

Updated For Patch

WoD 6.0

GOBLINEER'S
**WORLD OF
WARCRAFT**
GOLD GUIDE



**BROUGHT TO YOU
BY THE RICHEST
PLAYERS IN WOW!**

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1. Foreword and Introduction

This guide is the product of collaborative work of several authors from [The Consortium](#). The Consortium is a community of World of Warcraft gold-makers, addon developers and casual gamers alike. It is where some of the game's brightest minds meet to discuss virtual economics and share their love for gaming. The community's elite, the Wind Traders, were instrumental in the creation of this guide. That said, we are confident that the quality of these documents is absolutely unmatched. This guide contains no fluff; only high-quality information that generally cannot be found elsewhere.

Please remember that World of Warcraft is in constant state of evolution. Even during its most stagnant periods, WoW metagame changes. Markets go up and down, some explode, while others crash and burn. The best strategies today may not be the best strategies tomorrow. This guide will be updated regularly to reflect changes in the game. With this in mind, it's important to make sure you're using the latest version of the guide. To automatically receive the latest updated version, make sure to register your guide as described in [section 2](#).

If you feel that this guide is lacking in an area, write to us. We're more than happy to make improvements in areas that require it.

1.1 How to Use This Guide

If you're entirely new to the goblinering scene, you may find yourself overwhelmed by the guide's length and occasional complexity. This document is structured strategically – such that one can learn elements of gold-making in a sensible and intuitive manner. A newer player should first learn to utilize and optimize professions, set up some basic addons, play the auction house, and eventually expand into miscellaneous activities such as shuffling and limited supply routes. You will find that this guide was roughly structured with that in mind.

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If you're viewing the PDF version of this guide with Adobe Acrobat Viewer, you will find anchor links on the left for easy sectional navigation. If these links do not appear, click View > Navigation Panels > Bookmarks. You can use these links to quickly jump back and forth between sections in this guide. Nonetheless, I recommend reading each and every section as they are presented, as to preserve intuitive learning.

1.2 Glossary

This guide makes use of several acronyms native not only to World of Warcraft, but also to the financial world. Here's a quick rundown of some terms used:

AH: Auction house.

Alt: Alternate or "mule" character.

BoA: Describes a bind-on-account item.

BoE: Describes a bind-on-equip item.

BoP: Describes a bind-on-pickup item.

DE: Disenchanted. The act of destroying an item and breaking it down into its magical components such as Dust, Essences, Shards and Crystals.

Flip: To buy and sell an item, hopefully at profit.

Goblineering: Entrepreneurship in World of Warcraft. Goblins are renowned for their greedy nature, hence the term *goblineer*.

GPH: Gold-per-hour. This essentially measures the efficiency of one's gold-making endeavors. As a general rule of thumb, you should practice the highest GPH activities available to you. Other metrics must also be considered, but this one is of utmost importance.

ROI: Return-on-investment. Can be expressed in terms of percentage (ROI%) or absolute margin. A 100g item flipped for 150g would represent a 50g ROI, or 50% expressed as ROI%.

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Shuffle: To transform items into more valuable forms, whether it is through crafting, prospecting, milling, disenchanting or vendoring.

TSM: TradeSkillMaster. The number one gold-making and professions addon. Also encompasses the TradeSkillMaster app, which updates realm and global pricing, and much more. See their [website](#) for more information.

UI: User interface. This is the space through which interaction between you and the game occurs; frames, buttons, health bars, numbers, etc.

TBC: The Burning Crusade, WoW's first expansion pack.

WotLK: Wrath of the Lich King, WoW's second expansion pack.

MoP: Mists of Pandaria, WoW's fourth expansion pack.

WoD: Warlords of Draenor, WoW's fifth and latest expansion pack.

Several more acronyms are used throughout this guide and will be introduced as needed.

1.3 What's New in Warlords of Draenor?

Warlords of Draenor is one of the most disruptive and game-changing expansions of all time, at from a gold making point of view. WoD brings big changes to several key markets we've all grown to know and love. Here's a quick rundown of what you should expect:

The Toy Box: This feature allows players to collect toys like they would for mounts and pets. Toys are fun items that offer no utility. They can be collected throughout PvE questing and dungeons, or crafted and/or bought at the Auction House. This opens up huge markets for crafters (engineers, in particular). Old vanity items such as [\[Orb of Deception\]](#) have been made into toys, and are in higher demand than ever before. This has some implications for flippers and sniper.

Garrisons: These are character-specific, castle-like subzones that you can customize as you like. Garrisons allow you to recruit followers and erect

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buildings that partially replace professions (!). Garrisons help players become self-sufficient in terms of consumables, crafted goods and reagents, which has hurt the average goblin substantially.

On the other hand, Garrisons can be used as a tool for generating gold via missions, Garrison Resources, and more.

Merged Auction Houses: In the WoD pre-patch, the Alliance and Horde Auction Houses were merged. This eliminates cross-faction trading as we knew it, but also reduces friction for trading of such goods. Cross-faction trading isn't dead by any means however. See the [Cross Faction Trading Mastery Guide](#).

Profession Catch-up Mechanisms: Blizzard has introduced new "catch-up" mechanisms to the game. At this point, it appears certain professions (such as Engineering) have been affected, since you can easily level the profession from 1 to 600+ with basic crafts such as [Shieldtronic Shield]. In this regard, demand for low-level crafting reagents has been alleviated.

Not all catch-up mechanisms have an impact on traditional leveling paths, however. When the Ghost Iron Bar catch-up mechanism was announced in MoP, players feared old leveling paths would become obsolete, but that was never the case.

2. Premium Account Activation

Your purchase also includes several bonuses!

1. **Consortium Forums Premium Membership:** Reap all the benefits of premium membership including private forum access, Wind Trader priority support, forum account perks, beta access to current projects, **glowing username** and much more.
2. **Instant Email Updates:** Receive guide updates right in your inbox! If you placed your purchase through Clickbank or Stormspire.net, you're already set up to receive updates. If you've declined to receive emails through your stormspire.net account, just make sure to check [Area 52](#) regularly for updates on the guide! Note: check your junk mail for guide updates!

IMPORTANT: If you've purchased through stormspire.net, your account upgrade is done instantly and automagically! If you've purchased through Clickbank, follow these steps:

1. [Register an account](#) at the Consortium Forums, if you haven't already.
2. Email me at sterling@stormspire.net with you forum username and Clickbank order number. If you do not have this information, contact me anyway and I'll do my best to help you out.

2.1 Must-Read Premium Links

These links should get you started as a premium member.

Custom avatar request: visit the following link to get your custom avatar created: [Need An Avatar? Look Here!](#)



Area 52: View the latest threads, private projects and contributions: [Area 52](#). All premium articles are posted in this forum, where they might spend 1-6 months before moving to the public forums. This is how you get a leg up on the competition! Premium articles are sometimes included in this guide, but not always, so make sure to check Area 52 on the regular!

EC Exclusive Area: Start your 1 on 1 discussion with Wind Traders: [Ethereal Contributor Exclusive Area](#).

Exclusive Guides (non mastery):

- [The Goblin's Garrison: Part 1 – Buildings](#)
- [The Goblin's Garrison: Part 2 – Followers](#)
- [Sterling's Isle of Thunder Farming Guide](#)

2.2 The Mastery Series

The Mastery Series was initiated with [Sniper Mastery](#), a guide that shows you how to thoroughly dominate the Auction House without even moving your character *or even being tabbed in*.

