Fire
Dream of Skywall	(8) Bolt of Embersilk Cloth, (30) Volatile Air
Dream of Destruction	(8) Bolt of Embersilk Cloth, (5) Chaos Orb

Dream of Destruction is the exception to the rule as it does *not* have a cooldown; however, it does have incredibly heavy material costs. Use this only if you have spare Chaos Orbs and nothing else to do with them.

Unless you use Dream of Destruction remember that you will only be able to create MAX 5 Dreamcloth per week, so use them wisely and remember to make Dreamcloth as often as you can.

Spellthread

One of Tailoring's biggest money makers is Spellthread. Spellthread is similar to Leg Armor for Leatherworkers, but is the caster equivalent. There are many types of spellthread, though you should focus primarily on the Cataclysm spellthreads.

Name	Enchant	Materials
Ghostly Spellthread	+55 intellect, +45 spirit	(3) Bolt of Embersilk Cloth, (6) Volatile Water
Enchanted Spellthread	+55 intellect, +65 stamina	(3) Bolt of Embersilk Cloth, (6) Volatile Fire
Powerful Ghostly Spellthread	+95 intellect, +55 spirit	(1) Dreamcloth
Powerful Enchanted Spellthread	+95 intellect, +80 stamina	(1) Dreamcloth

Both the lesser and greater versions of the spellthreads should sell fairly well. Keep in mind, this is the only way to get leg enchants for spell casters, meaning any time a spell caster purchases or receives a new leg piece, they will need one of these threads.

Also keep in mind a good majority of players purchase pvp leg pieces with their conquest points – which most players receive on Tuesdays. Also, Baradin Hold is often run by many players on Tuesdays. Your spell thread will almost always sell better then vs. later in the week when less players are getting leg pieces at the same time.

Bags

Tailors are the sole crafter of 'normal' bags. A few other professions can craft profession-specific bags, but none can craft regular bags besides tailors. Bags are one of the best sellers as they are almost always in high demand.

Name	Bag Slots	Materials
Illusionary Bag	26	(5) Dreamcloth
Embersilk Bag	22	(15) Bolt of Embersilk Cloth, (15) Hypnotic Dust
Frostweave Bag	20	(6) Bolt of Imbued Frostweave, (2) Eternium Thread
Imbued Netherweave Bag	18	(4) Bolt of Imbued Netherweave, (2) Netherweb Spider's Silk, (1) Greater Planar Essence
Netherweave Bag	16	(4) Bolt of Netherweave Cloth, (1) Runethread

Illusionary Bag

Despite its high material cost the Illusionary Bag is perhaps the best way to use your Dreamcloth. The epics you can craft with dreamcloth are easily replaced, yet this is the largest bag in-game to date and is in much higher demand.

Although I would more strongly recommend using your dreamcloth to craft spellthreads, if the market is low or you aren't having much luck selling those, try crafting a few Illusionary bags instead.

Embersilk/Frostweave/Imbued Netherweave Bag

These bags are all slightly less than the Illusionary Bag, but also slightly cheaper. The material cost on all of them is not exceptionally high and they should all sell quite well. Players don't always drop large amounts on big bags for alts, but once they reach higher levels they will be more willing to purchase 18-22 slot bags.

Netherweave Bag

The Netherweave Bag is still an incredibly popular bag because it can be crafted very cheaply. Many players will buy full 16-slot bags for their alts right from creation. The low cost means less profit per, but they should also sell pretty damn fast, regardless of your server. These are still one of the most popular bags in the game 2 expansions later.

Profession-Specific Bags

Name	Type	Bag Slots	Materials
Hyjal Expedition bag	Herb	36	(20) Bolt of Embersilk Cloth, (40) Volatile Life
Other Worldly Bag	Enchanting	36	(9) Bolt of Embersilk Cloth, (8) Hypnotic Dust, (4) Greater Celestial Essence

There are two profession-specific bags that tailors can craft that are max slots. They can create an herbalism bag and an enchanting bag. While both bags are incredibly useful, their material costs are somewhat heavy and the market for them is very low. If you have extra materials laying around, considering making some of these as they do sell for a decent amount, it is just hard to get rid of them.

Crafted Epics

There are 4 crafted epics that tailors can create from vendor-purchased recipes. Each one costs (1) Dreamcloth from either (H) Aristaleon Sunweaver at Dragonmaw Port in Twilight Highlands, or (A) Sal Ferraga at Highbank in Twilight Highlands.

Name	Materials
Flame Ascended Pantaloons	(6) Dreamcloth
Dreamless Belt	(4) Dreamcloth
Breeches of Mended Nightmares	(6) Dreamcloth
Belt of the Depths	(4) Dreamcloth

Unfortunately these epics have been slightly outdated since patch 4.2. They are only ilvl 359 making them nice starter

epics, but not incredibly good epics. I've watched the market on these plummet since Cataclysm's launch. I STRONGLY recommend against crafting these to sell. You will have much better luck getting rid of, and make much more profit off Spellthreads and Illusionary Bags then off of these.

That all being said, on some low population servers these still may sell for a decent amount and so I saw it fit to include them in this guide.

PvP Sets

Like many other crafting professions, tailoring also has crafted level 85 PvP sets too. These sets don't have exceptionally high material requirements and many fresh 85s will want resilience so they don't get destroyed in battlegrounds.

Emberfire

Name	Materials
Emberfire Bracers	(6) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Water
Emberfire Shoulders	(6) Bolt of Embersilk Cloth, (3) Volatile Fire, (3) Volatile Water
Emberfire Belt	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Water
Emberfire Gloves	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Water
Emberfire Boots	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Water
Emberfire Cowl	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Water
Emberfire Pants	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Water
Emberfire Robe	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Water

Fireweave

Name	Materials
Fireweave Belt	(6) Bolt of Embersilk Cloth, (3) Volatile Fire, (3) Volatile Air
Fireweave Bracers	(6) Bolt of Embersilk Cloth, (3) Volatile Fire, (3) Volatile Air
Fireweave Shoulders	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Air
Fireweave Boots	(10) Bolt of Embersilk Cloth, (3) Volatile Fire, (3) Volatile Water
Fireweave Gloves	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Air
Fireweave Cowl	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Air
Fireweave Pants	(10) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Air
Fireweave Robe	(8) Bolt of Embersilk Cloth, (4) Volatile Fire, (4) Volatile Air

Remember, Shoulders, Gloves, and Bracers all have fairly low honor requirements, these will be your *WORST* sellers as players will just wait a few battlegrounds until they can purchase the epic version. You should focus on the Robe, Pants and Cowl more than anything as they have the highest honor requirements and will be likely purchased last. Check your auction house to see which sell best and fastest on your server.

Twink Items

There are several tailoring items that are incredibly good twink/leveling items. First, tailors can craft two Spidersilk items that happen to be some of the BiS for spell casters @ level 19 – perfect for twinks and nearly irreplaceable for levelers (I kept mine on my mage until Outlands).

Spidersilk Boots

- 2x Bolt of Silk Cloth
- 4x Spider's Silk
- 4x Medium Leather
- 2x Iridescent Pearl

Spidersilk Drape

- 3x Bolt of Silk Cloth
- 6x Spider's Silk
- 2x Fine Thread

The materials for Spidersilk Boots/Drape are fairly simple. The leather and cloth can be crafted or purchased from the auction house fairly easily.

Spider's Silk is commonly used by tailors and can be quite expensive from the auction house; however, it is easily farmed. Spider's Silk drops off pretty much any level 16-25 spiders. Great Plains Creepers in Arathi Highlands have the highest drop rate (10%), although the best place to farm is probably at Thelgen Rock in the Wetlands. Wetlands is a fairly abandoned zone so you should hardly have any competition for the silk and plus you have the chance to get a Crimson Whelping from any mob in the zone!

The Iridescent Pearls come from Thick-shelled Clams and Big-mouth Clams which drop off of level 20-32 Turtles/Naga/Murlocs. The best drop rate for these come from Snapjaw Turtles in Alterac. These turtles pretty much populate the entire South East section of Lordamere Lake.

Azure Silk Hood

- 2x Bolt of Silk Cloth
- 1x Fine Thread

Azure Silk Hood is the lowest level caster hood in game with no profession requirement. It won't necessarily fetch a ton on the auction house, but the material cost is incredibly low meaning almost any gold made will be pure profit.

Shadow Hood

- 4x Bolt of Silk Cloth
- 1x Shadow Oil (Raw materials: 4x Fadeleaf, 4x Grave Moss)
- 1x Silken Thread

Shadow Hood is one of the best low level caster hoods as well. Helmet slot items are not incredibly populous at low levels so players will often purchase them on the auction house. This hood has slightly heavier material costs than the Azure Silk Hood but is also quite a significant upgrade. You should be able to easily sell these for a decent profit on the auction house – but careful not to be too greedy and try to list too many at a time.

Vanity Items

Tailors can create a large amount of 'vanity' items as well. There are several outfits tailors can craft that, although they carry rarely any stats, are still in high demand for their fun factor. The primary reagent for these outfits are shirts, which tailors can craft.

Shirts

Name	Materials	Sources
Blue Linen Shirt	(2) Bolt of Linen Cloth, (1) Coarse Thread, (1) Blue Dye	Trainer
Blue Lumberjack Shirt	(4) Bolt of Frostweave, (1) Blue Dye	Northrend World Drop
Blue Workman's Shirt	(4) Bolt of Frostweave, (1) blue Dye	Northrend World Drop
Bright Yellow Shirt	(1) Bolt of Silk Cloth, (1) Yellow Dye, (1) Fine Thread	(Alliance Only) Danielle Zipstitch – Duskwood
Brown Linen Shirt	(1) Bolt of Linen Cloth, (1) Coarse Thread	Trainer
Dark Silk Shirt	(2) Bolt of Silk Cloth, (2) Gray Dye, (1) Fine Thread	Mallen Swain – Hillsbrad Foothills, Sheri Zipstitch - Duskwood
Formal White Shirt	(3) Bolt of Silk Cloth, (2) Bleach, (1) Fine Thread	Trainer
Gray Woolen Shirt	(2) Bolt of Woolen Cloth, (1) Fine Thread, (1) Gray Dye	Trainer

Green Holiday Shirt	(5) Bolt of Silk Cloth, (4) Green Dye, (1) Silken Thread	Holiday Quest Reward
Green Linen Shirt	(3) Bolt of Linen, (1) Fine Thread, (1) Green Dye	Trainer
Green Lumberjack Shirt	(4) Bolt of Frostweave Cloth, (1) Green Dye	Northrend World Drop
Green Workman's Shirt	(4) Bolt of Frostweave Cloth, (1) Green Dye	Northrend World Drop
Lavender Mageweave Shirt	(2) Bolt of Mageweave, (2) Purple Dye, (2) Heavy Silken Thread	Borya – Durotar, Outfitter Eric – Dun Morogh
Orange Mageweave Shirt	(1) Bolt of Mageweave Cloth, (1) Orange Dye, (1) Heavy Silken Thread	Trainer
Orange Martial Shirt	(2) Bolt of Mageweave Cloth, (2) Orange Dye, (1) Heavy Silken Thread	Elynna – Darnassus, Mahu - Thunderbluff
Pink Mageweave Shirt	(3) Bolt of Mageweave Cloth, (1) Pink Dye, (1) Heavy Silken Thread	Borya – Durotar, Outfitter Eric – Dun Morogh
Red Lumberjack Shirt	(4) Bolt of Frostweave Cloth, (1) Red Dye	Northrend World Drop
Red Swashbuckler's Shirt	(3) Bolt of Silk Cloth, (2) Red Dye, (1) Silken Thread	Trainer
Red Workman's Shirt	(4) Bolt of Frostweave Cloth, (1) Red Dye	Northrend World Drop
Rich Purple Silk Shirt	(4) Bolt of Silk Cloth, (1) Purple Dye, (1) Silken Thread	World Drop
Rustic Workman's Shirt	(4) Bolt of Frostweave Cloth, (1) Yellow Dye	Northrend World Drop
Stylish Blue Shirt	(4) Bolt of Woolen Cloth, (2) Blue Dye, (1) Gray Dye, (1) Fine Thread	World Drop
Stylish Green Shirt	(4) Bolt of Woolen Cloth, (2) Green Dye, (1) Gray Dye, (1) Fine Thread	World Drop
Stylish Red Shirt	(3) Bolt of Woolen Cloth, (2) Red Dye, (1) Fine Thread	Trainer
White Linen Shirt	(1) Bolt of Linen Cloth, (1) Bleach, (1) Coarse Thread	Trainer

White Swashbuckler's Shirt	(3) Bolt of Silk Cloth, (2) Bleach, (1) Silken Thread	Trainer
Yellow Lumberjack's Shirt	(4) Bolt of Frostweave Cloth, (1) Yellow Dye	World Drop Northrend
Black Swashbuckler's Shirt	(5) Bolt of Silk Cloth, (1) Black Dye, (1) Silken Thread	Narkk – Booty Bay

Shirts are an interesting item. Hardly anyone crafts these for sale, meaning your market is wide open. Unfortunately, these are all vanity items so your market is also quite small.

NOTE: THESE WILL SELL MUCH BETTER ON RP or RP/PVP SERVERS!!

Many of these shirts are incredibly cool looking though, and I have had quite a bit of luck selling them on my lower level characters.

Not many players will be actively looking to buy a new shirt, so your best bet is to sell these in trade chat vs. the auction house. Consider setting up a macro advertising your 'Shirt Store' and all the different shirts you have in stock. Be sure to link the coolest ones you have so players can see how they would look.

Another tip with these shirts is to focus on the Northrend Drop ones as very few players will still be making these now that Cataclysm has hit.

Rich Purple Silk Shirt

For some reason people really like purple, and this shirt is no exception. The pattern is a world drop most commonly found from mobs level 32-44. There is not much you can do to farm this pattern but hope to get lucky or find it on the auction house for cheap! The shirt as well also sells quite well due to the few people who can make it.

There are a few other items besides shirts that also sell well as vanity items for tailors. Again, keep in mind, these will sell much better on RP/RP-PvP servers.

Dresses

Name	Materials	Source
Simple Dress	(2) Bolt of Linen Cloth, (1) Blue Dye, (1) Bleach, (1) Coarse Thread	Trainer
White Woolen Dress	(3) Bolt of Wool Cloth, (4) Bleach, (1) Fine Thread	Trainer
Simple Black Dress	(3) Bolt of Mageweave Cloth, (1)	Trainer

	Bleach, (1) Black Dye, (1) Heavy Silken Thread	
White Wedding Dress	(5) Bolt of Mageweave Cloth, (1) Bleach, (3) Heavy Silken Thread	Alexdra Bolero – Stormwind, Mahu - Thunderbluff
Festival Dress	(4) Bolt of Runecloth, (2) Firebloom, (2) Red Dye, (1) Rune Thread	Lunar Festival Reward

These dresses have no use particularly besides vanity, however many player still enjoy them. Consider stocking your 'store' with a few of these just as variety.