The first guide was so well-received that I wrote several more. The series shows you how to dominate the Enchanting, Jewelcrafting, Cross-Faction, Smelting and Sniping markets. These are 100% top to bottom guides that show you what sub-markets exist within these macro-markets. The guides explain the theory behind each market and how to take advantage of them, and of course, how to set up your addons to make the process fast, easy and profitable.

These guides are *always* released privately for Premium members, and moved to the public areas later. Some of these articles will always remain private.

[Cross-Faction Trading Mastery](#)

[Sniper Mastery](#)

[Enchanting Mastery](#)

[Jewelcrafting Mastery](#)

[Smelting Mastery](#)

You'll notice that the Mastery guides are image-heavy. That means they can't be made to fit into this guide. For that reason, they will remain web-based!

3. Crafting Professions

Whether you're a beginner or expert, professions will be a huge part of your income. Your very first goal as a gold-maker should be to optimize your current professions by tapping every last bit of revenue they can offer. Once that's done, systematically level up *other* professions and diversify your empire. In the words of Kathroman, learn 'vertically' before learning 'horizontally'. If you have a blacksmith and alchemist at your disposal, you should start in those respective sections and optimize/expand your current operations as necessary.

Do take this advice seriously – far too often I see ambitious new goblins way over their heads with trying to learn everything at once!

3.1 Alchemy

Related content:

- [The Mists of Pandaria Ore Shuffle](#)
- [The Cataclysm Ore Shuffle](#)
- [Useful TSM Groups Compendium](#)

Potential: **Low**

Accessibility: **Easy**

Major perks:

- Cheapest and easy to level.
- Ties in well with other professions (ie: extends shuffling).
- Easy, one-time daily profits from transmutes.
- Less "diminishing returns" on stacked alchemists thanks to transmutes (re-introduced in 6.1).

Overall rating: **6/10**

This profession was initially *downgraded* in WoD with the removal of daily cooldowns, which was arguably the biggest upside of Alchemy. With the **re-introduction of daily transmutes**, Alchemy once again takes an important role in gold making.

Also to note; there are no alchemy specializations in WoD, so having 1 of each specialization is no longer so desirable. You should still keep your specializations active though, since they can come in handy for crafting old potions (say, Potion of Luck) and transmuting old-world goods such as Titanium and Truegold.

The consumable market in WoD is changing as well. As of now, only alchemists may craft greater flasks, which will no doubt be the consumable of choice for raiders seeking an edge.

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The potions and elixir markets have traditionally been highly competitive, Specializations do NOT grant extra crafts in WoD, so for now it may be safe to assume that this market is competitive, unless local market conditions prove otherwise (in other words, your mileage may vary).

3.1.1 Profitable Alchemy Crafts

Viable Daily Transmutes

In WoD, there are few, if any, viable old-world daily transmutes. Cardinal Ruby is no longer valuable and has been replaced by Crimson Spinel, a gem that is easier to obtain and usable on all gear.

[Savage Blood]: Requires 50 x [Alchemical Catalyst] and 7 x [Crescent Oil]. Obviously, only profitable when the heavy reagents warrant it.

Transmute Sorcerous Elements: Transmutes 10 Sorcerous Air, Fire, Water or Earth to any other element. Requires 4 x [Alchemical Catalyst] and 10 of each desired element. The cost of the Catalysts must be offset by the value of the elements created.

[Alchemical Catalyst]: Requires 20 x [Frostweed] and 10 x [Blackrock Ore]. There are two versions of this transmute; one that produces 10 Catalysts with a daily recharge, and one that produces 4 Catalysts with no recharge time.

[Living Steel]: Requires 6 x [Trillium Bar] or 12 x [White Trillium Ore] and 12 x [Black Trillium Ore].

Viable No-Cooldown Transmutes

[Truegold]: Requires 3 x [Pyrium Bar]s and 10 [Volatile Fire], 10 x [Volatile Water] and 10 x [Volatile Air]. Great if you're planning to make some Vials. Remember you can buy Pyrite Ore instead of the bars, it's generally cheaper. My profit margin on these is 100%.

[Arcanite Bar]: Requires 1 x [Arcane Crystal] and 1 [Thorium Bar]. Generally used for transmog now. Look for cheap arcane crystals when possible, they're harder to come by than ever before!

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[Titanium Bar]: Requires 8 x [Saronite Bar]s. A home run thanks to the Toy Box. I've sold hundreds in the past couple weeks at 50-60g. I buy Saronite Ore at 1.6g or less, and turn a 100% profit.

Potions

[Lesser Invisibility Potion]: Requires [Fadeleaf] and [Wild Steelbloom]. Used mostly by dungeon challengers to skip trash.

[Swiftess Potion]: Requires [Swiftthistle] and [Briarthorn]. Also used by dungeon challengers, has a few other niche applications.

[Potion of Treasure Finding]: Requires 8 x [Cinderbloom], 4 x [Stormvine], 6 x [Heartblossom] and 4 x [Whiptail]. Used by farmers to obtain treasure chests in Cataclysm zones. Costs 100g or more to craft, but sells nicely nonetheless. Make these on your potion master for the extra profits.

[Potion of Luck]: Requires [Golden Lotus]. Used by farmers to obtain treasure chests in MoP zones.

Other

[Vial of the Sands]: Requires [Pyrium-Laced Crystalline Vial] (BoP vendor), 8 x [Sands of Time] (BoP vendor), 8 x [Truegold], 8 x [Flask of the Winds], 8 x [Flask of Titanic Strength] and 8 x [Deepstone Oil]. The cost of Flasks adds up quickly, so consider crafting these on an Elixir Master alchemist.



Tip

Put your transmute/potion masters to work! Your transmute master can make the Truegold for Vial of the Sands, and your elixir master can make the flasks for this very same craft. This reduced your costs by 5-10% for the mount.

3.2 Blacksmithing

Related content:

- [The Vanilla Shuffle](#)
- [Cross-Faction Trading Mastery](#)
- [The Warlords of Draenor Shuffle](#)
- [Ackis Recipe List](#)
- [Useful TSM Groups Compendium](#)

Potential: **Medium**

Accessibility: **Average**

Major perks:

- Simple to level (but not cheap).
- Several profitable outlets, including consumables and weapons/armor.
- Benefits greatly from transmogrification demand.
- Meshes nicely with other professions.
- Consistent throughout expansions.

Overall rating: **7/10**

Blacksmithing was downgraded from 8 to 7 in Mists of Pandaria due to the requirement of Spirits of Harmony and removal of rods.

Using this profession, you will earn gold from upgrade tokens, weapons, armor, and niche transmogrification pieces.

Keep in mind, Blacksmithing doesn't necessarily offer the most profitable crafts; its potential comes primarily by meshing well with other professions. Make sure to check out the links in *Related Content*!

3.2.1 Profitable Blacksmithing Crafts - WoD

As expected, Warlords of Draenor blacksmiths can create an assortment of armor and weapons, the reagents of which are gated behind the production of [Trueteel Ingot]. The ingots are produced at a set rate by Garrison Work Orders, so it's not possible to mass-manufacture blacksmithing crafts (as is the case for most professions in WoD). [Here](#) you will find all Trueteel Ingot crafts.

Your goal should be to maximize the profits from Trueteel Ingots. Several crafts use these as reagents, so you need to be selective in how you use them up.

There are three types of crafts that use Trueteel Ingots;

- Essences: these "tokens" upgrade an armor or weapon from 640 all the way up to 670 and beyond.
- Weapons and Armor.
- Soul of the Forge.