Tuexdo

Name	Materials	Source
Tuxedo Pants	(4) Bolt of Mageweave Cloth, (3) Heavy Silken Thread	Outfitter Eric – Dun Morogh, Millie Gregorian – Trisfal Glades
Tuxedo Jacket	(5) Bolt of Mageweave Cloth, (3) Heavy Silken Thread	Outfitter Eric – Dun Morogh, Millie Gregorian – Trisfal Glades
Tuxedo Shirt	(4) Bolt of Magewaeve Cloth, (2) Heavy Silken Thread	Outfitter Eric – Dun Morogh, Millie Gregorian – Trisfal Glades

The tuxedo outfit is among the most popular vanity and RP outfits in WoW. The outfit consists of 3 unique tuxedo pieces: Pants, Jacket and Shirt.

The materials are quite low and the patterns are fairly easy to get ahold of. Each pattern is sold on a limited quantity respawn from vendors in Horde/Alliance starting zones (Dun Morog and Trisfal Glades).

If you are going to sell vanity items, the tuxedo set is very popular, can be produced cheaply and yet still, most people don't bother to sell them so you should be able to take over a market fairly easily.

Misc.

Name	Materials	Source
Blue Overalls	(4) Bolt of Woolen Cloth, (2) Blue Dye, (2) Fine Thread	Alexandra Bolero – Stormwind, Borya - Thunderbluff
Admiral's Hat	(3) Bolt of Mageweave Cloth, (2) Heavy Silken Thread	Cowardly Crosby – Stranglethorn Vale

Lastly I'll include a few misc. vanity items.

Blue Overalls are also a very popular outfit, it goes quite well with a Farmer's Broom for a nice alt suit. The pattern is obtained from several sources on a limited quantity respawn. The easiest are Alexandra Bolero and Borya in Stormwind/Thunderbluff.

The Admiral's Hat is another nice item that looks like a pirate hat. It is sold from Cowardly Crosby at the very last Bloodsail Camp in Southern Stranglethorn Vale. The mobs are only level 35 so you should have no trouble clearing the camp and purchasing the pattern.

Archaeology

There is no easy way to cut it, but Archaeology sucks. It is very long, very dull, very boring. However, it is an excellent source of many vanity items, epics and gold.

Archaeology is a rather new secondary profession (meaning everyone can learn it) introduced with Cataclysm. The way it works is fairly simply:

Dig Sites

Upon training Archaeology you will begin to see dig sites on your map. These dig sites will be represented by little shovels on your world map. There will always be four (4) dig sites per continent, so in order to unlock new ones you will first need to complete the current ones. The number of dig sites you will see and where you see them will depend on your level – if you are say, level 35, you will not see the dig sites in Northrend or Outlands, and your dig sites in the Eastern Kingdoms/Kalimdor will not be in zones higher than your level.

Surveying

You will also receive a new skill upon training Archaeology called Survey. This ability can only be used when within a dig site. When you use the ability it will create a small tripod with a lens on top and a light next to it. Now,

- If the light is red, the artifact is far away
- If the light is yellow, the artifact is medium distance away
- If the light is green, the artifact is within 40 yards

NOTE: You will also need to survey once more upon finding the area for the fragments to reveal themselves.

Up to this point you will have not made any gold off Archaeology and although completed artifacts will yield a small amount of gold, the real gold here is in the keystones.

Keystones have a chance to drop when you pick up fragments and can be quite valuable. Keystones are used to complete Artifacts and provide an additional (12) fragments towards completion. Rare

artifacts often allow more than one keystone per artifact. Keystone can also be used in several instances to receive specific buffs:

Keystone	Race	Dungeon
Highborne Scroll	Night Elf	Throne of Tides
Dwarf Rune Stone	Dwarf	Blackrock Caverns, The Stonecore, Grim Batol
Tol'vir Hieroglyphic	Tol'vir	Lost City of the Tol'vir, Halls of Origination, Vortex Pinnacle
Troll Tablet	Troll	Zul'Aman, Zul'Gurub

On my server Dwarf/Night Elf/Troll keystones routinely go for over 100g a piece, and it typically doesn't take more than a few minutes to find one.

Keystones can be obtained at low levels, making them a great way to make gold while leveling. There are often very few keystones on the AH too, which means they also often get listed for far below their market value by players unaware of their value! Watch the auction house often for some quick scores on keystones.

As Blizzard expands archaeology in further patches it is very possible they will include new rewards for other races' keystones – stocking up on a few might not be a bad option.

First Aid

First Aid is a very simple secondary profession centered on the crafting of bandages for channeled heal over time spells. First Aid is both great and terrible for making gold. On one hand, the amount of gold to be made from it is not extraordinary, but on the other it is a constant increase to your gold stores.

The gold making begins with the fact that people often don't understand that bandages often vendor for more than the cloth does! In some cases the vendor price of a bandage is almost double the price of just vendoring the cloth out right.

Here is a breakdown of the vendor prices of different cloths (all prices are using exactly 20 pieces of cloth):

	Raw Cloth	Regular Bandages	Heavy Bandages
Linen Cloth	2s 60c	1s 60c	2s
Silk Cloth	30s	34s	40s
Wool Cloth	6s 60c	5s	5s 70c
Mageweave Cloth	50s	68s	80s

Runecloth	80s	85s	1g
Netherweave Cloth	1g 60s	2g 55s	3g
Frostweave Cloth	2g 50s	2g 50s	2g 50s
Embersilk Cloth	15s	1g 25s	1g 25s

Green are types of cloth that are more profitable as bandages.

NOTE: While Embersilk Cloth is technically listed as more profitable if you are selling Embersilk Cloth as bandages perhaps you should take a look at the [Cloth Farming](#) section of this guide.

This is *NOT* to say that you should go out and farm cloth to make into bandages!! Certain cloth sells for very little on the AH and it is more profitable to sell bandages, but most you can net more by selling stacks of raw cloth on the AH.

However, should you see any of the following stacks of cloth for less than these prices, you should buy them to make into bandages and vendor:

	Buy stacks less than...
Silk Cloth	40s
Mageweave Cloth	80s
Runecloth	1g
Netherweave Cloth	3g

The profits here may be small, but it can be very beneficial to make some quick gold (you'd be surprised how many people don't realize bandages sell for more). It is also a nice way to make gold without spending much gold and without much effort.

Cooking

Cooking is one of the most underrated gold-making tools in game. Since food buffs do not persist through death, raiders, PvPers and levelers alike use large amounts of food. Though with the creation of feasts the profitability of cooking has declined, it is still *very* profitable.

Low-level foods occasionally fetch a high price on the auction house for levelers, but not nearly as often. See [low level guide](#) for information on non-max level cooking.

Recipes

Obtaining cooking recipes has changed somewhat since before with the Shattering. Now pretty much all Cataclysm cooking recipes are bought with Chef's Awards, obtained from completing cooking daily quests in Stormwind or Orgrimmar. Most recipes cost between 3-5 Chef's Awards.

In Cataclysm they have changed it so there are two tiers of food, one providing significantly better stats. Focus on getting the higher stat recipes first, as they will sell FAR better, even if they cost more Chef's Awards.

Cataclysm Recipes:

Food	Buff	Materials	Where to Farm
Basilisk Liverdog	+90 Haste +90 Stamina	(1) Basilisk Liver	Shalehide Basilisks – South of Pale Roost in Deepholm
Beer Basted Crocolisk	+90 Strength +90 Stamina	(1) Crocolisk Tail	Riverbed Crocolisk/Neferset Crocolisk – All along the river banks
Crocolisk Au Gratin	+90 Expertise +90 Stamina	(1) Crocolisk Tail	Riverbed Crocolisk/Neferset Crocolisk – All along the river banks
Delicious Sagefish Tail	+90 Spirit +90 Stamina	(1) Deepsea Sagefish	Open coastal waters in Cataclysm Zones – MINIMUM 450 FISHING
Lavascale Minestrone	+90 Mastery +90 Stamina	(1) Lavascale Catfish	Deepholm and Uldum waters – MINIMUM 450 FISHING
Severed Sagefish Head	+90 Intellect +90 Stamina	(1) Deepsea Sagefish	Open coastal waters in Cataclysm Zones – MINIMUM 450 FISHING
Skewered Eel	+90 Agility +90 Stamina	(1) Fathom Eel	Southern Uldum Coast – MINIMUM 450 FISHING

Cooking materials are gathered from either fishing or dropped from 'beast' mobs. It is often easier to farm meat from beasts, but it is often more profitable to farm fish. If you have a high fishing level it should not take long to fish up a few stacks of any of these.

NOTE: Even if you don't have high enough cooking for these patterns, the raw materials often sell quite well too.

Feasts

Wrath of the Lich King introduced Feasts to the game, a way for multiple players to use the same food item. Now, the feasts themselves are BoP, but the raw materials sell incredibly well to those too lazy to farm the materials on their own.

There are two types of Cataclysm Feasts:

Feast	Buff	Materials	Where to Farm
Broiled Dragon Feast	+60 Stamina +60 Another Useful Stat	(3) Dragon Flank (2) Delicate Wing	Dragon Flanks - all 80-85 Dragonkin Delicate Wings - Tawny Owls (Northern Twilight Highlands)
Seafood Magnifique Feast	+90 Stamina +90 Another Useful Stat	(2) Highland Guppy (2) Lavascale Catfish (2) Fathom Eel	Highland Guppy - inland water in Twilight Highlands Lavascale Catfish - freshwater areas in Deepholm and Uldum Fathom Eels - Southern Coastal Waters in Uldum

Fishing and Cooking go pretty much hand in hand, but there are plenty of materials you can farm without Fishing. Few players take the time to max out their cooking, but many guilds require food buffs, and many more players use food buffs for other aspects too.

NOTE: Raids are very often run on Tuesdays, as that is the reset day, your food consumables and materials will sell best early in the week as many players are pugging raids and are more keen to buy their own consumables versus guilds which normally provide feasts.

Fishing

Fishing is by far and away one of the most underrated forms of gold making in all of Azeroth. A high level fishing skill provides many opportunities not available to other players.

The Cataclysm expansion changed fishing drastically – now players with a fishing skill as low as 1 can still catch fish regularly as long as they fish from Fishing Pools.

Pools vs. Open Water

There are two types of places to fish: Pools of Fish and in Open Waters. Pools are easily designated by a glowing circle area above the water. A pool will also show the name of itself when moused over.

Pools can be fished out of at any fishing level regardless of their location and still yield fish. Meaning, someone with level 1 fishing can still catch Cataclysm fish regularly while fishing in the Twilight Highlands.

Open water, on the other hand, can NOT be fished from without the proper fishing level. If you try to fish in open waters with a too low fishing skill you will fish up 'junk' or useless vendor trash items (and not ones that sell for anything either).

Inland/Coastal Waters

It is also worth mentioning that certain fish are more likely to be caught/their pools more likely to be found in specific waters. There are two types of waters; coastal and inland. If a fish is listed as a coastal fish it is likely to be found while fishing on the shores closest to the ocean. If a fish is listed as an inland fish, it is more likely to be found on the banks of rivers and lakes.

Fish to Fish

Fishing, although exceptionally profitable, is rather tedious. Because of the length of time it takes to fish besides a very few key low level fish you should pretty much only be fishing for max level. Below is a list of Cataclysm Fish and where to find them:

Name	Zones	Waters
Albino Cavefish	Deepholm	
Algaefin Rockfish	Twilight Highlands, Vashj'ir	Coastal Waters
Blackbelly Mudfish	Uldum	Inland Waters
Deepsea Sagefish	Uldum, Twilight Highlands, Tol Barad, Shimmering Expanse	Coastal Waters (Note: IMPOSSIBLE to catch in inland waters)
Fathom Eel	Uldum, Tol Barad	Coastal Waters
Highland Guppy	Twilight Highlands	Inland Waters
Lavascale Catfish	Deepholm, Uldum	Inland Wates
Mountain Trout	Mount Hyjal	
Murglesnout	Twilight Highlands, Uldum, Shimmering Expanse	
Sharptooth	All Cataclysm Zones	
Striped Lurker	Twilight Highlands, Mount Hyjal	Inland Waters

As far as skill level requires for a 100% catch rate, you will need to look at the zone in which the fish are found:

Zone	Skill
Mount Hyjal	575
Vashj'ir	575
Deepholm	550
Uldum	650
Twilight Highlands	650
Tol Barad	675

Which fish sell best, though? As mentioned earlier, cooking and fishing are very closely tied. The majority of fishing materials are used for cooking, so the most popular fish are the ones used in the most popular foods:

Fish	Food
Deepsea Sagefish	Delicious Sagefish Tail, Severed Sagefish Head
Fathom Eel	Skewered Eel, Seafood Magnifique Feast
Highland Guppy	Seafood Magnifique Feast
Lavascale Catfish	Lavascale Minestrone, Seafood Magnifique Feast

These fish are by far the best sellers and are the ones you should focus most of your attention on.

Deepsea Sagefish

Deepsea Sagefish are not caught from pools, in fact, they *cannot* be caught from pools. These fish are only found in open salt water areas. Stick to coastal areas in Uldum, Twilight Highlands, Tol Barad, or the Shimmering Expanse when fishing for these.

Because these are not caught from pools you can literally fish up and down the coasts and you will still have the same probability of catching them. Just be sure not to venture into fresh water!

Fathom Eel

Fathom Eels are found in Uldum and Tol Barad coastal waters. In Uldum the pool spawn route is fairly simple as there is only one main costal area:



In Tol Barad, the route is a little more complex. Since Tol Barad is technically considered an island, all areas are considered 'coastal'. You can therefore fish in the majority of the zone and still find Fathom Eel pools. The pool spawn route is:



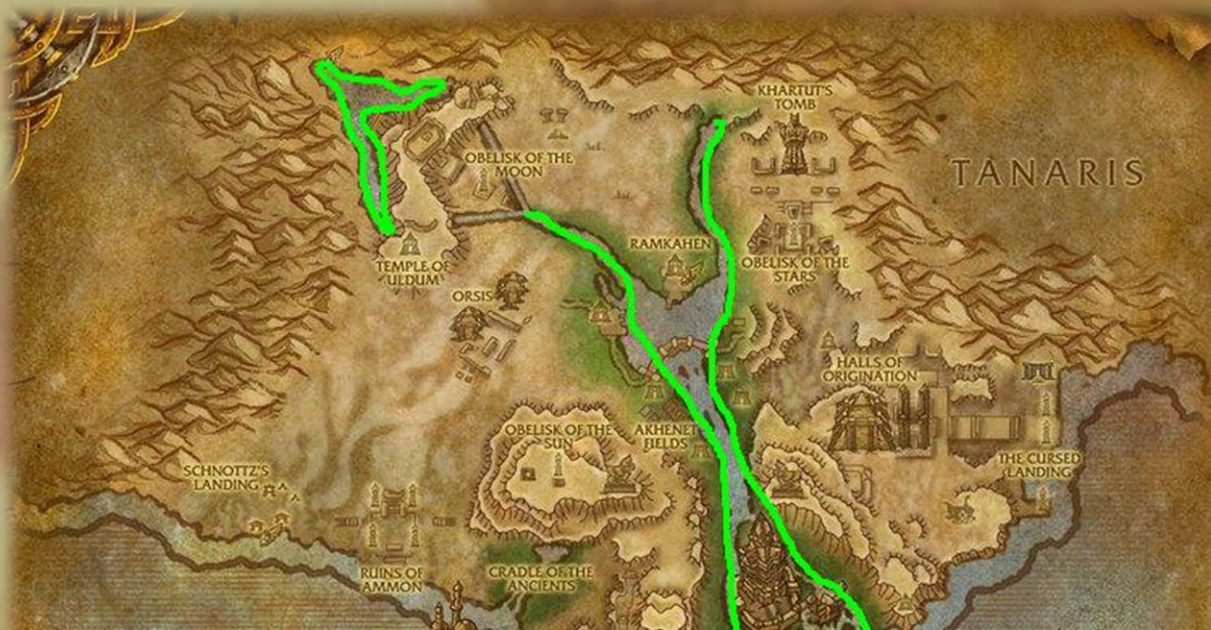
Highland Guppy

Highland Guppies can be caught both from pools and in open waters. They are only found in inland waters in Twilight Highlands, however. There is only one main river in Twilight Highlands so just follow it up and down if you are looking for pools, otherwise just pick a spot and camp out.