Upgrade Tokens

Demand for upgrade tokens has been mediocre at best. For one, they require substantial amounts of Savage Bloods, which can run anywhere between 300-1200g depending on the server. Secondly, the availability high quality gear via raiding and PvP puts a serious damper on demand for all upgrade tokens. Some goblins note that upgrade tokens rarely sell; so don't underestimate the illiquidity of these items. They *are* a good way to make a good return on Ingots (about 100g apiece at current global prices), but to make these profits you need to actually clinch a sale.

Weapons and Armor

There are no PvP crafted items in Warlords of Draenor (yet), however Blacksmiths can craft a plethora of BoE weapons and armor.

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All crafted weapons start off rare in quality. Once upgraded, their quality is upgraded to epic. This is important from a seller standpoint; since item quality greatly affects buyers, even if only on a subconscious level.

Crafted Amor

- [Steelforged Aegis]
- [Steelforged Shield]
- [Truesteel Armguards]
- [Truesteel Boots]
- [Truesteel Breastplate]
- [Truesteel Gauntlets]
- [Truesteel Greaves]
- [Truesteel Helm]
- [Truesteel Pauldrons]
- [Truesteel Waistguard]

Crafted Weapons

- [Steelforged Axe]
- [Steelforged Dagger]
- [Steelforged Greataxe]
- [Steelforged Hammer]
- [Steelforged Saber]

I've found that the crafted armor pieces make for easier sales, again, just because they're of epic quality. Be careful with crafting these close to patch releases, as you don't want to be left with gold tied up in unsold stock. That goes with almost any high-level craft!

Soul of the Forge

The companion version of this pet (the one you craft) is BoP. In order to sell this pet, you need to first cage it. Once caged, this pet can be sold at the Auction House. In case you're not familiar with caging, it's quite simple. First, learn the pet. Then, go to your pet collection, find the pet in question, right click and hit "put in cage".

The return per Truesteel Ingot with this pet isn't great. When everything else fails, look for crafting alternatives like this one. In the meantime, focus on epic armor and upgrade tokens.

3.2.2 Crafted Blacksmithing Transmogrification

Blacksmithing is a profession that offers several profitable old world crafts. In fact, this is one of the greatest perks the profession offers. This niche market is one seldom tapped by goblins.

For the better part, these profitable crafts are for the purpose of transmog. One particular group of items, the "Reborn", were introduced in MoP and require [\[Lightning Steel Ingots\]](#), which are still on daily cooldown. This means you can stack Blacksmiths and still reap some daily benefits from cooldowns – just like alchemists!

Learning the Lightning Steel Ingot recipe requires a bit of work. First, head over to Isle of Thunder. Work your way to [Itoka](#) and serve him a can of whoop-ass. Any character 93+ should have no issue soloing him.

Itoka drops [\[Strange Metal Ingot\]](#) quest item, which starts a quest. The turn in is nearby and has no requirements, just run over to the forge and turn in the quest. As a reward, you will learn how to make the Ingots *and* receive the recipes for all rare-quality items below.

Upon crafting the lowest level item, you will learn the next item in the chain. For example, crafting Fireguard teaches Blazeguard, which in turn teaches Blazefury.

- [\[Blazefury, Reborn\]](#)
- [\[Bloodmoon, Reborn\]](#)
- [\[Dragonstrike, Reborn\]](#)
- [\[Lionheart Executioner, Reborn\]](#)
- [\[Stormherald, Reborn\]](#)
- [\[Wicked Edge of the Planes, Reborn\]](#)
- [\[Black Planar Edge, Reborn\]](#)
- [\[Blazeguard, Reborn\]](#)
- [\[Deep Thunder, Reborn\]](#)
- [\[Dragonmaw, Reborn\]](#)
- [\[Lionheart Champion, Reborn\]](#)

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- [Mooncleaver, Reborn]
- [Drakefist Hammer, Reborn]
- [Fireguard, Reborn]
- [Lionheart Blade, Reborn]
- [Lunar Crescent, Reborn]
- [The Planar Edge, Reborn]
- [Thunder, Reborn]

Obviously, there are many more crafted transmogrification items you can sell. I've identified a list of ~200 crafted blacksmithing items that are high potential candidates, and just happen to run my own profitable transmog business as well.



Tip

Use a unique profile for transmog purposes, since these settings and groups will interfere with your usual setup!

You can import the full list and structure with the following import string:

```
group:Armor`Chest,12415,12613,12628,19693,20550,22196,23507,23509,23522,31364,31369,3845,41353,427
25,47589,47590,47591,47592,47593,47594,55058,55060,55062,7935,82921,82975,82977,82979,87402,87403,
87405,group:Armor`Feet,12419,12611,20039,23511,23525,32402,3847,41392,41394,45559,45560,45561,4990
5,49906,49907,69946,69948,7936,94263,94265,94267,group:Armor`Hands,12418,12631,12639,19164,20549,2
3508,23517,23520,23532,23533,41349,42724,69936,69937,69938,7927,82976,82978,82980,87404,87406,8740
7,9366,group:Armor`Head,12417,12612,19148,20551,23519,23521,23535,31368,31371,41344,41386,41387,41
388,42728,7937,82919,94264,94266,94268,group:Armor`Legs,12420,12614,17013,19694,23512,23518,23523,
31367,31370,32404,3843,40958,41346,41347,49902,49903,49904,71982,71983,71984,7926,group:Armor`Sho
ulder,12610,12625,19695,33173,3841,42727,54876,7928,82920,group:Armor`Waist,12416,22197,23510,30032
,32401,45552,group:Armor`Wrists,17014,32403,32568,47570,47572,47573,47574,71991,71993,group:Shields,
22198,42508,55069,55070,82968,82969,group:Weapons`Axes,12775,12784,17704,19169,23542,23543,3856,5
5067,67602,70158,82963,82966,94575,94576,94577,94578,94579,94580,group:Weapons`Daggers,12260,4243
5,45085,55064,70155,70156,group:Weapons`Maces,12796,17193,22384,23544,23546,23556,32854,3852,4125
7,41383,41384,55046,55065,5541,67605,70157,82965,94581,94582,94583,94584,94585,94586,group:Weapon
s`Polearms,55066,55246,70165,group:Weapons`Swords,12777,19168,23499,23540,41182,43871,55052,70162,
70163,70164,7961,94587,94588,94589,94590,94591,94592
```

And here's the final result;

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Groups	-
Blacksmithing Tmog	-
Armor	-
Chest	
Feet	
Hands	
Head	
Legs	
Shoulder	
Waist	
Wrists	
Shields	
Weapons	-
Axes	
Daggers	
Maces	
Polearms	
Swords	

I've broken down items by slot since you might want to cut some groups out completely (usually starting with wrist, gloves, waist, etc).

The list isn't foolproof. I started with a huge list of crafted items worth 300g or more, and whittled the list down to items with potential. I've had experience selling at least 50% of the items on the list, so it should be a solid list as a whole.

To queue up items intelligently, use *DBGGlobalHistorical* for valuing items and their crafting materials. Under *Crafting -> Options*, put *DBGGlobalHistorical* as your *default material cost* and *default craft value method*. Remember, a lot of these transmog items are rare, so we need to take a broad look at their value to see what's worth crafting.