Lavascale Catfish

Lavascale Catfish are found in both pools and open waters, so if you can't seem to find any pools, don't worry – just drop a line in any inland water in Uldum or Deepholm. Uldum has perhaps the most fishing room but both have approximately the same drop rate in open waters.



Deepholm is much quieter than Uldum and is a nice spot to fish if you have a lower level fishing skill too. The areas below are the inland water areas in which Lavascale Catfish can be caught:



Volatiles

Blizzard must like fishermen somewhat because they did give a nice little bonus to them by inserting the chance to catch volatiles any time you fish. You have around a 10% chance to fish up Volatile Water when fishing in pools (slightly less than this in open waters). There is no way to particularly maximize this, but it is worth noting. More importantly, however, are the Pools of Fire.

Pools of Fire

Pools of Fire are specifically designed pools that can be found in lava areas. They are somewhat hard to spot, but they look like small sparkling rings on the top of the lava. These pools contain 2-4 casts and award 1-3 volatiles per catch. Pools of Fire spawn only at the Throne of Flame in Mount Hyjal and at Cannon's Inferno in the Twilight Highlands.

The respawn time on these pools is anywhere from 5-10 minutes, though several times I have had several pools spawn in a row, being able to visit 5-6 pools right after each other before running into respawn troubles.

These pools are the absolute best way to farm volatile fires. One quick trip will easily net you 10-20 volatile fires for 10 minutes worth of fishing.

NOTE: Do not try fishing in open water in the lava... you'll only get junk.

Deviate Fish

Deviate Fish are one of the few low level fish worth farming. They are used primarily in 2 vanity recipes:

- 1) Giant Growth Elixir
- 2) Savory Deviate Delight

Both of these recipes are not especially useful except for their vanity power. Giant Growth Elixirs make players larger and Savory Deviate Delight transforms the player into a pirate or a ninja. The special part about these is that the buff does not wear off upon mounting or engaging in combat. These items are quite fun for players of all levels and can net quite a nice sum of gold, especially for low level horde players.

Deviate Fish are exclusives to the Barrens/Wailing Cavern area, making them much easier to farm for Horde than Alliance (also meaning Deviate Fish are far more profitable Alliance side). There are essentially 3 pools of water that Deviate Fish Pools spawn in:

- Forgotten Pools
- Lushwater Oasis
- Stagnant Oasis

All 3 bodies of water share a respawn timer on the pools. At any given time 4 pools should be active between the 3 waters. The best strategy here is to just pick a starting pool, fish out all of the Deviate Pools, then move on to the next ones, completing the circuit as you find the pools.

If you are having trouble finding pools (perhaps someone else is fishing at the other waters) you can also fish in open waters, but the drop rate is approximately 1/3 of that of a pool. You should only need a skill level of around 100 to fish up Deviate fish consistently in open waters in the Barrens.

Using Vendors to Your Advantage

One of the absolute easiest ways to make substantial amounts of gold in World of Warcraft is through vendors. No, I'm not talking about selling to them, I'm talking about *buying from them*. There are many vendor-purchased patterns in the game that are either on Limited Supply or in far away zones. Luckily for you, this makes the markup on such patterns usually very nice. Some of these patterns are harder to get than others, though most I've found are fairly prominent, especially if you check at non-peak times.

NOTE: I would check your AH before going out to buy any of these patterns – no sense wasting 10 minutes getting to the middle of Netherstorm just to realize someone else has 4 of the same pattern up there for hardly any mark up. Like I said, usually there is not though, and then you are free to mark up the patterns as much as you want (just don't get too greedy as you'll end up with lots of undercutters).

Also, this is by no means a complete list of rare recipes, but these are the most profitable ones to watch for.

List of Profitable/Rare Recipes:

BLACKSMITHING

- Plans: Adamantite Rod is sold by Aaron Hollman in Shattrath City (64,72). Adamantite Rods are used by enchanters to build their Runed Adamantite Rod (see THIS SECTION). The plans are limited supply so if they are not there check back in a few hours.
- Plans: Eternium Rod is sold by Rohok(H) in Hellfire Peninsula (53,38) and by Mari Stonehand(A) in Shadowmoon Valley (37,55). Like the Adamantite rod, this is also used by enchanters to build their anchoring rods. Limited Supply.

ENCHANTING

- Formula: Runed Arcanite Rod is sold by Lorelai Wintersong in Moonglade (49,40). This pattern is used by *all* enchanters past 350. It often resells for several times its buy value and easily 100g if there are none others on the AH! Thank god for profession power-levelers! Limited Supply.
- Formula: Runed Eternium Rod is sold by Madame Ruby in Shattrath City (64,70). This rod is used by enchanters to do several 375 enchants. It is fairly common as it is sold in Shattrath, but still sells for a pretty penny on most servers. Limited Supply.
- Formula: Enchant Shield – Major Stamina is sold by Madame Ruby in Shattrath City (64,70). This enchant is one of the best ilvl 35 required shield enchants, making it somewhat desirable as well. It is sold in Shattrath, so it is fairly easy to get, but again will likely fetch a decent bit more on the AH because they removed the Shattrath portals with Cataclysm. Limited Supply.
- Formula: Enchant Cloak – Superior Defense is also sold by Lorelai Wintersong in Moonglade (49,40). This enchant is one of the best non-level requirement back enchants. It can easily fetch several times its cost. Limited Supply.

- Formula: Enchant Chest – Major Health is sold by Qia in Winterspring (60,50). The enchant is the best chest enchant for non-spell classes below level 35. Aka, great for twinks. Also fetches several times its buy price on the AH. Be sure to look for Qia's other rare patterns while you're out in Winterspring. Limited Supply.

ENGINEERING

- Schematic: Arcanite Dragonling is sold by Kaye Toogie in Dalaran (34,36). This is the treasure trove of vendor patterns. Each time an engineer uses their Northrend Wormhole Generator they have a chance to see an additional location option: 'Underground'. Assuming you are lucky enough to get this option, you then will have 30 minutes in which Kaye Toogie will talk to you. During this 30 minutes she has the possibility to be carrying the Dragonling schematics, though they are Limited Supply, so no guarantees. I've seen reports of these going for over 2000g on some servers – though you will have to find someone willing to pay that much.
- Schematic: Mechanical Dragonling is sold by Kaye Toogie in Dalaran – same requirements as above.
- Schematic: Mithril Mechanical Dragonling is sold by Kaye Toogie in Dalaran – same requirements as above.
- Schematic: Delicate Arcanite Converter is sold by Xizzer Fizzbolt in Winterspring (60,51). This pattern is used to make Delicate Arcanite Converters which are used in several nice engineering recipes. A great addition for any engineer and also will sell for a decent bit on the AH. Limited Supply.

TAILORING

- Pattern: Runecloth Bag is also sold by Qia in Winterspring (60,50). Runecloth bags are an excellent tailoring skill up as well as a cheap bag. This pattern is good for a few gold on the AH but as long as you're there checking for Qia's other patterns you may as well pick this one up too. Limited Supply.

Reselling vendor patterns is not always a sure-fire method. Sometimes people will buy patterns for 1g and list them on the AH for 2g, killing your resale value. If you hold on to these patterns long enough and keep a close eye for when there are no other patterns on the AH, you will make quite a bit. I've sold many of even the most common patterns for 100g just because people would rather not fly all the way out to buy the pattern themselves.

Holidays/World Events

Several times throughout the year Azeroth experiences holidays, giving players the opportunity to participate in some festivity-themed events. These holidays are purely fun, but also present several excellent gold making opportunities.

Love is in the Air

Love is in the Air is the Azeroth equivalent to Valentine's day. Love is in the Air occurs during the month of February (dates change by year) and centers around the collection of 'Love Token' which are used in exchange for rewards and achievement items.

Several items from the Love is in the Air event are soulbound, and not available for selling, however, there are *other* items from the event that are available and often sell quite well. These items are:

- Love Fool
- Silver Shafted Arrow
- Love Rocket
- Handful of Rose Petals
- Lovely Charm Bracelets

These items are all obtained (with the exception of Lovely Charm Bracelets) from turning in Love Tokens. Love tokens can be obtained in 2 ways:

- 1) Love is in the Air Dailies (visit your nearest capital city)
- 2) Lovely Charm Bracelets (10 bracelets = 1 token)

Lovely Charm Bracelets

Lovely Charm Bracelets can be exchanged at a rate of 10 bracelets for 1 Love Token. The bracelets are created upon killing mobs of players that yield experience of honor as long as you have a Lovely Charm Collector's Kit in your inventory.

Whether you choose to do the dailies or would prefer to farm bracelets, exchanging your love tokens for any of the following 4 items can result in easy extra gold for not particularly going out of you way. None of these will make you rich, but if you're out farming or pvping anyway, might as well make some gold too!

The following chart shows the items and cost of Love-Token purchasable goods. Also included are the achievements associated with each item:

Item	Cost	Achievement
Love Fool	10x Love Tokens	I Pitied the Fool
Silver Shafted Arrow (x5)	5x Love Tokens	Shafted!
Love Rocket (x5)	5x Love Tokens	The Rocket's Pink Glare
Handful of Rose Petals (x5)	2x Love Tokens	Fistful of Love/Flirt with Disaster

Children's Week

Children's Week is one of Azeroth's most beloved holidays. During the first week of May each year players have the opportunity to 'spend time' with an orphan of war. The orphans have a series of requests that players must complete for both achievements and for several exclusive non-combat pets.

Most of the orphan's requests revolve around sight-seeing, however there is a single achievement in particular that makes this holiday profitable.

The achievement 'Bad Example' requires players to eat certain junk foods in front of their orphan. These foods are:

Food	Sold by...
Tigule and Foror's Strawberry Ice Cream	Emmithue Smails (Stormwind Bank) or Alowicious Czervik (Orgrimmar Bank)
Red Velvet Cupcake	Aimee (Dalaran, [51,28])
Dalaran Doughnut	Aimee (Dalaran, [51,28])
Dalaran Cupcake	Aimee (Dalaran, [51,28])
Lovely Cake Slice	Aimee (Dalaran, [51,28])
Tasty Cupcake	Cooking
Delicious Chocolate Cake	Cooking

Tigule and Foror's Strawberry Ice Cream

This is a vendor bought item from spawned vendors during the Children's Week event. The vendors are in main cities and are quite visible. You *might* make some quick gold by buying it and listing it on the AH for those players who don't realize how close the vendors are, but it's unlikely you'll make very much.

Red Velvet Cupcake, Dalaran Doughnut, and Dalaran Cupcake

These items are also vendor sold; however, they tend to be slightly more profitable. Since Aimee is in Dalaran many players don't want to waste the time going all the way back to Northrend (purchasing a port, ect).

You'll want to stock up on at least a few stacks of these before Children's Week each year and place them on the AH the night before it begins. You will be pleasantly surprised how well they sell (even at high prices!!). I made **over 1500g** with this trick last year - not bad for a method that takes less than 5 minutes!!

Be sure to get your auctions up early as *many* other people will be attempting this trick. Your key is **getting them up the Monday BEFORE Children's Week** on a 48 hour auction!

Lovely Cake Slice

Lovely Cake Slices are obtained from Lovely Cakes, which are also sold by Aimee. These sell even better than the previous three. When you buy a Lovely Cake (18g) you must first place it on the ground before being allowed to pick up 5 Lovely Cake Slices from it. Because you only need one slice to complete the achievement, but it costs 18g for a cake many players look for this item cheap on the AH.

NOTE: The earlier you list these the better, as players realize each cake has several pieces they will buy them and use one to complete the quest, then sell the rest on the AH thereby destroying the price.

NOTE 2: Also cakes do cost 18g a piece, which means you'll need to sell each piece for at least 3g 78s a piece to cover your costs + AH cut.

Tasty Cupcake

Tasty Cupcakes are obtained from cooking. The pattern is a rare world drop (it's actually quite common, most cooks who have leveled through Northrend will have it). The materials for Tasty Cupcakes are as follows:

- (1) Northern Egg
- (2) Flour

Flour is bought from any cooking vendor, however Northern eggs must be farmed. Northern eggs drop from:

- 1) Imperial Eagle (Grizzly Hills)
- 2) Goretalon Roc (Sholazar Basin)
- 3) Carrion Hunter (Icecrown)
- 4) Emerald Skytalon (Dragonblight)

Delicious Chocolate Cake

Delicious Chocolate Cake is the most material heavy food for this holiday, which also means it will make the most gold. Materials for Delicious Chocolate Cake are:

- (8) Flour
- (4) Milk
- (4) Mild Spices
- (1) Flask of Port
- (8) Small Eggs
- (3) Mageroyal

The first four items are all vendor purchased. Whether you want to buy these from Innkeepers and put them on the Auction House for more is up to you, but its highly unlikely this method will make you significant gold. The main items well be focusing on here are the Small Eggs and the Mageroyal.

Mageroyal can be farmed in many mid level zone if you are a herbalist. If you are NOT an herbalist it can usually be found relatively inexpensively on the Auction House. The closer you get to Children's Week the pricier it will get as others are stockpiling food items and food materials as well, so be sure to get yours well in advance.

NOTE: Listing these in stacks of 3 will allow you to get a higher price because that's all the Delicious Chocolate Cake recipe calls for!

The other item here is Small Eggs. Small Eggs drop off very low level mobs in Azeroth. They aren't used for much besides a few low level cooking recipes and then holiday recipes. Since they are usually in low demand and most low levels just vendor them, their prices skyrocket during holidays. Stocking up (via farming or just watching the AH) will net you a hefty profit during both Children's Week and Winter's Veil.