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Help

Auctioning

Crafting

Mailing

Shopping

Warehousing

Options

Operations

Craft BS Tmog

General Settings

Open Profession to Enable

0.1 1 3

Profit Deduction

0% 5% 25%

☒ Never Queue Inks as Sub... ☐ Disable Ink Vendor Trading

☐ Gather All Professions by Default if Only One Crafter

Inventory Settings

Characters (Bags/Bank/AH/Mail) to ... Guilds (Guild Banks) to Ignore:



Default Price Settings

Default Material Cost Method

DBGlobalHistorical

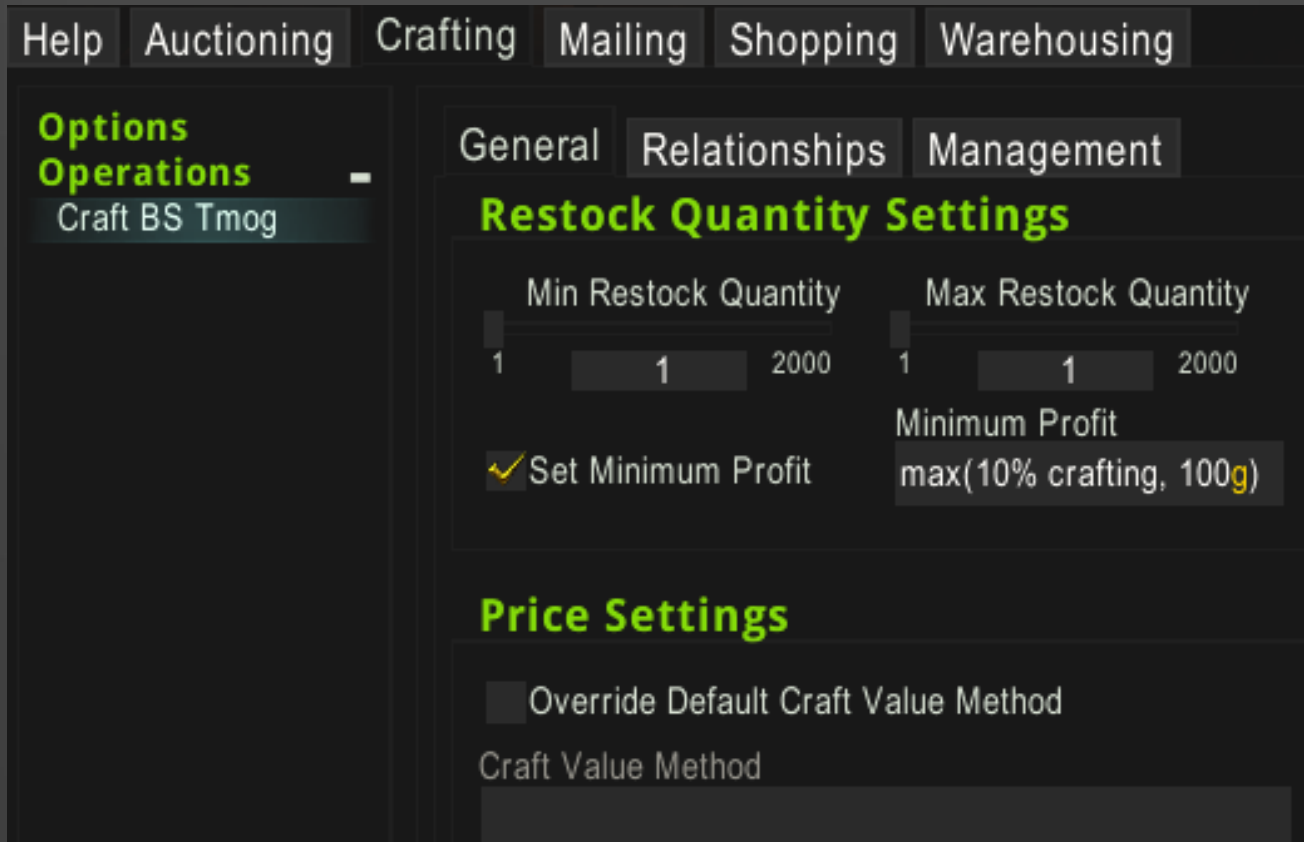
Default Craft Value Method

DBGlobalHistorical

☒ Exclude Crafts with a Cooldown from Craft Cost

Where your crafting operation is concerned, look to make hefty profits on each craft. I use *max(10% crafting, 100g)*.

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3.3 Enchanting

If you're looking for a high-level enchanting guide, check out my [Enchanting Mastery Guide](#) (outbound link). It describes my approach to enchanting and my exact TSM setup. This guide is updated as the game changes.

Related content:

- [The Vanilla Shuffle](#)
- [The Warlords of Draenor Shuffle](#)
- [Ackis Recipe List](#)
- [Useful TSM Groups Compendium](#)

Potential: **High**

Accessibility: **Hard**

Major perks:

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- Extremely diversified array of profitable goods.
- Plethora of high-level scrolls with huge margins.
- Well integrated with TSM.
- Several barriers of entry for the general public (also a drawback, if you're a new enchanter).
- Consistently profitable.
- Low-level and midrange niche scrolls.
- Disenchanted profits, through the shuffle or through the Auction House.
- Synergies with multiple crafting professions.

Overall rating: **9/10**

3.3.1 Enchanting Scrolls

Enchanting is easily my favorite profession. It is a high-level, complex profession with tons of potential. The more work you put into it, the better the payoff.

This profession did lose some steam in WoD. Several changes over the course of the past year have chipped away at the profitability of scrolls, for example;

- Enchants now scale, so a high level enchant can be used on an heirloom and it will scale as the player levels up. For example, Mongoose can be used on a low-level weapon, and will grant a similar, but lesser effect. This eliminates demand for certain low-level enchants, but greatly increases demand for the very best high-level enchants.
- Level restrictions lifted – you can enchant low level items with high level enchants (again, it will scale down).
- Enchanting "illusions"; these are cheap replacements for enchants that give the appearance but not the effect of an enchant. I'm not sure this has *that* much of an impact on our sales, but it's had *some* effect.
- Fewer enchanted slots on WoD gear.

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- Abundance of enchanting materials via Salvage and due to Essence Font (this is an object that disenchants things for you, even if you're not an enchanter). As a rule of thumb, an abundance of materials results in thinner margins.
- Stat squish: the stat squish made certain outstanding enchants average (or slightly better) resulting in smaller demand for all-star sellers like Mongoose.

Now, that's not to say the sky is falling. There have been some positive changes too. The upcoming Heirloom system will no doubt boost demand for old world enchants, namely Mists of Pandaria enchants.

Unlike Alchemy, you can't powerlevel Enchanting and turn a profit the next day. To become a successful Enchanter, you will need to invest time and gold in order to unlock the full potential of the profession. This may put you off a little – but rest assured that your efforts will pay off in the long run.

Here's a to-do list you should work through in order to get best-selling enchants;

- Look for [\[Enchant Weapon - Crusader\]](#) at the auction house. The [Formula](#) drops off Scarlet Archmages in Eastern Plaguelands.
- Go to Karazhan and farm up [\[Enchant Weapon - Mongoose\]](#), a drops from Moroes.
- Visit Vanessa Sellers in Dalaran and purchase the following:
 - [\[Enchant Weapon - Berserking\]](#) (10 Dream Shards)
 - [\[Enchant Weapon - Black Magic\]](#) (10 Dream Shards)
 - [\[Enchant Weapon - Mighty Spellpower\]](#) (10 Dream Shards)
 - [\[Enchant Cloak - Mighty Armor\]](#) (4 Dream Shards)
- Buy the recipe for [\[Magic Lamp\]](#) OR [\[Enchanted Lantern\]](#), this will cost you 20 [Hypnotic Dust].
- Get Revered with the Shado-Pan and purchase;
 - [\[Formula: Enchant Weapon - River's Song\]](#)
 - [\[Formula: Enchant Weapon - Jade Spirit\]](#)

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- [\[Formula: Enchant Weapon - Dancing Steel\]](#)
- Lastly, do your Secrets of Draenor Enchanting every day, and purchase all WoD recipes. Leave Mark of the Frostwolf, Mark of the Shattered Hand and Mark of Thunderlord for last.

You should also learn all recipes from a trainer near you. Unsure where to find a certain recipes? Check the [Ackis Recipe List addon section](#) to learn how and where to find any recipe in-game!

All WoD enchants should be in your crafting groups since most of them can be sold at profit on occasion. Some old-world enchants remain profitable, including all of the above and;

- [Enchant Weapon - Windsong]
- [Enchant Weapon - Elemental Force]
- [Enchant Weapon - Fiery Weapon]
- [Enchant Boots - Greater Precision]
- [Enchant Boots - Greater Haste]
- [Enchant Boots - Pandaren's Step]
- [Enchant Boots - Blurred Speed]
- [Enchant Gloves - Super Strength]
- [Enchant Gloves - Superior Mastery]
- [Enchant Gloves - Superior Haste]
- [Enchant Gloves - Greater Haste]
- [Enchant Bracer - Mastery]
- [Enchant Bracer - Super Intellect]
- [Enchant Bracer - Exceptional Strength]
- [Enchant Bracer - Greater Agility]
- [Enchant Chest - Superior Stamina]
- [Enchant Chest - Glorious Stats]
- [Enchant Chest - Super Resilience]

Again, we describe the in-depth strategy in [Enchanting Mastery Guide](#), so make sure to check it out!

3.3.2 Converting Honor to Gold Profitably

Most players have been honor capped at one point or another in their WoW career. The initial reaction is usually to dump all of it on trade goods. For enchanters, this is actually a terrible waste of their honor points, as there are a couple outlets that are *far more* profitable.

For starters, we have [[Kharmaa's Grace](#)] and [[Swift Starflare Diamond](#)] (credits to [Nunc](#) for this one!). Both can be purchased in Wintergrasp for 165 and 24 honor, respectively. Both gems were formerly useless, but with 6.0 changes, they've become quite desirable. For starters, Kharmaa's Grace scales just as well as any old-world gem. If you can sell it for 50g or more, you're doing well. The Starflare diamond, on the other hand, is used by players wishing to increase their run speed (in particular, for running old dungeons faster). Since 6.0, run speed increases *stack*, so Swift and Fleet diamonds are hot items. Even at 30g each, Swift Starflare Diamond pulls in the most gold/honor.

The downside? You can't really liquidate them very quickly, hence why you may need to switch to the items below once you've stockpiled enough gems. If you're patient enough, by all means stick to the above gems only.

If you're an enchanter looking to liquidate honor points, consider the following alternatives:

1. Best Option: Level 50 Honor Items ([any from this list](#))

- Cost 40 honor
- Disenchants into: [[Large Radiant Shard](#)]
- Disenchant value: ~10g
- Return/honor: 0.25 gold/honor

2. Alternative – [[Medallion of the Alliance](#)][[Medallion of the Horde](#)]

- Costs 100 honor
- Disenchants into: [[Large Prismatic Shard](#)]
- Disenchant value: ~15g
- Return/honor: 0.15 gold/honor

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3. Alternative – [Sergeant's Cape]:

- Cost: 55 honor
- Disenchants into: [Large Brilliant Shard]
- Disenchant value: ~5g
- Return/honor: ~0.09 gold/honor

4. Alternative - Wrathful Gladiator's Off-Hands:

- Cost: 190 honor
- Disenchants into: [Abyss Crystal] (shatters into [Infinite Dust], [Greater Cosmic Essence])
- Disenchant value: ~15g
- Return/honor: ~0.08 gold/honor
- Notes: Abyss Crystals can then be shattered into Infinite Dusts and Greater Cosmic Essences. Data shows that shatters return, on average, 1.95 Essences and 4.57 Dusts. Use your current market prices to determine the exact gold yield per disenchant.

3.3.3 Disenchancing for Profit

Halaa Vendors (Greater Planars and Arcane Dust)

In Halaa, an NPC named Aldraan (Coreiel for horde) sells [Halaani Claymore] ([Arkadian Claymore]). The max stock quantity is 3, and respawn time is rumored to be about 1 hour. If you happen to be in Nagrand, stop by and see if any of these weapons are up for sale (or park an unused enchanter here). This is a great way to produce Greater Planar Essences and Arcane Dust at minimal cost.

The Halaani Claymore can be purchased for ~9g. It yields, on average, 1.08 [Greater Planar Essence] and 0.7 [Arcane Dust]. At current prices, that's a return of about 15 gold (6 gold profit). If anything, this method helps you stock up on Planar Essences and Arcane Dust when none can be found at reasonable prices.

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Furbolg Medicine Totem (credits to [Lumi](#))

[Gorn One Eye](#) in Timbermaw Hold sells [Furbolg Medicine Totem](#) which can be disenchanting for profit. This requires Honored with Timbermaw Hold and costs 13.3 gold. At exalted, the cost can be reduced to 10.6g.

Disenchanting the Totem yields, on average, 0.375 Greater Eternal Essences (actually yields 3x this amount in Lessers) and 0.77 Dream Dust. Using current TUJ medians of 22 and 2.5 gold respectively, the total value per disenchant is 10.2g. Now, this won't turn a profit, but these enchanting goods fluctuate on a per-realm basis, so check your prices to see if a profit can be made.

I use this to replenish supplies of Eternal Essences and Dream Dust.

3.4 Engineering

Potential: **Low**

Accessibility: **Hard**

Major perks:

- No major perks, only a spattering of small benefits!

Overall rating: **6/10**

This profession was upgraded from 4/10 in Warlords of Draenor. Engineers can now craft toys, a benefit that no other profession offers. In addition, engineering has kept most of its benefits heading into WoD, and got additional pets and enhancements, amongst other things.

Engineering is not a profession for the gold-maker, per se. Several of its benefits are useful in PvP or are strictly vanity-related. Otherwise, Engineering offers very little income potential. But I get it; you already have it maxed out, and want to maximize your current operations. Engineering offers a limited number of profitable crafts, the most profitable being pets and toys.

3.4.1 Profitable Engineering Crafts

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New Toys in 6.0 and Warlords of Draenor!