The best place to farm Small Eggs are the Dragonhawks in Eversong woods. Their drop rate is near 100% and they often drop several per. The area to the West of the Dead Scar is the most populated area to farm. The dragonhawks are found over most of the zone, however, so if you have already slain all the ones in your current area, just ride to another area and resume farming there for a bit.

Small eggs are one of the most profitable tricks, especially when done BEFORE the holiday events. If your eggs are the only ones on the AH starting the day of a Holiday you stand to make several thousand gold *very* quickly. This is also a great trick because both low levels and high levels can farm them!

Midsummer Festival

Midsummer Fire Festival is one of Blizzard's most interactive holiday events, forcing players of each faction to desecrate enemy bonfires outside enemy cities. There is not much for gold makers during this holiday as most items are quested and soulbound. If you are short on gold and need some right away, however, you can make [approximately 1000g](#) plus some extra festival item from visitng all the bonfires. For a complete list of bonfires consult the [extra information guide](#).

Hallow's End

Hallow's End is the Halloween equivalent for Azeroth. It is a fantastic holiday filled with several several adventures for all different levels. Like Midsummer Festival, however, most of the achievements are based on quests and/or soulbound items. There are still a few tricks for making gold during the holiday, though.

Costumes/Wands

Hallowed Wands are given out during the Hallow's End event from various places. There are 7 different wands that are obtainable. Their importance comes in with the achievement *The Masquerade*. This achievement requires you to try out all 7 costumes (wands). Unfortunately, wands cannot be used on yourself, meaning players are *forced* to pay others to put costumes on them or trade. This makes selling costumes very profitable, and also very easy to do for low levels.

You have 2 options for obtaining these wands:

- Treat Bags (from inn keepers once an hour)
- Crudely Wrapped Gifts (from Costumed Orphans after completing Smash the Pumpkin quest)

The treat bags are easy to obtain, visit any inn keeper once an hour to pick up your treat during Hallow's End. With any luck you'll get a wand!

Your other option is from Crudely Wrapped Gifts which are obtained after completing the *Smash the Pumpkin* quest outside of any capital city. To complete this quest, simply fend off the Headless Horseman during one of his assaults and upon successful completion his head will launch off and explode, leaving a pumpkin on the ground. The pumpkin will provide and complete the quest.

Try spamming trade chat (or your favorite channel of choice) with your wands for best results...

Pilgrim's Bounty

Pilgrim's Bounty was just recently introduced to Azeroth, mimicking that of the traditional Western Thanksgiving. The holiday is based much around cooking, though; the recipes are soulbound and the materials readily available for the most part. There are a few special ingredients, though.

Each of the capital cities has one unique food item. These food items are conjured, but not soulbound, meaning they can be traded and sold, just not on the Auction House. Most players are far too lazy to go to each city themselves and will just buy them off other players.

Food	City
Ripe Pumpkin	Undercity/Stormwind
Tangy Cranberries	Ironforge/Orgrimmar
Sweet Potato	Thunderbluff/Darnassus
Wild Turkey	Tirisfal Glades/Elwynn Forest (you have to hunt them)

NOTE: Mages can also make a large amount of gold selling ports during this holiday if you're willing to set up shop for a day or two.

Winter's Veil

Winter's Veil is the Christmas equivalent in Azeroth, and one of the most fun in-game events. It also is phenomenal for making easy gold. There are several ways to make gold during the Feast of Winter's Veil.

Ginger Bread Cookies

The quest *Treats for Grandfather Winter* requires players to bring 5 gingerbread cookies and 1 glass of milk to Grandfather Winter. The milk is vendor bought, but gingerbread cookies require (1) small egg and (1) holiday spices. Just as earlier, small egg farming is the way to go, and can net you significant profit for a little bit of pre-holiday farming.

The best place to farm Small Eggs are the Dragonhawks in Eversong woods. Their drop rate is near 100% and they often drop several per. The area to the West of the Dead Scar is the most populated area to farm. The dragonhawks are found over most of the zone, however, so if you have already slain all the ones in your current area, just ride to another area and resume farming there for a bit.

Preserved Holly

Preserved Holly can be used to turn your mount into a reindeer for a period of 1 hour. There are two types of Holly, Fresh Holly and Preserved Holly. Preserved Holly is *not* restricted to the feast of the winter's veil. It is a reward for completing:

- Metzen the Reindeer
- The Hero of the Day

Both are holiday quests that take place in Searing Gorge (see your nearest capital city to begin the quests).

You can unload your Preserved Holly during the Feast of Winter's Veil, or you can save them, either way will net you a tidy sum of gold (though the latter significantly more). While saving will likely net you more gold when you sell them later in the year, it can also be hit or miss as they are truly just a temporary vanity item at any other time of year.

NOTE: It is also possible to receive these from *Tickling Presents*.

Snowballs

Feast of the Winter's Veil is the only time of year you can gather snowballs. Consider stock piling these during the Feast and selling them later in the year. I usually just fill up a few alts' banks full with snowballs and forget about them. You can usually sell them for about 5g a stack later in the year, but you will have to hold onto them for a few months.

Presents

True to any Christmas story, the Azeroth Christmas includes presents too. There are six different types of gifts, the availability of which depend on your characters current level.

Present	Minimum Level	Contents
Gently Shaken Gift	0	5x Winter Veil Roast or 5x Winter Veil Eggnog
Carefully Wrapped Present	0	5x Winter Veil Cookie
Winter Veil Gift	10	Blizzard-gift (soulbound pet)
Festive Gift	10	Wand of Holiday Cheer
Gaily Wrapped Present	20	Green Helper Box, Red Helper Box, Snowman Kit or Jingling Bell
Tickling Present	40	Mechanical Greench, 5x Preserved Holly, Chance of random recipe

The two presents we are interested in are the *Gaily Wrapped Present* and the *Tickling Present*. The *Gaily Wrapped Presents* have one BoE pet inside. You will receive a Green Helper Box, a Red Helper Box, a Snowman Kit or a Jingling Bell.

These pets sell well during Winter's Veil, but sell even better later in the year. Players who are close to pet achievements will often pay several hundred (to upwards of 1000g!) for these pets because it is still cheaper than buying whatever other pets they may not have.

Whether you decide to sell the pets (or learn them!) during the Feast itself, or later in the year, they will all fetch a couple hundred gold at any time.

Tickling Presents contain more Preserved Holly for you to sell, as well as a chance of a random recipe. These random recipes are all BoE so they can be sold as well, though are mainly used for vanity purposes so they don't sell extraordinarily well, but if you're lucky enough to get one they usually sell for a few hundred gold at least.

Darkmoon Faire

The Darkmoon Faire is the only Azeroth holiday that occurs throughout the year. Silas Darkmoon travels between Shattrath City, Thunder Bluff, and Stormwind, appearing at each 4 times a year. The faire is present at one of these three locations on the last Sunday of every month.

The Darkmoon Faire brings a collection of games, booze, vendors and buffs. There are essentially three ways to profit from the Darkmoon Faire.

Tree Frog/Wood Frog

Flik is a wandering frog vendor that travels with the Darkmoon Faire. He sells two types of frogs: Tree Frogs and Wood Frogs. Tree Frogs are unlimited but Wood Frogs are limited supply. Both of these are excellent sellers, however, because they can only be purchased during the Faire (which is once a month).

Stock up on these during the faire (the Wood Frogs spawn about once an hour) and resell later in the month for quick and easy gold.

As a side note, Flik can be somewhat hard to find as he is chasing a 'loose' frog all around the Faire area. If you talk to the frog, Flik will stop as well.

NOTE: The best strategy is to buy the Tree Frogs in bulk and sell them for low amounts of gold. They only cost 40s, so even at 15-20g per it is still almost all profit. They usually sell very quickly for anything below 50g.

Darkmoon Faire Decks

Redirect to Inscription Gold Making.

Insane in the Membrane

Insane in the Membrane is a Feat of Strength achievement that rewards the title 'the Insane'. Without going too in-depth about the achievement, one part of it requires you to be exalted with the Darkmoon Faire. For those of you who have tried, that is not exactly an easy thing.

Grinding Darkmoon Faire reputation requires you to turn in certain items for Darkmoon Faire Tickets. These items can only be turned in up to certain reputations, however. Up to 2250 reputation can be obtained by turning in specific items. After this you must turn in Darkmoon Faire decks to gain more reputation.

Watch trade chat for players spamming wanting to buy decks. If you save your Darkmoon decks (instead of turning them in for trinkets right away) players often offer to buy them for the turn in (so they get the reputation gain) for anywhere from 50-200g+. 'The Insane' title is very difficult to acquire and also very costly. Most players who are trying for it have a large amount of gold already and this tends to be quite a profitable way to make extra gold, especially if you farm Darkmoon Faire decks anyway.

Non-Combat Pets

Non-combat pets are one of the easiest, quickest and most profitable forms of gold making in all of Azeroth. Not only that, but many of them require little to no effort at all to acquire.

NOTE: For ease of reference in this section, each pet will be given a status code. These status codes represent their rarity/profitability.

Status	Meaning
Common	Vendor purchased/easily accessible (avg. 0-100g)

Vulnerable	Uncommon pet (avg. 100-1000g sell price)
Endangered	Rare pet (avg. 1000-5000g sell price)
Critically Endangered	Rarest of Pets (avg. 5000g+ sell price)

Vendor Pets

If you haven't realized this already, you will begin to soon: most WoW players are either lazy or stupid. Probably a mix of both. Fortunately, that means you can easily make lots of gold off of them. Many non-combat pets can be purchased from vendors for reasonably low prices (most around 40s-1g). Their vendor locations can often be very out of the way, however, so many players would rather simply purchase them on the Auction House for inflated prices than ever have to travel to get them.

There is definitely gold to be made by purchasing vendor pets and reselling them. At one point I had an entire guild bank full of vendor pets and an entire alt dedicated to selling them.

Your typical 40s-1g vendor pet can sell for anywhere between 10-20g easily. Less common pets and pets that require further travel can range even higher.

Alliance Vendor Pets:

- Cats (Bombay, Cornish Rex, Orange Tabby, Silver Tabby) - Common -

Sold by Donni Antharia in Elwynn Forest for 40s each. Located in her just outside Northshire Abbey.

- Cats (White Kitten) - Vulnerable -

The White Kitten is a limited supply pet sold by Lil Timmy, a patrolling child around Stormwind. He is consistently running around Stormwind, making him a little hard to catch, and if you do catch him the kitten is on limited supply.

Check for him during off hours. His respawn timer is about 3-6 hours, so it is fairly common. White Kittens sell especially well horde side.

- Owls (Great Horned Owl, Hawk Owl) - Common -

Sold by Shylenai for 40s each. Located at the Warrior's Terrace in Darnassus.

- Moths (Blue, White, Yellow) - Common -

Sold by Sixx for 50s each. Located in the Crystal Hall of Exodar.

- Rabbit (Snowshoe) - Common -

Sold by Yarlyn Amberstill for 50s each. Located at Amberstill Ranch in Dun Morough.

Horde Vendor Pets:

- Prairie Dog (Brown) - Common -

Sold by Halpa for 50s each. Located in the upper portion of Thunderbluff.

- Dragon Hawk (Golden, Red, Silver) - Common -

Sold by Jilanne for 50s each. Located in Fairbreeze Village in Eversong Woods.

- Snakes (Black, Kingsnake, Brown, Crimson) - Common -

Sold by Xuntish for 50s each. Located in the Valley of Spirits in Orgrimmar.

Neutral Vendor Pets:

- Parrot (Cockatiel, Senegal) - Common -

Sold by Narkk for 40s each. Located in Booty Bay in Stranglethorn Vale.

- Various:

Dealer Rashaad

Dealer Rashaad is located at the Stormspire in Netherstorm. He sells a variety of pets to both factions including:

- Blue Dragonhawk Hatchling (10g)
- Brown Rabbit (10g)
- Siamese Cat (60s)
- Cockroach (50s)
- Crimson Snake (50s)
- Mana Wyrmling (40g)
- Senegal Parrot (40s)
- Red Moth Egg (10g)

These pets sell on the Auction House for various prices, usually proportional to their original sell price. Choose pets that are *not* already available to purchase for your faction. As less people visit Outlands (especially Netherstorm), fewer collectors realize these 'cross-faction' pets aren't really cross faction and many are willing to pay quite nicely for them (at least for the 2 minutes it takes to ride to Netherstorm).

Breanni

Breanni is located in Dalaran near the flight masters inside the pet store. She is the equivalent to Dealer Rashaad, selling non-combat vendor based pets, but hers are slightly more expensive than Rashaad's though. Her wares include:

- Albino Snake (50g)
- Calico Cat (50g)
- Obsidian Hatchling (50g)

Her pets are more common than Rashaad's and unfortunately quite a bit more expensive. Use caution when buying these pets to resell as it can be quite a costly investment if you stock up and no one buys. Dalaran is also only a mage port away, so many players will take the trip themselves to say a few gold. That being said... a mage port can cost upwards of 20g on most servers, so these pets should sell decently within the 50-80g range.

Flik

Flik is a wandering frog vendor that travels with the Darkmoon Faire. He sells two types of frogs:

- Tree Frog (40s)
- Wood Frog (1g)

Tree Frogs are unlimited but Wood Frogs are limited supply. Both of these are excellent sellers, however, because they can only be purchased during the Faire (which is once a month).

Stock up on these during the faire (the Wood Frogs spawn about once an hour) and resell later in the month for quick and easy gold.

As a side note, Flik can be somewhat hard to find as he is chasing a 'loose' frog all around the Faire area. If you talk to the frog, Flik will stop as well.

NOTE: The best strategy is to buy the Tree Frogs in bulk and sell them for low amounts of gold. They only cost 40s, so even at 15-20g per it is still almost all profit. They usually sell very quickly for anything below 50g.

Farmable Pets

Raptors

During Wrath of the Lich King Blizzard introduced non-combat raptor pets to the game. These hatchlings come from a variety of sources, including instance drops, zone drops and a new device called nests.

Nests are scattered around specific raptor infested areas on a timer similar to that of a rarespawn. They have a 100% drop rate for the pets.

Leaping Hatchling

Leaping Hatchlings are found in Takk's nest in the Northern Barrens. The site of the nest varies, but it is most commonly found near shrubs and trees. Leaping Hatchling is on a 4-6 hour respawn cycle, so check back often.

Leaping Hatchling is one of the more popular raptor pets, despite its commonality. It constantly leaps around the owner's feet, making it one of the few pets with very visible movements. It usually sells decently on the auction house, but be wary of undercutters as it is very easy to obtain.

Darting Hatchling

Darting Hatchlings are found in Dart's nest in Dustwallow Marsh. Dart's Nest is found in the raptor infested area to the east of Blackhoof Village. Make a circuit around the little triangle and be sure to check by trees and shrubs. Be wary of 'fake' nests, there are several egg clusters that look like nests for questing in the area, but these are NOT Dart's nest.

Dart's nest is on 5-8 hour respawn, but it is only a couple minute flight from Orgrimmar, so it's worth checking fairly often.