- **[Crashin' Thrashin' Robot]**: The schematic for this item is fairly rare, which creates a barrier of entry to their production.
 - 1 x [Adamantite Frame]
 - 2 x [Fel Iron Casing]
 - 1 x [Gold Power Core]
 - 2 x [Handful of Fel Iron Bolts]

Broken down into raw materials:

- 4 x [Adamantite Bar]
 - 1 x **[Primal Earth]**
 - 7 x [Fel Iron Bar] (may need 1 more due to RNG of Fel Iron Bolts)
 - 1/3 x **[Gold Bar]** (a single gold bar produces 3 [Gold Power Core])
- **[World Enlarger]**: This item is usable by engineers only, so it should be avoided at all costs, right? Wrong. It requires an engineering skill of 1, meaning any new engineer can learn it. Since the Toy Box is account-wide, it's available to most players. Materials:
 - 4 x [Mithril Bar]
 - 1 x [Mageweave Cloth]
 - 2 x [Solid Stone]
 - 1/3 x **[Gold Bar]**
 - 6 x [Thorium Bar]
 - 2 x [Runecloth]
 - 1 x **[Citrine]**
- **[Snowmaster 9000]**: The Snowmaster 9000 tops the list of items that are a real PITA to make. They require 4 x [Snowball] to make, which may be rare depending where you are. Ironically, the only source of Snowballs is Winter Veil and *using the Snowmaster 9000 itself*. If that wasn't enough, you also need **[Frost Oil]** which is a PITA in itself considering the recipe is sold in limited supply by a **vendor** located in the middle of a mountain far from any flight path (**[Recipe: Frost Oil]**). The raw materials:
 - 8 x [Mithril Bar]

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- 4 x [Iron Bar]
- 2 x [Gold Bar]
- 4 x [Khadgar's Whisker]
- 2 x [Dragon's Teeth]
- 1 x Leaded Vial (vendor)
- [World Shrinker]: The evil twin of World Enlarger. Only requires 50 [Gearspring Parts] which can be obtained via your garrison.

New Consumables in Warlords of Draenor!

- [Hemet's Heartseeker]
- [Megawatt Filament]
- [Oglethorpe's Missile Splitter]

All three of these require 20 [Gearspring Parts] which are obtained through work orders in your garrison. It's nice to see a bit more diversity in ranged enhancements – the added dilution will no doubt increase the margin on each individual piece.

New Pets in Warlords of Draenor!

- [Lifelike Mechanical Frostboar]: Requires 50 [Gearspring Parts] and 40 [Sumptuous Fur].
- [Mechanical Axebeak]: Requires 30 [Gearspring Parts] and 10 [Blackrock Ore]
- [Mechanical Scorpion]: Requires 30 [Gearspring Parts] and 10 [Blackrock Ore]
- These recipes are readily available in your garrison and sold for 100g apiece. The Gearspring parts are obtained through work orders.

Old Pets:

- [Mechanical Pandaren Dragonling]: This pet (along with all other engineering pets in WoD) requires 2 Spirits of Harmony, which are unbound as of patch 6.0.

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- [\[De-Weaponized Mechanical Companion\]](#) and [\[Personal World Destroyer\]](#): Both taught by trainers. Standard craft & sell with moderate competition.
- [\[Lil' Smoky\]](#) and [\[Pet Bombling\]](#): The schematics for these pets drop off random creatures in Gnomeregan. Great ROI% but very low margin, depending on the competition.
- [\[Tranquil Mechanical Yeti\]](#): The schematic for this one is obtained after completing the quest [Are We There, Yeti](#) in Winterspring. You can only craft these in limited number due to the vast shortage of [\[Globe of Water\]](#) and [\[Elemental Earth\]](#) across all servers; however the Yetis make great sellers with *huge* margins. Never settle for a poor margin when selling these – set your price very high and liquidate only as fast as you can restock!
- [\[Lifelike Mechanical Toad\]](#): Another great seller with little competition. The schematic is an extremely rare world drop. It only appears on the AH occasionally, and is generally snatched up immediately. These are cheap to make, and can sell for large amounts, especially in low-competition markets.

Miscellaneous Mounts and Gadgets:

- [\[Depleted-Kyparium Rocket\]](#) and [\[Geosynchronous World Spinner\]](#): Both of these mounts require a monstrous amount of Spirit of Harmony (12), which luckily, are unbound as of patch 6.0.
- [\[Sky Golem\]](#): Currently engineers can only produce one of these every 30 days due to the daily crafting limit on [\[Jard's Peculiar Energy Source\]](#). They present a very large up-front investment (in both time and gold), but can always be sold at profit.
- [\[Overcharged Capacitor\]](#): Required for a quest in Borean Tundra. Very cheap to manufacture, and you can "overcharge" for it at the AH. 150g/sale is not uncommon.
- [\[Arcane Bomb\]](#): A niche market that is only viable on certain servers. This is a nasty consumable in low-level twink battlegrounds. Test the waters with a few sales at the AH, and scale up if the demand is there.

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Personally, I had limited success with the bombs in early expansions, but sales tend to pick up once players switch back to their twinks.

- [Zapthrottle Mote Extractor]: This neat little item allows engineers to gather motes and crystallized elements from gas clouds scattered throughout the world. Only useful while traveling or farming in Burning Crusade or WotLK zones. If you don't think old-world zones are worthwhile, think again. [Primal Air], for example, is worth a solid 125g. The schematic is a reward from *The Zapthrottle Mote Extractor* quest which requires 305 engineering.
- [Mist-Piercing Goggles]: *"Allows you to see additional mining nodes and herbs while in Pandaria."* Pretty simple; if your engineer is also a farmer, you can use this baby to boost your GPH. These aren't such bad sellers at the AH, either. WoD might affect the sale of these, but hey, it can't hurt to list one!
- [Mekgineer's Chopper] (A) and [Mechano-hog] (H): Motorcycles have always been consistent sellers. Due to their high manufacturing cost and slight entry barrier, you won't encounter much competition. There's no escaping the high cost of the vendor-purchased materials, however you can cut down the cost of the other materials substantially:
 - [Arctic Fur]: Can be purchased at the cost of 10 x Heavy Borean Leather.
 - [Handful of Cobalt Bolts]: Can be snatched at the AH.
 - [Titansteel Bar]: The cooldown on Titansteel was removed a while ago, this means it's cheaper to smelt the bars yourself instead of purchasing them from the AH at markup. The Eternal Fire required is the most expensive part of the bars. You can purchase Eternal Fire at the cost of 1 x Frozen Orb. This allows you to access Eternal Fire at a great discount. Also remember to look for Crystallized Fire, Earth and Shadow, which can be assembled to further discount each Titansteel Bar. You can even transmute 8 Saronite Bars into a Titanium Bar, and then smelt them into Titansteel. Most goblins overlook this shortcut. Combining all of the above price cuts, you should be able to produce Titansteel for **less than half of its AH market price.**



Tip

Mounts like Choppers, and Vials of the Sands never depreciate and are great for transferring gold from one server to another.

- **[Wormhole Generator: Northrend]:** On rare occasion, this teleporter gives you the option to go "Underground", where you may purchase rare recipes off an NPC (Kaye Toogie). The recipes are:
 - **[Schematic: Arcanite Dragonling]**
 - [Schematic: Mithril Mechanical Dragonling]
 - [Schematic: Mechanical Dragonling]
 - The Mithril and Mechanical Dragonling have decent resell value, but the Arcanite Dragonling recipe is actually very rare (700g or more). It's not always up for sale, so consider yourself lucky if you can get your hands on one!
- To be clear, "Underground" will be an option in the dialog box that comes up when using the teleporter.

3.5 Inscription

Related content:

- [Useful TSM Groups Compendium](#)
- [The Warlords of Draenor Shuffle](#)

Potential: **Low to Moderate**

Accessibility: **Moderate**

Major perks:

- Heavily diversified earning potential means inscription is never a “dead” profession.
- Stackable to a certain degree via Darkmoon Cards (WoD).

Overall rating: **5/10**

3.5.1 Darkmoon Cards

Darkmoon Cards formerly offered tremendous profit in early expansions due to Darkmoon Cards. In Warlords of Draenor, Darkmoon Card production is once again throttled due to the [\[War Paints\]](#) reagent (requiring 10), which is produced at a limited rate by your garrison.