Darting Hatchlings have (at least in my experience) the least resale value of all the raptors. Still an easy couple hundred gold or so, but it is rarely visited by high levels, meaning levelers set the market. Don't go out of your way too overly often to check.

Razormaw Hatchling

Razormaw Hatchlings are found in the Razormaw Matriarch's nest in the Wetlands. The nest is located inside a cave on Raptor Ridge. Razormaw Hatchlings are not especially rare, but many players don't know where they are from or aren't willing to make the trip out to Wetlands to get it (Almost every time I make the trip to check there is one).

Why players don't make the short trip is beyond me, as it is easier than ever now for Horde and Alliance. Just take the portal to Twilight Highlands and you're maybe a 2 minute flight away.

Razormaw Matriarch's nest is on a 5-8 hour respawn cycle, but like I said, nearly every time I've checked it has been there.

There are several areas where the nest can spawn but the most common is where the Razormaw Matriarch (rare spawn) itself, spawns. Enter the cave and make a quick right, you will open into a fairly large cave with a large incline surrounded by water. The nest should be on top of this rock incline.

Ravasaur Hatchling

Ravasaur Hatchlings are found in the Ravasaur Matriach's Nest in Un'goro crater. This is by far the most profitable of the 'nest' raptors. The nest is on a 10-14 hour respawn cycle, making it noticeably longer than the other raptors.

The nest is also rather difficult to find and Un'goro Crater is rather out of the way (try taking the CoT portal to Tanaris if you're in the Shat/Dalaran area for a quick way to get there).

The nest has several different spawn points, be sure to check all of them. Also be careful of 'fake' nests again, as there are many more in this area than even Takk's nest.

Ravasaur Hatchlings are quite profitable, but can be a hassle to obtain. Still – many players don't bother to farm or check, so it can net some easy gold for a fairly short trip if you time it right.

Deviate Hatchling

Deviate Hatchlings are the first of the instance drop raptor pets. They drop off Deviate Guardians and Deviate Ravagers in the beginning of Wailing Caverns. The mobs are located in the very first part of the instance before you get to the large cavern area.

There is some discrepancy on the drop rate of these little guys. Some players report receiving them within easily 100 kills, others say have reported it can take up to 1000.

I would *not* recommend farming Deviate Hatchlings. Low levels run Wailing Caverns too much to keep the price high on the auction house and with no clear drop rate, it can take hours to even get one to drop.

Mainly you should keep an eye out for players selling this pet in trade or on the Auction House for cheap.

Gundrak Hatchling

Gundrak Hatchlings are dropped off Gundrak Raptors outside of the Gundrak instance in Zul'Drak. The drop rate on this guy is about 1 in 1000, so if you're going to farm for it, be aware it may take a while.

Gundrak Raptors are found scattered around the edges of the instance and can be killed in a rather large circle fairly easily. The raptors only have about 12k health, so an 85 should be able to fairly easily 1 shot most of them.

Since the introduction of Cataclysm very few Gundrak Hatchlings have been popping up on the auction house. If you have the patience to farm one you could likely fetch a hefty profit from a post-WOTLK pet collector who didn't get the chance to snap it up in Wrath. Unfortunately, you will still have to find a buyer, which can be more difficult than farming when it comes to rare pets.

Razzashi Hatchling

Razzashi Hatchlings are the only zone drop raptor companions. Any mob in Cape of Stranglethorn/Northern Stranglethorn Vale has a chance to drop him. The drop rate is around 1 in 1000 mobs.

The Razzashi Hatchling is one of my favorite pets to farm because you can farm two pets in one. Hyacinth Macaw is also a zone drop in the Cape of Stranglethorn/Northern Stranglethorn (though at a 1 in 5000 drop rate). If you farm mobs here you have a chance at both pets, making your time worth all that much more.

The best place to farm for either of these pets is in the Cape of Stranglethorn just south of the Gurubashi Arena. There is a small hill that houses two Bloodsail pirate camps that just happen to have an incredible respawn rate. You can basically run back and forth between the two camps and continuously kill mobs to your heart's content. The camps aren't very big but the respawn time is instant or near instant at all times. As a bonus it also increases your Cartel rep!

Obsidian Hatchling

Although already listed, it is worth pointing out that the Obsidian Hatchling is another raptor pet that is available from Breanni in Dalaran for 50g. It can sometimes be profitable to buy these and relist since Dalaran is seldom visited anymore.

Whelplings

Crimson Whelpling

The Crimson Whelpling is a zone wide drop in the Wetlands. Unfortunately, the Wetlands are not a particularly farm-friendly place. The best advice if you are going to farm this particular whelpling is to farm Dark Whelplings at the same time.

Just south of Raptor Ridge and east of Greenwarden's grove is the trail into Twilight Highlands. In the Wetlands portion of this trail lays a large amount of whelplings and orc kidnappers. The *Ebon Whelps* are one of several mobs that can drop Dark Whelplings, and also have the chance to drop a Crimson Whelpling (nice how those zone drops work, eh?).

Farm primarily the Ebon Whelps as they drop both, but there is a pretty high mob concentration throughout most of this area, all of which, of course, can drop it.

Azure Whelpling

The Azure Whelpling, like the Crimson, is also a zone drop, this time in Winterspring. Winterspring is a slightly higher level zone, but still shouldn't pose any problem.

There are several good places to farm in Winterspring. Again, like the Crimson Whelpling, the drop rate on this is very low, so in order to maximize profit we will be attempting to do multiple things at

once. If you choose to farm for this whelping, your best bet will be to farm one of the many Furblog camps in the area. The Furblogs drop two things:

- Runecloth
- Winterfall Firewater

Runecloth can be sold as is, sold in bolts, crafted into disenchantables, or even sold as bandages, but it can greatly increase your profit per hour. Winterfall Firewater is also very valuable. Due to the Shattering changes it's not nearly as valuable as it once was, but still fetches a tidy sum on the auction house that'll at least give you some extra gold while you farm.

The Furblog camps also drop a decent bit of silver as well as a chance at greys/greens. If you are going to farm a non-zone drop pet, this is what I'd do. The higher level mobs end up netting the most extra gold, and there area is also very sparsely populated with fast respawn rates.

Dark Whelping

Dark Whelplings are different from most of the other whelplings as it is found off several different mobs in several different zones. They can drop off:

- Ebon Whelps (Wetlands)
- Nyxondra's Broodlings (Badlands)
- Flamescale Broodlings (Burning Steppes)

Truthfully, there is only one spot you should be farming for these, though. As previously mentioned, the Ebon Whelps in the Wetlands have a chance to drop not just 1, but 2 whelplings – the Crimson and the Dark. Unless you are a skinner this possibility far outweighs the small amount of extra gold you will receive while farming for either.

The area you want is just south of Raptor Ridge and just east of Greenwarden's Grove. The trail leading up to Twilight Highlands is populated with several types of whelps as well as a large amount of orcs. All the mobs can drop a Crimson Whelping, but *only* the Ebon Whelps will drop Dark Whelplings. Stick to farming these as much as possible.

The mobs can be a little spread out, but most classes should be able to make pretty large circles and kill them in a timely matter.

Tiny Emerald Whelping

Finally, the Tiny Emerald Whelping is also not a zone drop, but a mob specific drop. Tiny Emerald Whelplings *only* drop from Noxious Whelps in Northern Feralas. Noxious Whelps are only found on the far side of Jademir Lake in Feralas.

These Whelps are slightly spread out, but you should be able to run in between most groups. The Noxious Whelps unfortunately do not favor good drops, however, they can be very profitable if you are a skinner.

TIP: A DK can easily farm these and can obtain the skinning required in only a few hours. Try creating a new DK to make a quick skinning alt so greatly increase your gold per hour!

Other Farmable Pets

Black Tabby

The Black Tabby used to be a drop from a select few Dalaran Wizards in Silverpine Forest, however, after the Shattering it was changed to a zone drop in Hillsbrad Foothills. Hillsbrad Foothills was also changed with the Shattering to include much of the Alterac Mountains. Southshore is a very populated zone, so it shouldn't too terribly difficult to find mobs.

Check the shoreline south west of Southshore for Naga and Murlocs, the mobs are all the way down the coast so it makes a pretty easy straight line of mobs to kill and by the time you're done the beginning ones should have spawned again already!

If you are a skinner try checking out the Yeti Cave West of Tarren Mill as they have pretty skinning drops and their cave is rather full too!

Captured Firefly

The Captured Firefly is one of the rarest pets in game. It drops exclusively off Bogflare Needlers in Zangarmarsh. Due to how quick Outlands is now, *very* few people farm these now days. Their drop rate is slightly higher than others but still recorded as a 1 in 1500 drop – not too terrible for the 5k+ gold it nets on the auction house. Bogflare Needlers are found all along the upper part of Coilfang Reservoir as well as on the Eastern Edge of the lake.

Disgusting Oozeling

Disgusting Oozeling is the only in-game pet that also reduces character's states, and also changes your character green! The vanity part of this pet makes it very desirable; unfortunately, it is not the easiest to farm. Various slimes from level 50-65 have a chance to drop this pet.

The Disgusting Oozeling is dropped from Oozing Bags. 1 in 25 Slimes will drop a bag, and 1 in 85 bags will have a Oozeling. Therefore, roughly you have a 1 in 2125 chance of it dropping. The best possible place to farm this at the moment is from Shifting Mireglobs in Dustwallow Marsh. The majority of the map east of Stonard is filled with Shifting Mireglobs.

I recommend making a large circle from Stonard to the Harborage to Splinterspeak Junction and ending at Stonard again for the most efficient route. Be sure to venture through the middle of the circle too, though, as there are many mobs in that area.

Hyancith McCaw

The Hyancith McCaw is the only 'epic' quality pet in the game. Being so, it is pretty much the most profitable pet available. It is a zone drop for Cape of Stranglethorn/Northern Stranglethorn.

As with the Razzashi Hatchling, there is one place in particular that is absolute best for farming in Stranglethorn.

In the Cape of Stranglethorn just south of the Gurubashi Arena there is a small hill that houses two Bloodsail pirate camps that just happen to have an incredible respawn rate. You can basically run back and forth between the two camps and continuously kill mobs to your heart's content. The camps aren't very big but the respawn time is instant or near instant at all times.

And all the rest of them...

Holiday Pets

See Feast of the Winter's Veil

Profession-Made Pets

Engineering

The majority of profession-made pets come from engineering. These include (Raw Material Requirements are listed below):

- Personal World Destroyer (Trainer)
 - o 10x Obsidium Bar
 - o 8x Handful of Obsidium Bolts
 - o 8x Electrified Ether
- De-weaponized Mechanical Companion (Trainer)
 - o 12x Obsidium Bar
 - o 8x Electrified Ether
 - o 4x Handful of Obsidium Bolts
 - o 2x Jasper
- Life-like Mechanical Toad (Schematic: World Drop)
 - o 1x Living Essence
 - o 1x Rugged Leather
 - o 12x Thorium Bar
 - o 4x Runecloth
 - o 1x Gold Bar
- Lil' Smoky (Schematic: Gnomergan Drop)
 - o 1x Core of Earth
 - o 1x Gold Bar
 - o 3x Delicate Copper Wire
 - o 1x Truesilver Bar
 - o 2x Iron Bar
 - o 2x Essence of Fire
 - o 2x Mithril bar

- **Mechanical Squirrel (Schematic: World Drop)**
 - 2x Linen Cloth
 - 5x Copper Ore
 - 2x Malachite
- **Pet Bombling (Schematic: Mekgineer Thermaplugg – Gnomergan)**
 - 1x Heart of Fire
 - 3x Delicate Copper Wire
 - 3x Iron bar
 - 3x Heavy Stone
 - 6x Mithril Bar
 - 2x Essence of Fire
 - 1x Silver Bar
- **Tranquil Mechanical Yeti (Trainer)**
 - 1x Rugged Hide
 - 4x Runecloth
 - 4x Truesilver Ore
 - 2x Elemental Air
 - 12x Thorium Ore
 - 2x Globe of Water
 - 4x Elemental Earth
 - 1-3x Gold Ore

Enchanting

- **Enchanted Lantern (Horde – Schematic costs 20 Hypnotic Dust)**
 - 8x Heavenly Shard
 - 8x Hypnotic Dust
 - 1x Maelstrom Crystal
- **Magic Lantern (Alliance – Schematic costs 20 Hypnotic Dust)**
 - 8x Heavenly Shard
 - 4x Greater Celestial Essence
 - 1x Maelstrom Crystal

Profession made pets are *very* nice ways to get gold. Especially since many of the older pets are pets most people do not have, and the old-world mats can be found fairly cheap on the auction. The mats listed are raw materials, so just add up their prices on your server's auction house and compare to the price of pets!

NOTE: If there are none on the auction house I wouldn't recommend putting most pets (at least the none-rare quality ones) for over 500g, as they likely won't sell due to their low mat costs.

Cracked Egg

Sholazar Basin's ongoing war between the Oracles and Frenzyheart tribes may have been from Wrath of the Lich King, but it can still net you a very tidy profit these days.

Those who hold Revered status with the Oracles can purchase a *Mysterious Egg* from the Oracles quartermaster for 3g. The egg is unique and takes 3 days (down from 7) to hatch. Upon hatching these eggs have a chance to drop 1 of 4 non combat pets:

- Cobra Hatchling
- Tickbird Hatchling
- White Tickbird Hatchling
- Proto-Drake Whelp

All of these pets sell fairly well (usually 100g+, with the Whelp reaching 1000g+) and require almost no work whatsoever.

If you have no reputation (or are hate by both) with the Frenzyheart or Oracles visit Tamara Wobblesprocket @ 50,62 in Sholazar. To switch from Frenzyheart to Oracles, visit and slay Artuis the Heartless (@ 72,57) and leave *Jaloot* alive during the encounter.

Mechanical Chicken

The Mechanical Chicken is one of the rarest pets in game, because it is only rewarded as a quest reward after completing 3 escort quests, all of which start from a random drop item in different zones.

The three items are OOX-22/FE Distress Beacon (Feralas), OOX-09/HL Distress Beacon (Hinterlands), and OOX-17/TN Distress Beacon (Tanaris).

OOX-22/FE Distress Beacon drops from Feral Scar Yetis, which are located just southwest of the Tower of Estulon.

OOX-09/HL Distress Beacon drops best from Vicious Owlbeasts which are located all around the Hinterlands.

And OOX-17/TN Distress beacon drops best from Wastewander Bandits and Southsea Pirates. Just south of the Caverns of Time is probably the best spot as there are tons of Pirates in the area and you can pretty much just keep killing until it drops.

Once you have completed all 3 escort quests from these beacons, you will be able to accept the quest *An OOX of your Own*, which will reward the Mechanical Chicken. The chicken is quite rare, so set your prices accordingly!!

Argent Tournament

The Argent Tournament began during the scourge invasion in Wrath of the Lich King. The Argent Tournament requires players to complete dailies to receive Champion's Seals. (See the Dailies section for how to start, and how to complete the dailies).