Due to the nature of this market, **crafting these cards daily is always profitable**. Even better is the fact that Darkmoon Cards can be upgraded!

As a general rule of thumb, it's more profitable to sell the finished product (trinkets) rather than selling decks. A solid strategy is to buy up/trade cards when the Darkmoon Faire is not in town, and then sell off trinkets once the Faire hits.

Warlords of Draenor introduces Joker cards – these can be traded in for any card in a particular set. The idea is that players can use these cards to create whichever piece they're missing to complete a set.

There are four sets in Warlords of Draenor: Iron, Moon, Visions, and War. Here are the respective trinket rewards for each deck:

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- [\[Knight's Badge\]](#)
- [\[Sandman's Pouch\]](#)
- [\[Winged Hourglass\]](#)
- [\[Skull of War\]](#)

Each trinket is fairly valuable besides the Knight's Badge, which is intended for tanks (thus, less demand). This trinket is made with Iron cards, so if you find yourself trading, try to give away Irons for Moon, Visions, or War cards.

3.5.2 Mysterious Fortune Cards (MFCs)

MFCs were introduced to eliminate in-game gambling and casinos. MFCs, if you aren't aware, are cards that can be "opened" to reveal a prize ranging from 10 silver to 5,000 gold. These have been profitable markets *beyond* Wrath of the Lich King, so you should always look to craft them. Most competitors have moved to bigger and better things, despite MFCs offering a good outlet for milling Cataclysm herbs.

The manufacturing cost of the cards is much higher than the average prize contained within them, which is about 2 gold based on personal experience.

So... why craft them? Simple; players buy them. They're a huge waste of gold, but players just like to gamble and as a result, the market exists. TUJ shows a median price of 12 gold for MFCs, while the crafting cost is about 8 gold if made with Whiptail using current TUJ prices.

The [Cataclysm Shuffling Spreadsheet](#) has a tab dedicated to Inscription. It is by no means as sophisticated as the Ore Shuffling tab, but it does provide a good overview of the profits you can expect from shuffling herbs.

The general rule of thumb is that Whiptail and Twilight Jasmine both mill into 6 Blackfallow Ink per stack. Remaining herbs mill into 5 Blackfallow Ink per stack. You can offset the cost of producing MFCs by selling the Inferno Ink that is produced during the milling process. And remember; you can always trade down to Blackfallow Ink from Warbinder's Ink!

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Herb	Milling Results					Crafting Time Allocation				
	Blackfallow Ink		Inferno Ink		DMCs Made	Mill Stacks		Produce Ink & Cards		
	Pct/mill	Total	Pct	Total		Mills	Time	Black	Infer.	DMCs
Whiptail	150%	114	25.0%	19.0	3.0	76	190s	228	38	5.7
Twilight Jasmine	150%	0	25.0%	0.0	0.0	0	s	0	0	0
Cinderbloom	125%	25	12.5%	2.5	0.5	20	50s	50	5	0.75
Stormvine	125%	100	12.5%	10.0	2.0	80	200s	200	20	3
Azshara's Veil	125%	0	12.5%	0.0	0.0	0	s	0	0	0
Heartblossom	125%	0	12.5%	0.0	0.0	0	s	0	0	0
Total		239		32	6	176	440	478	63	9

A big part of selling MFCs is trade chat barking. Try linking the 5000 gold Fortune Card when you bark (using a WoWhead link to the item). Remember to be original and funny as this is more likely to generate sales.

"Will YOU be our next 5000 GOLD WINNER? Try your luck now with Mysterious Fortune Cards, now at the Auction House!"

3.5.3 MoP Shoulder Inscriptions

Mists of Pandaria shoulder inscriptions are actually the highest level shoulder enhancement available in-game! This means players will purchase the inscription to enchant their heirlooms. This is a great niche market that can yield substantial profits when heirlooms become popular. There are 4 inscriptions, make sure to craft them all!

- [\[Greater Tiger Fang Inscription\]](#)
- [\[Greater Tiger Claw Inscription\]](#)
- [\[Greater Crane Wing Inscription\]](#)
- [\[Greater Ox Horn Inscription\]](#)

3.5.4 Milling With TSM Destroying

I suggest TSM Destroying for processing large amounts of herbs. Why? This module comes with a 'fast double-click' mode that can mill faster than any macro ever will. It has three key features which speed up the process:

- Calculates optimal click speed based on your latency.

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- Won't stop milling if you're on a stack of 4 herbs or less (goes to the next stack).
- Alternates stacks so that you're never targeting a stack that *just* disappeared to the previous mill.

The macro to mill is /click TSMDestroyButton

3.6 Jewelcrafting

Related content:

- [Useful TSM Groups Compendium](#)
- [The Warlords of Draenor Shuffle](#)
- [Jewelcrafting Mastery Guide](#)

Potential: **High**

Accessibility: **Moderate**

Major perks:

- Significant and secure profits from gems throughout entire expansions.

Overall rating: **9/10**

Jewelcrafting has seen significant changes in the past few major patches, starting with level scaling, stat squish, and finally, the added ilevel requirement on Cataclysm and MoP gems.

One thing that hasn't changed through all of this, however, is the demand for low level gems. All throughout the past 3 expansions I have been selling these gems in *huge* quantities and reaping tremendous profits in this completely uncontested market.

This can be said for all markets up to MoP, which might just be the only bracket where there isn't much demand for gems. TBC, WotLK and Cataclysm gems should all be crafted by any goblin worth his salt.

I can't emphasize this enough. I placed so much importance on this that I wrote one of my most extensive (second only to enchanting) mastery guide on the topic. It's one of the most important reads you'll get your hands on. You can find it linked above.

This section might seem a little light, that's because 90% of the Jewelcrafting content will be found directly in the exclusive Jewelcrafting Mastery Guide.

All remaining markets (not covered in the mastery guide) are discussed below.

3.6.1 Profitable Jewelcrafting Crafts

Again, you will find extensive Jewelcrafting strategies in the Mastery Guide as discussed previously. This includes TBC, WotLK, Cataclysm and WoD gem and jewelry selling strategies.

Jeweler's Monocles

Many players picked the Jeweler's Monocle recipes up for cheap at Cataclysm launch. If you were one of these lucky players, consider making use of the recipes ([Jeweler's Sapphire Monocle](#)], [Jeweler's Ruby Monocle](#)], [Jeweler's Amber Monocle](#)]). They are *very* slow sellers, and thus unpopular with the average Jewelcrafter. "Craft and forget" is my selling strategy for these pieces. Craft them, put them in a TSM group, and forget about them. The occasional sale is always a pleasant surprise!

Panthers and Pets

Mists of Pandaria was very kind to Jewelcrafters, with the addition of several timeless profitable crafts such as mounts (panthers) and pets (Jade Owl, Sapphire Cub). I want to emphasize *timeless* here; these crafts were profitable when introduced in MoP and will remain profitable for years to come. These crafts are in the same category as Mechano Hogs, Vials, Mechanical Yetis, etc.

The panther recipes may be purchased from [San Redscale](#) once you reach the required reputation with the Cloud Serpent. Each rare quality panther requires 1 [Orb of Mystery](#) a vendor item that costs 20,000 gold. You will also need 2 [Serpent's Eyes](#) and 4 [Living Steel](#). Each rare panther calls for 20 rare gems of a respective color, as seen below:

Jade Panther: Requires Honored reputation and 20 Wild Jade.