Once a player acquires 40 Champion Seals they can purchase any number of pets (faction specific). For Horde these are:

- Enchanted Broom
- Durotar Scorpion
- Mulgore Hatchling
- Sen'jin Fetish
- Trisfal Batling

And for Alliance they are:

- Ammen Vale Lashling
- Dun Morogh Cub
- Mechanopeep
- Teldrassil Sproutling
- Elwynn Lamb

These pets are a very, very profitable way to make gold. You should have no problem selling each one for 1000g+, on some servers as high as 3-5000g.

The problem, however, is dailies take time (though not much, you can get a pet in 3-5 days for very easy dailies). Thankfully, Blizzard gave all us gold-farmers a way to make Champion Seals quickly.

Trial of the Champion is a 5-man instance located in the Argent Tournament. The instance is a very quick run at 85, and each run will award 5 champion seals. Simply complete the instance in normal mode and reset to gain large amounts of seals, very quickly.

NOTE: Keep in mind you can only enter 5 instances an hour, and $5 \times 5 = 25$ Seals per hour, or approximately a little less than 2 hours for a pet. Use this to evaluate your gold per hour, and decide whether it is worth it or not to farm these on your server.

Vanity Items

Azeroth is full of fun and interesting vanity items that have no particular purpose except that they are fun. These items range from transformation items to t-shirts to dice. Vanity items come from a variety of sources, too. Some are crafted via various professions, others found from quest rewards or drops.

Many of these items sell very, very well; others, not so much. A good rule of thumb is the more visible the item or the cooler the effect the more it will sell for. A dice that doesn't actually do anything

won't sell nearly as well as an Orb of Deception that transforms you into a member of the opposite faction.

On Role Playing and Role Playing/Player Versus Player servers vanity items will go for significantly more. They still sell well on other servers, but they are often in more demand on these.

Profession Vanity Items

As mentioned before, a number of vanity items can be crafted via certain professions. Most of the patterns are fairly easy to obtain and the material cost relatively low, so don't go too crazy with your prices, but keep in mind not very many players craft them so you should still be making a decent bit of gold.

(Some of these items can be found in their respective profession sections as well)

Alchemy

Vial of the Sands

Vial of the Sands is a mount that transforms the user into a Sandstone Drake capable of carrying 1 other player.

The mount is created with Alchemy; however the recipe is obtained through Archaeology (see [Archaeology section](#)). It is very, very material heavy. Much like the Mechanohog, it requires certain materials that can only be purchased from vendors. These materials are purchased from Yasmin at Nesingwary's Camp in Uldum.

Materials required:

- 1x Pyrium Laced Vial (Vendor – 5000g)
- 8x Sands of Time (Vendor – 3000g each)
- 12x Truegold
- 8x Flask of Winds
- 8x Flask of Titanic Strength
- 8x Deepstone Oil



Elixir of Giant Growth



Elixir of Giant Growth is a low level elixir that gives the user +8 Strength as well as making their character bigger in size. This elixir is a favorite of twinks, banks alts and players just have fun. The materials are:

- 1x Deviate Fish
- 1x Earth Root
- 1x Crystal Vial

The pattern is a world drop but can often be found on the auction house for very little. Consider buying out these materials when prices are low as Elixirs of Giant Growth can often fetch 5-10g+ each.

Pygmy Oil

Pygmy Oil is an Alchemist crafted oil that shrinks the user. The oil is unique in that it stacks on itself, making you increasingly smaller. Eventually after 6-10 stacks it will also transform the user into a Pygmy gnome. The pattern can be obtained from any trainer at 375 Alchemy. The materials required are 1x Pygmy Suckerfish, which can be obtained from any open waters in Northrend.



Deepstone Oil



Deepstone Oil is similar to Pygmy Oil but instead of shrinking your character it freezes your character in stone. This is an increasingly popular item as it only requires 1x Albino Cavefish to craft, and crafts 1-2 Oils per. Albino Cavefish are primary fished in Deepholm. The recipe can be obtained from any trainer at 470 Alchemy.

Engineering

Engineering is the king of all vanity professions; however, the majority of these items cannot be sold and are restricted to those with Engineering only. The following items do *not* have an Engineering restriction and are not Bind of Pickup.

Ornate Spyglass



This is a very nifty item that can be learned from any Engineer at level 135. It is used to zoom far into the distance. It is a fun item if you do not have any abilities that allow you to view far distances. It can also be very helpful in battlegrounds. Materials required are:

- 2x Bronze Tube
- 2x Whirring Gizmo
- 1x Copper Modulator
- 1x Moss Agate

Fireworks

There are a total of 5 different types of fireworks Engineers can make.

Firework	Materials Required	Source
Blue Firework	(1) Heavy Blasting Powder, (1) Heavy Leather	Buckslappy – Blasted Lands
Green Firework	(1) Heavy Blasting Powder, (1) Heavy Leather	Buckslappy – Blasted Lands

Red Firework	(1) Heavy Blasting Powder, (1) Heavy Leather	Buckslappy – Blasted Lands
Snake Burst Firework	(2) Dense Blasting Powder, (2) Runecloth, (1) Deeprock Salt	Zorbin Vandazzle – Feralas
Firework Launcher	(1) Inlaid Mithril Cylinder, (1) Goblin Rocket Fuel, (1) Unstable Trigger, (1) Mithril Casing	Fariel Starsong - Moonglade



The colored fireworks make 3 each, the Snake Burst 4 and the Firework Launcher is unfortunately has only 1 charge.

Mechano-Hog/Meknigeer's Chopper

The Mechano Hog and Meknigeer's Chopper are the Horde/Alliance motorcycle mounts exclusively craftable by engineers. It is, however, *extremely* material heavy.

The schematics can only be purchased after receiving exalted reputation with either the Horde Expedition or Alliance Vanguard. The schematic can be purchased from either Logistics Officer Brighton or Logistics Officer Silverstone in Howling Fjord/Borean Tundra for Alliance and Sebastian Crane or Gara Skullcrush in Howling Fjord/Borean Tundra for Horde. The cost is 320g after discount.

The materials are:

- 12x Titansteel Bar
- 2x Arctic Fur
- 40x Handful of Cobalt Bars
- 1x Salvaged Iron Golem Parts (Vendor – 3000g)
- 1x Elementium Plated Exhaust Pipe (Vendor – 1500g)
- 8x Goblin Machine Piston (Vendor – 1000g ea)



Salvaged Iron Golem Parts, Elementium Plated Exhaust Pipe and Goblin Machine Piston are only available from Roxi Ramrocket in Storm Peaks and only after purchasing and learning the pattern to create the chopper.

Inscription

Rituals of the New Moon



Rituals of the New Moon is a level 70 off hand item crafted by scribes. It has recently gained popularity, however, due to its vanity effect: it turns you into a wolf. The pattern is dropped from residents of Silverbrook in Grizzly Hills.

The material requirements are:

- 5x Ink of the Sea
- 3x Eternal Shadow
- 10x Resilient Parchment

These offhands are quite entertaining as they allow you to transform into a wolf for 2 minutes and although pacified, you are still able to use and create items. Each book will contain the color of the wolf it will transform you into on the tooltip. Ex:

The color options are: Red, White, Black and Gray.

Certificate of Ownership



Certificate of Ownership
2 sec cast
Tools:
Virtuoso Inking Set
Reagents:
Celestial Ink (2), Common Parchment

Certificate of Ownership
Classes: Hunter
Item Level 50
Use: Allows you to rename your pet.
"Companions, demons, and party members are not covered by this documentation."
Sell Price: 25

Certificates of Ownership are used by hunters to rename their pet. The material requirements are:

- 2x Celestial Ink
- 1x Common Parchment

These certificates are the only way to rename a pet as a hunter so they are quite often in demand. The low material cost is a

huge plus as well.

Origami

Scribes are also able to create a small amount of origami objects. The origami objects are:

- Origami Slime
- Origami Rock
- Origami Beetle



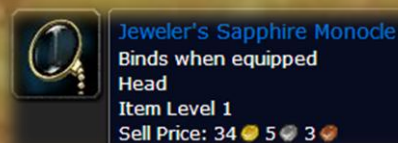
Each one only requires 3x Resilient Parchment to create, which makes them only cost about 1g to produce. I wouldn't recommend selling them for too much, but you can easily sell them in trade for 4-5 times the cost.

Jewelcrafting

Monocles

In Cataclysm Blizzard introduced several new items that are entirely encompassing of the vanity item spirit that I'm referring to. Blizzard gave Jewelcrafters the ability to make Monocles that have no stats, very high material costs and just make your character look shiny. There are 3 different monocles that can be crafted. The patterns for these monocles are unfortunately BoE world drops.

Monocle	Materials
Jeweler's Sapphire Monocle	(3) Ocean Sapphire, (2) Elementium Bar, (50) Volatile Water
Jeweler's Ruby Monocle	(3) Inferno Ruby, (2) Elementium Bar, (50) Volatile Fire
Jeweler's Amber Monocle	(3) Amberjewel, (2) Elementium Bar, (50) Volatile Life



Lens

Jewelcrafters also can craft 3 different types of focusing lens. These focusing lens project a small beam of light onto a target. These can be very fun, especially if you can get lots of people using them. You will only be able to list them on the auction house if they are unused however, so if you plan to sell them don't test them out first! All of the patterns will be available from trainers.

Lens	Materials
Dark Jade Focusing Lens	(1) Dark Jade
Shadow Crystal Focusing Lens	(1) Shadow Crystal
Shadow Jade Focusing Lens	(1) Dark Jade, (1) Shadow Crystal



Leatherworking

Stylin' Hats



Adventure



Crimson



Jungle



Purple

There are four hats in total:

Hat	Materials	Source
Stylin' Adventure Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Life, (4) Black Dye, (3) Rune Thread	Durnholde Rifleman – Caverns of Time:Escape from Durnholde
Stylin' Purple Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Shadow, (4) Purple Dye, (3) Rune Thread	Blackheart the Inciter – Shadow Labyrinth
Stylin' Crimson Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Fire, (4) Red Dye, (3) Rune Thread	Sethekk Ravenguard – Sethekk Halls
Stylin' Jungle Hat	(6) Heavy Knothide Leather, (2) Cobra Scale, (8) Primal Earth, (3) Rune Thread	Rift Keeper/Rift Lord – Caverns of Time: Opening of the Dark Portal

These hats are somewhat difficult to craft/obtain but being 2 expansions old they fetch a decent bit on the auction house these days. I wouldn't jump up and go craft several of each, but selling a few at a time can net quite a nice profit.

Fishing

Savory Deviate Delight

Savory Deviate Delight transforms the player into a pirate or a ninja. The special part about these is that the buff does not wear off upon mounting or engaging in combat. These items are quite fun for players of all levels and can net quite a nice sum of gold, especially for low level horde players.

Deviate Fish are exclusives to the Barrens/Wailing Cavern area, making them much easier to farm for Horde than Alliance (also meaning Deviate Fish are far more profitable Alliance side). There are essentially 3 pools of water that Deviate Fish Pools spawn in:

- Forgotten Pools
- Lushwater Oasis
- Stagnant Oasis

All 3 bodies of water share a respawn timer on the pools. At any given time 4 pools should be active between the 3 waters. The best strategy here is to just pick a starting pool, fish out all of the Deviate Pools, then move on to the next ones, completing the circuit as you find the pools.

Noble's Monocle



This item is like the Jewelcrafter's Monocles but slightly less shiny. It is found within Bag of Fishing Treasures, which is a reward for Shattrath City fishing dailies.



Antique Silver Cufflinks

These cufflinks aren't incredibly noticeable but many players like them quite a bit. They drop as well from Bag of Fishing Treasures from the Shattrath City fishing dailies.



Ornate Drinking Stein



This offhand item is a level 1 equibbale mug. It is very popular among bank alts. Found, again, with Bag of Fishing Treasures from Shattrath City fishing daily quests.

Gold Wedding Band

This ring slot item has no real purpose, nor can it be noticed on characters, yet remains a timeless classic for twinks and bank alts. Found within Bag of Fishing Treasures from Shattrath City fishing daily quests.



Gold Wedding Band
Finger
Item Level 1
Sell Price: 15

Battered Jungle Hat



This hat is the same style as the Stylin' Hats Leatherworks can craft, however it has no stats but also no level requirement. It is incredibly popular with low levels since it is the only non-boa helm available to everyone at level 1 – not to mention it looks cool.

The hat is found within Bag of Fishing Treasure from Dalaran City fishing dailies. The Dalaran Bag of Fishing Treasures has DIFFERENT contents from the Shattrath ones. This item can only be found from Dalaran fishing daily Bag of Fishing Treasures.

Diamond Tipped Cane

Diamond Tipped Cane was the latest fad in bank alts during Wrath of the Lich King. Fortunately, since most people no longer do Dalaran fishing dailies it sells for even more now. The cane is a weaponless, well, weapon. It has a very cool visual and no level requirement. Very popular among bank alts and twinks. Like the Battered Jungle Hat the Diamond Tipped Cane is found randomly in the Bag of Fishing Treasures reward for Dalaran fishing dailies.



Tailoring

Tailoring can craft a plethora of vanity outfits. Their most popular creation is shirts. Shirts are great because they're easy to craft but still sell quite well. You may want to consider setting

up a 'store' to advertise all of your different shirts in trade chat since many players will buy them, but won't specifically search for them on the auction house.

Shirts



Name	Materials	Sources
Blue Linen Shirt	(2) Bolt of Linen Cloth, (1) Coarse Thread, (1) Blue Dye	Trainer
Blue Lumberjack Shirt	(4) Bolt of Frostweave, (1) Blue Dye	Northrend World Drop
Blue Workman's Shirt	(4) Bolt of Frostweave, (1) blue Dye	Northrend World Drop
Bright Yellow Shirt	(1) Bolt of Silk Cloth, (1) Yellow Dye, (1) Fine Thread	(Alliance Only) Danielle Zipstitch – Duskwood
Brown Linen Shirt	(1) Bolt of Linen Cloth, (1) Coarse Thread	Trainer
Dark Silk Shirt	(2) Bolt of Silk Cloth, (2) Gray Dye, (1) Fine Thread	Mallen Swain – Hillsbrad Foothills, Sheri Zipstitch - Duskwood
Formal White Shirt	(3) Bolt of Silk Cloth, (2) Bleach, (1) Fine Thread	Trainer
Gray Woolen Shirt	(2) Bolt of Woolen Cloth, (1) Fine Thread, (1) Gray Dye	Trainer
Green Holiday Shirt	(5) Bolt of Silk Cloth, (4) Green Dye, (1) Silken Thread	Holiday Quest Reward
Green Linen Shirt	(3) Bolt of Linen, (1) Fine Thread, (1) Green Dye	Trainer
Green Lumberjack Shirt	(4) Bolt of Frostweave Cloth, (1) Green Dye	Northrend World Drop

Green Workman's Shirt	(4) Bolt of Frostweave Cloth, (1) Green Dye	Northrend World Drop
Lavender Mageweave Shirt	(2) Bolt of Mageweave, (2) Purple Dye, (2) Heavy Silken Thread	Borya – Durotar, Outfitter Eric – Dun Morogh
Orange Mageweave Shirt	(1) Bolt of Mageweave Cloth, (1) Orange Dye, (1) Heavy Silken Thread	Trainer
Orange Martial Shirt	(2) Bolt of Mageweave Cloth, (2) Orange Dye, (1) Heavy Silken Thread	Elynna – Darnassus, Mahu - Thunderbluff
Pink Mageweave Shirt	(3) Bolt of Mageweave Cloth, (1) Pink Dye, (1) Heavy Silken Thread	Borya – Durotar, Outfitter Eric – Dun Morogh
Red Lumberjack Shirt	(4) Bolt of Frostweave Cloth, (1) Red Dye	Northrend World Drop
Red Swashbuckler's Shirt	(3) Bolt of Silk Cloth, (2) Red Dye, (1) Silken Thread	Trainer
Red Workman's Shirt	(4) Bolt of Frostweave Cloth, (1) Red Dye	Northrend World Drop
Rich Purple Silk Shirt	(4) Bolt of Silk Cloth, (1) Purple Dye, (1) Silken Thread	World Drop
Rustic Workman's Shirt	(4) Bolt of Frostweave Cloth, (1) Yellow Dye	Northrend World Drop
Stylish Blue Shirt	(4) Bolt of Woolen Cloth, (2) Blue Dye, (1) Gray Dye, (1) Fine Thread	World Drop
Stylish Green Shirt	(4) Bolt of Woolen Cloth, (2) Green Dye, (1) Gray Dye, (1) Fine Thread	World Drop
Stylish Red Shirt	(3) Bolt of Woolen Cloth, (2) Red Dye, (1) Fine Thread	Trainer
White Linen Shirt	(1) Bolt of Linen Cloth, (1) Bleach, (1) Coarse Thread	Trainer
White Swashbuckler's Shirt	(3) Bolt of Silk Cloth, (2) Bleach, (1) Silken Thread	Trainer
Yellow Lumberjack's Shirt	(4) Bolt of Frostweave Cloth, (1) Yellow Dye	World Drop Northrend
Black Swashbuckler's Shirt	(5) Bolt of Silk Cloth, (1) Black Dye, (1) Silken Thread	Narkk – Booty Bay

Shirts vary greatly in styles and colors so be sure to have a broad range available whenever possible. Also keep in mind the low material requirements, if it isn't an exceptionally rare shirt don't expect to get 500g a shirt – keep them profitable, but reasonable.



Dresses

There are a fair number of dresses that tailors can craft as well, which are mainly restricted to female characters, but still sell well. They are also typically quite a bit easier to obtain than shirt patterns are.

Name	Materials	Source
Simple Dress	(2) Bolt of Linen Cloth, (1) Blue Dye, (1) Bleach, (1) Coarse Thread	Trainer
White Woolen Dress	(3) Bolt of Wool Cloth, (4) Bleach, (1) Fine Thread	Trainer
Simple Black Dress	(3) Bolt of Mageweave Cloth, (1) Bleach, (1) Black Dye, (1) Heavy Silken Thread	Trainer
White Wedding Dress	(5) Bolt of Mageweave Cloth, (1) Bleach, (3) Heavy Silken Thread	Alexdra Bolero – Stormwind, Mahu - Thunderbluff
Festival Dress	(4) Bolt of Runecloth, (2) Firebloom, (2) Red Dye, (1) Rune Thread	Lunar Festival Reward

These dresses have no use particularly besides vanity, however many player still enjoy them. Consider stocking your 'store' with a few of these just as variety.

Tuexdo

Name	Materials	Source
Tuxedo Pants	(4) Bolt of Mageweave Cloth, (3) Heavy Silken Thread	Outfitter Eric – Dun Morogh, Millie Gregorian – Trisfal Glades
Tuxedo Jacket	(5) Bolt of Mageweave Cloth, (3) Heavy Silken Thread	Outfitter Eric – Dun Morogh, Millie Gregorian – Trisfal Glades
Tuxedo Shirt	(4) Bolt of Mageweave Cloth, (2) Heavy Silken Thread	Outfitter Eric – Dun Morogh, Millie Gregorian – Trisfal Glades



The Tuxedo Outfit is incredibly popular among players. All 3 parts can be obtained from limited supply vendors in either Dun Morogh or Trisfal Glades. The outfits are pretty easy to craft, and mageweave is usually



be
dirt

cheap on the auction house. Again, you'll likely have the best luck selling the set in trade for a reasonable price vs. the auction house.

Misc Outfits

Name	Materials	Source
Blue Overalls	(4) Bolt of Woolen Cloth, (2) Blue Dye, (2) Fine Thread	Alexandra Bolero – Stormwind, Borya - Thunderbluff
Admiral's Hat	(3) Bolt of Mageweave Cloth, (2) Heavy Silken Thread	Cowardly Crosby – Stranglethorn Vale

Two other excellent sellers are the Blue Overalls and the Admiral's Hat. Both of these items are crafted by tailors as well. Their patterns are obtained from limited supply vendors but shouldn't be too difficult.

Holiday Vanity Items

Holidays are incredibly profitable (see Holidays/Special Events section), but most of their gold is made only during the holiday itself. There are a few items that can be sold throughout the year, though, and these items can be quite profitable the farther from the holiday it gets.

Hallowed End

Weighted Jack-o'-Lantern

This little gem is actually a very entertaining item. The Weighted Jack-o'-Lantern is obtained during Hallowed End and allows a player to 'jam' it onto another players head, giving them a pumpkin head for the next hour!

They can be gathered from a variety of sources during Hallowed End. Primarily they are obtained from killing the holiday boss, the Headless Horseman. They are also a reward from several Hallowed End quests, including *Let the Fires Come!* And *Stop the Fires!*

These do not expire and have no limit on how many you can keep, so stock up during the holiday as many as you can. Like most vanity items, don't go overboard on your pricing, but they are only obtainable during Hallowed End so any time in the spring you should be charging a premium for them!

Feast of the Winter's Veil

Preserved Holly

Preserved Holly is obtained during the Feast of the Winter's Veil event and can be used to turn your mount into a reindeer for 1 hour! It is a very popular item as it is one of the only mount transformers in game, and there is also no regular reindeer mount.

Preserved Holly is different from Fresh Holly, because Preserved Holly does NOT expire at the end of the Feast of the Winter's Veil. Preserved Holly is obtained from 2 different quests: *Metzen the Reindeer* and *the Hero of the Day*. It can also be found in Tickling Presents from underneath the Winter's Veil tree on Christmas day. This present is only available to characters above level 40.

Snowballs

Snowballs are a very fun item during the Feast of the Winter's Veil. They are obtained from various spots around Azeroth, but the easiest way is to just buy them for 10 copper a piece from any capital city vendor. The vendors appear only during the Feast of the Winter's Veil so you'll have to stock up during that time.

Winter's Veil Outfits

During Feast of the Winter's Veil tailors and leatherworkers will be able to craft elf-looking outfits for players to wear! These outfits have relatively low material costs and the patterns can be bought from Smokey Wood Pasture vendors.

There are 3 items that can be crafted for these outfits:

Name	Materials
Green Winter Clothes (Tailoring)	(4) Bolt of Runecloth, (1) Bolt of Wool Cloth, (2) Green Dye, (1) Rune Thread
Red Winter Clothes (Tailoring)	(4) Bolt of Runecloth, (1) Bolt of Wool Cloth, (2) Red Dye, (1) Rune Thread
Winter Boots (Leatherworking)	(1) Copper Bar, (1) Bolt of Wool Cloth, (4) Rugged Leather, (1) Rune Thread

These outfits are quite fun and are also part of the achievement

New Year's Eve



Old World Raids/Instances

We are now 3 expansions beyond Vanilla WoW and 2 beyond Burning Crusade, meaning that many old world raids and instances that were once cutting edge progression can now be easily blown through, even solo.

Old World raids used to be one of my absolute favorite ways to make gold in the entire game. However, since the 4.1 gold nerf drop, they are not nearly as profitable. There are still a select few, though, that remain a nice source of gold.

The other thing to keep in mind with Old World Raids is that although they do not offer as much Gold per Hour as could be found elsewhere, they are pure GOLD. You do not have to wait for something to sell on the auction house or to worry about undercutters or finding a buyer – this is pure gold that can be spent right away. This is the most attractive and beneficial part about soloing these old raids. Sometimes you need gold now to make an investment for your next purchase or to simply pay for tonight's flasks.

There are 3 raids in particular that still net a decent amount of gold for relatively little work:

- Molten Core (best)
- Karazhan
- Magtheridon's Lair

There are also an additional two World Bosses that can potentially be worth farming:

- Doomwalker
- Doom Lord Kazzak

Molten Core

Molten Core is by far the best Old World raid to solo. It can easily be soloed by almost any class, it has very nice gold drops, and it has a chance at several very in-demand items. Before we begin the walkthrough you should be aware of exactly what it is you are looking for here:

- 1) Bosses – bosses drop anywhere from 30-120g per + drops
- 2) Blood of the Mountain – Blood of the Mountain is used for the crafting of various Vanilla epics, specifically *Sulfuron Hammer*, a key component in the Legendary Hand of Ragnaros. Blood of the Mountain drops from Molten Destroyers as well as is a rare drop from Dark Iron Deposits (which are only found in Black Rock Depths and Molten Core)
- 3) Sulfuron Ingots – These are also used in the creation of the *Sulfuron Hammer* with a total of 9 being needed. These only drop from Golemagg the Incenerator
- 4) Tier 1 Raid Sets – The belt and bindings of the original Tier 1 raid sets for each class can be looted off trash or bosses in Molten Core and are also BoE
- 5) Lava Core – These are not nearly as high in demand as they used to be but on some servers still fetch a decent profit. Drops off certain bosses and fire elementals
- 6) Uncommon Items (Greens) – It seems frivolous to mention these, but Molten Core is one of the best sources for green level 50-60 items, which disenchant into some of the most profitable materials in the game (second only to Cataclysm materials)



1. Lucifron

Despite the natural desire to turn right in the main room, for quickness sake we'll be going straight through several bridges until we reach Lucifron. Lucifron himself is not exceptionally difficult; however, the trash before hand is another matter.

There will be packs of Corehounds in this room that if multiple are pulled will respawn the others. Kill only the one pack needed to reach Lucifron and then pull Lucifron back towards the entrance to engage.

Spellcaster's should be wary of Lucifron's Curse as it increases the cost of spells and abilities by 100% for 5 minutes. It is more of a nuisance than anything, but still.

Drops: ~70g, Formula – Enchant Weapon Spell Power (chance), ~10-15g loot value

2. Magmadar

Again, the issue here is not in the boss itself but in the trash before. Luckily, all this trash can be avoided, so there really is no issue. Any 85 should easily be able to run along the wall on the right side past all the packs of Core Hounds right over to Magmadar. Just make sure to put your back to the wall and engage him away from his pets.

Drops: No gold, Enchant Weapon – Spell Power (rare), ~8-15g loot value

3. Gehennas

Gehennas is a pretty straight forward boss. He is accompanied by two Flamewalker Elites who can stun, so be sure to burn them first, but they have fairly low health so it shouldn't be an issue. Also be wary of Gehennas' Curse which reduces healing by 75% for 5 minutes – again, more of a nuisance than anything truly problematic.

Drops: ~60g, Chance at various Old World patterns, ~8-15g loot value

4. Garr

Garr is accompanied by several adds, though they can and should be ignored entirely. Simply burn down Garr as fast as you can.

Drops: No gold, Chance at various Old World patterns, ~8-15g loot value, Bindings of the Windseeker (right)

5. Shazzrah

Shazzrah is relatively easy, be sure to clear the trash around him and pull him back against the wall so as not to pull Baron Geddon at the same time.

Drops: ~65g, Chance at various Old World Recipes, ~10-15g loot value.

6. Baron Geddon

Baron Geddon is perhaps the most difficult boss in Molten Core, though difficult would still be quite a stretch. Make sure not to pull him at the same time as Shazzrah. He is a fairly easy fight, except that he will launch you randomly into the air if you are the target of his Living Bomb. Be sure to engage him towards the edge of the cavern where the ceiling is lowest – this will mitigate your falling damage (which is substantial – around 30-40k per fall from the highest point in the cavern).

Drops: No Gold, Chance at various Old World Recipes, ~10-15g loot value

7. Sulfuron Harbringer

Sulfuron Harbringer is accompanied by 4 healing priests who can all heal for a substantial amount. Just nuke down the priests 1 by 1 and then engage the Harbringer himself.

Drops: ~40g, Chance at various Old World Recipes, ~8-14g loot value

8. Golemagg

Golemagg is quite simple too, just don't try to burn his Core Hounds first – they don't die as long as he is alive. Burn him and his Core Hounds will quickly follow.

Drops: No Gold, Chance at various Old World recipes, Sulfuron Ingot (Rare), ~8-15g loot value

9. Majordomo Executus

Majordomo Executus is the last boss before the Big Daddy: Ragnaros. He will only spawn once all the other bosses have been defeated. To Defeat the Majordomo you will need to kill all 7 of his friends. Be sure to focus the healers first, but besides that you shouldn't have any issues. None of them hit particularly hard nor have much health. Once his friends are slain he will 'give up' and you can meet up with him again at Ragnaros' chamber to summon the Fire Lord himself.

Drops: No Gold, Chance at various Old World recipes, ~8-12g loot value

10. Ragnaros

Ragnaros has a lot of health, but is really a big wimp. You should easily be able to just burn him down before he has a chance to do too much, but for safety position yourself so when launched you will land in lava. Do this by standing here. >>. Also, if he gets to the point where he disappears and summons adds, just kill the adds and he will reappear.

Drops: ~120g, Chance at various Old World recipes, Eye of Sulfuras (rare), ~15-25g loot value.

By the time you are all finished with Molten Core you should walk away with around 300-400g in gold, around 100g more in vendorable epics and with any luck a few rare pieces too. With a bit more luck you may get a few Blood of the Mountain or a Sulfuron Ingot, each of which can net around 1500g per.

If you don't have much luck with drops you will still end up with about 500g. Not the best gold per hour, but also not bad, and like I mentioned earlier it is pure gold in your pocket, no waiting for the auction house, no waiting for a buyer.

Karazhan

Karazhan has lost much of its magic since the 4.1 nerf. It can still be profitable, but not nearly as much so. A typical Karazhan run will net around 200-400g per. It takes around an hour to complete a full run. Use this method only if you are in desperate need of gold, or like doing Karazhan for the fun of it. It is NOT a great source of gold per hour.

For this reason I have shortened Karazhan into a half-sized run that will net a decent amount of gold in a short period of time. In this run we will be doing Attumen the Huntsmen through Opera. Almost more important than the bosses here is the trash.

Karazhan is not nearly as in-depth as Molten Core. Pretty much every boss can just be burned down and trash should just be aoe'd to hell. Keep an eye out for:

- 1) Uncommon (green) Items – There will be lots of these off trash, be sure to loot them all whether for d/eing or for vendoring
- 2) Netherweave Cloth – This still sells well on many servers, and even if it doesn't it can be made into bandages and a full Karazhan's run worth should be around 30-50g
- 3) Junk (grey) Items – Karazhan is a level 70 instance, so most grey items should vendor for 3-10g; be sure to loot all of them as it will vastly improve your gold per run.



1) Attumen the Huntsmen

Attumen the Huntsmen is an easy burn. Be sure to clear all the trash in the stables area before pulling as they will aggro once you engage the boss. You will first engage Attumen's steed, Midnight. Midnight only has about 200k health, so just burn him. Once he is slain Attumen will join the fight atop Midnight. If you are ranged stick close to him as he will charge and cause a knockback. From this point just tank and spank what is left of his health.

Drops: ~3g, Chance at Reins of the Fiery Warhorse, ~8-15g loot value



2) Moroes

Head back out to the main area and up the large stair well (NOT the area behind midnight – before you even enter the stables). You will end up in a large banquet room full of patrons. Clear this entire room for drops (each mob drops around 50s + cloth + greens). Once you have finished, take a left into Moroes' Banquet room. Clear the trash again around this room while avoiding pulling Moroes and his friends.

Moroes and his friends are a pretty easy fight, none of them hit hard nor do they have much health. I usually burn his adds first just so I don't have to do clean up once he is dead.

Drops: ~4g, Enchant Weapon – Mongoose (Enchanter's only), ~8-16g loot value



3) Maiden of Virtue

After killing Moroes backpedal into the giant banquet hall where you killed all of the patrons. Venture through the door in the far right side of the room and go up the stairs. You will end up in another Ballroom above the one you were just in. Directly ahead will be the Opera Event. Head towards it, clearing out the mobs as you go (again, be sure to loot all of these). Take your first right into a hallway, and another right as soon as you can.

At the end of this hallway is the Maiden of Virtue. Maiden is an exceptionally easy fight. Be careful of Holy Fire if you are not max level as it can do around 20k by the time it is all said and done. Besides that it should be too fast of a burn for her to be able to do anything.

Drops: ~4g, ~6-12g loot value

4) Opera Event

Backpedal back to the large upstairs ball room after defeated the Maiden of Virtue. Once you come out of the hallway and into the room take a right into the large theatre-esque room. From here take a right again and follow the corridor around until you reach Barnes, the stage manager (you will go through several rooms, just be sure to not to go up the stairs. Clear mobs as you go – they are well worth it).

There are 3 different Opera Events you can be faced with, each of which has a fairly simple mechanic:

- The Wizard of Oz
 - Just burn them all, if needed kite Tinman
- Red Riding Hood
 - Chance to be turned into Little Red Riding Hood – run away from the Big Bad Wolf until it wears off and resume damaging
- Romulo and Juliet
 - Both bosses must be killed within 10 seconds of each other or they will resurrect one another.

Drops: ~4g, ~10-30g loot value

Congratulations! You have finished a half-Karazhan run! If you were clearing out the trash mobs as you go you should easily have 150-250g after vendoring plus a decent amount of greens and cloth. It also should have taken you a half hour or less. Again, not the best gold per hour ratio, but still.

Soloing Karazhan is also a *must* for any enchanter with Enchant Weapon – Mongoose as it is a guaranteed drop off Moroes if you are an enchanter.

Magtheridon's Lair

Magtheridon's Lair is harder than both Molten Core and Karazhan and not necessarily soloable by all classes. Magtheridon was also hit hard by the 4.1 nerfs, dropping his gold from 500 per kill to only around 50. He still drops a decent amount of loot and a 20 slot bag, so he is not entirely worthless, but if you haven't done the fight it is probably best not to waste your time.

Magtheridon's Lair itself is pretty simple; he is the only boss inside. Kill the adds as you venture down into his pit or they will agro when you pull the big man himself. Their drops are not particularly of note, though they don't have bad drops by any means. Once you arrive at the Pit Lord you will be faced with 3 phases:

Phase 1

During phase 1 Magtheridon will still be banished. You will have 2 minutes to kill as many of the Hellfire Channelers keeping him at bay. Each Channeler has around 240k health and can heal any other Channeler for around 32k.

My best suggestion is to burn them all at once, which most dps and/or tank classes will be able to do. If they are not all dead by the time Magtheridon is released (120 seconds after engaging) it is still possible to kill Magtheridon, just slightly harder.

Phase 2

During phase 2 Magtheridon will be released and must be tanked. He isn't especially difficult, tank him against the wall and interrupt when possible. He won't hit exceptionally hard but he has a lot of health (3200k) so you'll be enduring hits for a while.

Ignore Blast Nova (why we clicked cubes in Burning Crusade) as it is barely noticeable damage at 85. Once you get Magtheridon down to 30% you will enter phase 3.

Phase 3

During phase 3 Magtheridon will bring down the ceiling, causing falling blocks that do cause damage. Throughout the entire phase large rocks will drop from the ceiling – do NOT get hit by them as they cause 80-110k damage. Before a rock falls a small animation will be shown on the ground below so you should easily be able to move out of the way. Besides this mechanic the fight is relatively unchanged.

Magtheridon has a 22 minute enrage timer (from start of the entire fight).

Drops: ~50g, Pit Lord's Satchel (20 slot bag), Black Sack of Gems (full of epic/rare gems), ~20-50g loot value.

All in All Magtheridon ends up dropping between 100-250g worth of loot. The entire raid shouldn't take more than half an hour.

There are many other instances (heroics, old regulars) and raids that can net significant amounts of gold, however, they can often be quite complex (old WoW was harder, remember?) and sometimes even require multiple players for certain mechanics.

Personally, I find Old World raids/instances to be quite fun and I do them for the vanity and the gold, but as a purely gold source they have been pretty well nerfed with 4.1. Besides the benefits of having gold in your bags immediately, these aren't your best option for farming. If you have no interest in doing the raid for fun sake, there are many better ways to make gold.

Factions

There are many different groups in World of Warcraft, the majority of which are grouped into 'Factions'. Many of these factions give powerful rewards to those who achieve certain status with their group. In order to obtain these powerful rewards one must obtain reputation with these factions. There are 8 levels of reputation:

Reputation	Reputation Required for Next Level
Hated	36,000
Hostile	3,000
Unfriendly	3,000
Neutral	3,000
Friendly	6,000
Honored	12,000
Revered	21,000
Exalted	n/a

Most factions start at Neutral, meaning they will require a total of 42,000 reputation points to reach Exalted status. You can gain reputation in a number of ways, including quests, item turn-ins, and instances.

In reference to making gold, there is really only one reason to reach Exalted status with a specific faction, and that is because certain factions award profession recipes upon Exalted status that can be used to craft powerful sellable items.

In Cataclysm there are no pattern rewards for certain reputation with specific factions, patterns are instead purchased with daily rewards or with profession materials. There are still several Old World patterns and recipes that are still useful for twinks. As less and less players play that have these patterns the amount of profit obtained by being one of the few who has it has skyrocketed.

Because the use of these patterns is mostly limited to twinks, patterns listed are primarily enchanting, or some sort of consumable armor enchant.

Classic World of Warcraft Factions

Enchanting patterns listed here are very valuable due to the fact they do not require a level 35 of higher item to perform the enchant on.

Argent Dawn

Name	Effect	Reputation Status
Formula: Enchant Bracer – Mana Regeneration	+9 Spirit	Honored
Formula: Enchant Bracer – Healing Power	+15 Spellpower	Revered

Timbermaw Hold

Name	Effect	Reputation Status
Formula: Enchant 2-Handed Weapon – Agility	+25 agility	Friendly
Formula: Enchant Weapon – Agility	+15 agility	Honored

Thorium Brotherhood

Name	Effect	Reputation Status
Formula: Enchant Weapon – Strength	+15 Strength	Friendly
Enchant Weapon: – Major Spirit	+20 Spirit	Honored
Enchant Weapon: – Mighty Intellect	+22 Intellect	Revered

Burning Crusade

Cenarion Expedition

Name	Effect	Reputation Status
Pattern: Clefthide Leg Armor	+30 Stamina/+10 Agility to leg slot	Friendly
Formula: Enchant Gloves – Precise Strikes	+15 Hit Rating	Revered
Formula: Enchant Cloak – Stealth	+8 Agility/+8 Dodge Rating	Exalted
Pattern: Netherclef Leg Armor	+40 Stamina/+12 Agility to leg slot	Exalted

Honor Hold/Thrallmar

Name	Effect	Reputation Status
Formula: Enchant Bracer – Superior Healing	+15 Spellpower	Friendly
Pattern: Cobrahide Leg Armor	+40 Attack Power/+10 Critical Strike Rating	Friendly
Formula: Enchant Chest – Exceptional Stats	+6 all stats	Honored
Pattern: Nethercobra Leg Armor	+50 Attack Power/+12 Critical Strike Rating	Exalted
Formula: Enchant Cloak – Subtlety	-2% Threat	Exalted

Caverns of Time

Name	Effect	Reputation Status
Formula: Enchant Gloves – Major Spellpower	+20 Spellpower	Honored
Formula: Enchant Gloves – Superior Agility	+15 Agility	Revered

Lower City

Name	Effect	Reputation Status
Formula: Enchant Cloak – Dodge	+12 Dodge Rating	Exalted

Scryers

Name	Effect	Reputation Status
Pattern: Mystic Spellthread	+25 Spellpower/+15 Stamina	Honored
Pattern: Runic Spellthread	+35 Spellpower/+20 Stamina	Exalted

Wrath of the Lich King

Argent Crusade

Name	Effect	Reputation Status
Pattern: Brilliant Spellthread	+50 Spellpower/+20 Spirit	Exalted

Kirin Tor

Name	Effect	Reputation Status
Pattern: Sapphire Spellthread	+50 Spellpower/+30 Stamina	Exalted

Horde Expedition/Alliance Vanguard

Name	Effect	Reputation Status
Schematic: Mechano Hog	Teaches you how to craft a Mechano Hog/Meknigeer's Chopper mount	Exalted

The Oracles

Name	Effect	Reputation Status
Mysterios Egg	Chance at various BoU non-combat pets	Revered

Whether it is worth going out of your way to farm the reputation on all these factions for their patterns greatly depends on the twink population on your server. Check your auction house regularly to see if people often put up these patterns. If you don't see any for several weeks you can probably make quite a tidy profit off them and it may be worth your time.

The Vanilla WoW enchants will sell best as few people in game today have these patterns. Considering an 85 can solo pretty much any Vanilla encounter (minus a select few) you should be able to build up reputation fairly quickly.

Auction House 2.0

So now that you know all about how to obtain items that sell for lots of gold it's time to revisit the auction house.

For the most part the auction house is, well, the auction house. You list things, you make gold. Certain items sell much better depending on when you list them, however, making timing a very, very important quality when listing your items on the auction house.

Timing

I briefly touched on this in our earlier visit to the auction house, but it is time to take a look at this more in depth. Timing is such a key component of listing items on the auction house that it can easily mean the difference in a few hundred to a few thousand gold.

Consumables/Item Enhancements

Consumable items (such as potions, food, flasks, ect) and item enhancements (enchants, leg armors, gems, ect) sell well pretty much any time of the week, but in particular they sell well on the server reset days, Tuesdays.

Tuesday is the day raids reset, meaning a good majority of players will be doing some sort of raiding on these days. They will therefore be using a fair amount of consumables to increase their character's stats while raiding. This also means a fair amount of players will be getting new gear on these days – gear they will need enchanted and gemmed.

List your items late Monday night on a 24-hour timer if you can't list them Tuesday after the server reset. Aim a tad high and remember you can always take them down and relist when you get home. You'll begin to see a noticeable increase in how much your items will sell for on Tuesdays/Wednesdays vs. later in the week.

Rare Items

Any time you have a rare item (whether it be an epic item or a rare non-combat pet) be sure you are listing it singly on the auction house. If you are lucky enough to have 2 of a rare item you do *not* want to list both at the same time – it devalues the rarity of it. Players will keep looking figuring if it is common enough that not only did you obtain 2, but you can't even get rid of either.

This is especially true with crafted pets. Don't list 6 Lil' Smokys at once just because you have them. List them one at a time but bump the price up 50g, you'll be surprised how often you are easily able to get it.

Glyphs

It is worth noting here the sale of glyphs. Selling glyphs requires some of the most effort of any item on the auction house. Glyphs are a timing game, none of them have particularly high material requirements and even the better glyphs are often fairly easy to obtain.

In order to effectively sell glyphs you need to be watching the auction house quite often. For your glyphs to sell you will need to constantly be relisting them so you have the lowest price. There isn't much skill to this, you just have to undercut whoever is undercutting you.

Keep in mind that a 24-hour listing will have a greater deposit, so do 12 hour listings if you plan to take them off the auction house and relist often. Also keep in mind how much the material cost of each glyph is, don't ever undercut so the price is less than what you spent on it. If the price has been

tanked one day by an undercutting war, just keep your glyphs and relist them the next day – it isn't worth losing gold just to get rid of them.

Market Resets

A market reset is where you purchase all of a particular item or type of item on the auction house and relist it at an inflated price. Market resets can make you a very large amount of gold for a very small amount of work; however, they are also very risky.

Just because you bought out all of the Copper Ore on the auction house for 1g/stack and relisted it for 20g/stack doesn't mean that as soon as you go to bed some low level will post 10 stacks up at 4g a piece, meaning you are now stuck with a whole bunch of non-selling Copper Ore.

The idea behind a market reset is that other players will post near what you posted items for, thereby resetting the entire market to a much higher price than it was. The problem with this is that many players don't have a lot of a particular item and are perfectly willing to get rid of it at a lower price if it will sell faster. In order to do an effect market reset you will want to buyout the auction house consistently for several days. This will ensure a low supply and players who have not been able to purchase the items for several days will snatch up your goods when finally placed on the auction house. Again, proceed with caution because you never know when someone else might dig through their gold bank and post up 50 stacks of the exact same item for half the price.

Many players make the majority of their gold off market resets and reselling underpriced items, but you have to be will to take a loss here and there too. It will also help if you have a large amount of gold to start with so you can continually purchase items over a period of time to decrease supply.

Shuffling

Shuffling is the process of buying one item that can easily be transferred into another item that either sells better or faster. Some items that can easily be shuffled:

- Enchanting Materials → Enchant Scrolls
- Ore → Gems
- Ore → Bars
- Ore → Gems → Enchanting Materials
- Leather Scraps → Leather
- Herbs → Ink
- Ink → Other Ink

There are many other items that can easily be shuffled. Keep an eye out for what sells well on your server that you could easily snatch up a lesser trade good and turn into a more profitable one.

Shuffling is one of the primary ways to make large amounts of gold. Use The Consortium Shuffler to help get your feet into these waters.