Sunstone Panther: Requires Honored reputation and 20 Sun's Radiance.

Ruby Panther: Requires Revered reputation and 20 Primordial Ruby.

Sapphire Panther: Requires Revered reputation and 20 River's Heart.

Onyx Panther: Requires Exalted reputation and 1 of each panther.

[Jade Owl](#) and [Sapphire Cub](#) are the 2 new pets added in Mists of Pandaria. Unfortunately, they do require 3 Spirits of Harmony each, which presents a huge barrier of entry, at least if you value your time. This doesn't mean you can't contract out the crafting, though! Each pet requires 3 Wild Jade and 3 River's Heart, respectively, which is quite affordable.

3.7 Leatherworking

Related Content:

- [The Warlords of Draenor Shuffle](#)
- [Useful TSM Groups Compendium](#)

Potential: **Moderate**

Accessibility: **Moderate**

Major perks:

- Demand spikes for crafted items at the beginning of arena seasons.
- Consistent demand for consumables and updated PvE crafted gear.

Overall rating: **6/10**

3.7.1 Warlords of Draenor Leatherworking

Leatherworking was in need of some serious love heading into Warlords of Draenor. The gods of Goblineseering answered and delivered.

Indeed, leatherworking has better potential than it has had in years. The first factor at play here is that most players had abandoned the profession altogether. They moved to greener pasture like Enchanting and Jewelcrafting, or even Blacksmithing or Tailoring.

In Warlords of Draenor, leatherworkers can create a wide array of leather, mail, and cloaks. The range of produced goods is quite large.

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Let's re-iterate; the *supply* (number of crafters) has dropped significantly over the past few years and this supply is stretched thin. The *demand* (all players wearing leather, mail, or cloaks) has held steady.

When the stars line up like this, profitable opportunities present themselves.

The result is a market where margins on produced goods are *very* high.

Most profitable WoD leatherworking crafts require [\[Burnished Leather\]](#). This very reagent will govern your profits.

The production of Burnished Leather is gated via daily cooldowns and Work Orders. Each Work Order produces 2 Burnished Leather (1 without an assigned follower) and takes 4 hours to complete. Your Leatherworker can also create 10 Leathers per day once maxed out at skill level 700. That puts the max number of Burnished Leathers per day at 22. You can also make additional leathers via Rush Orders and Primal trading. They also occasionally drop from Blingtron 5000.

As mentioned earlier, you have a lot of crafts to choose from here. Look into crafting whichever is least contested at the Auction House.

Cloaks:

- [Powerful Burnished Cloak](#)
- [Nimble Burnished Cloak](#)
- [Brilliant Burnished Cloak](#)

Upgrade tokens:

- [Powerful Burnished Essence](#)
- [Greater Burnished Essence](#)
- [Burnished Essence](#)

Mail armor:

- [Wayfaring Shoulderguards](#)
- [Wayfaring Helm](#)
- [Wayfaring Leggings](#)

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- [Wayfaring Gloves](#)
- [Wayfaring Tunic](#)
- [Wayfaring Bracers](#)
- [Wayfaring Boots](#)
- [Wayfaring Belt](#)

Leather armor:

- [Supple Shoulderguards](#)
- [Supple Helm](#)
- [Supple Leggings](#)
- [Supple Gloves](#)
- [Supple Vest](#)
- [Supple Bracers](#)
- [Supple Boots](#)
- [Supple Waistguard](#)

Your TSM setup for these items should be relatively straightforward;

1. Start by importing all these items within your leatherworking crafts group. Here's an import string to make this easy:
group:Cloaks,116171,116174,116175,group:Leather,116176,116177,116178,116179,116180,116181,116182,116183,group:Mail,116187,116188,116189,116190,116191,116192,116193,116194,group:Tokens,116203,116204,122537
2. Next, create a crafting operation for each group;
 - a. Restock quantity: 1
 - b. Min profit: 100g (or more)
 - c. Override default craft value method: no
3. Now, make an auctioning operation for the groups. Again, you should only need a single operation, but you can customize by subgroup if you wish.
 - a. Post cap: 1
 - b. Duration: 48 hours
 - c. Minimum: 105% crafting
 - d. Maximum: 200% crafting
 - e. Normal: 135% crafting

- f. When above maximum: Post at maximum price.
4. Under crafting -> materials, set a custom value for Burnished Leather. Since each Leather costs us 2.5x Raw Beast Hide to create, we want to recover that cost, and then some. I use 25g as a flat cost for Burnished Leathers.
5. Apply your operations.
6. You're good to go!

Remember that these will remain profitable for a long time since they can be upgraded all the way up to current tier gear. Depending on how liberal Blizzard decides to be with BoE and raid drops, these crafts might even remain profitable until the end of WoD.

3.7.2 Other Profitable Leatherworking Crafts

Stylin' Hats

This market is relatively untapped. At the moment about 50 of each are available across all US servers. The crafting cost for these is well under 300g and you can push sale prices to 1000 or even 2000g.

There is a convenient entry barrier to the market as well; each recipe must be farmed in Outland dungeons. Only Leatherworkers see the recipes drop, and for this reason WoWhead's ratios are off for each hat. This (conveniently) fools the average player into thinking they cannot be farmed (0.3% drop rate, no thanks!).

- [\[Stylin' Adventure Hat\]](#)[\[Pattern: Stylin' Adventure Hat\]](#) Drops in Old Hillsbrad by Don Carlos and Durnholde Rifleman.
- [\[Stylin' Crimson Hat\]](#)[\[Pattern: Stylin' Crimson Hat\]](#) Drops in Sethekk Halls by Sethekk Ravenguards.
- [\[Stylin' Jungle Hat\]](#)[\[Pattern: Stylin' Jungle Hat\]](#) Drops in Black Morass by Rift Lord and Rift Keeper.
- [\[Stylin' Purple Hat\]](#)[\[Pattern: Stylin' Purple Hat\]](#) Drops in Shadow Lab by Blackheart the Inciter.

Materials:

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- 6 x [Heavy Knothide Leather]
- 2 x [Cobra Scales]
- 8 x [Primal Life], [Primal Fire], [Primal Earth] or [Primal Shadow].

Be wary of barking these in trade as it may tip off your competition!

Leg Armors

Just like their shoulder inscription counterparts, these leg armors are BiS, since there aren't any Warlords of Draenor enchants for this slot.

- [Angerhide Leg Armor]
- [Shadowleather Leg Armor]
- [Ironscale Leg Armor]

What's more? You need Golden Lotus reputation in order to purchase these recipes, so don't expect too much competition!

Leather Shuffling

This one won't need much explaining. As a leatherworker, you can combine leather into a greater product, which sells for more than the combined value of its reagents.

- 25 x [Knothide Leather Scraps] = 5 x [Knothide Leather] = 1 x [Heavy Knothide Leather]
- 30 x [Borean Leather Scraps] = 6 x [Borean Leather] = 1 x [Heavy Borean Leather]
- 25 x [Savage Leather Scraps] = 5x [Savage Leather] = 1 x [Heavy Savage Leather]

You can also trade 10 x Heavy Borean Leather for 1 x [Arctic Fur], but this conversion is generally not profitable since Heavy Borean is so valuable. Plus, there is always the Frozen Orb > Arctic Fur trade.

10 x Heavy Savage Leather can be turned in for 1 x [Pristine Hide]. This conversion, surprisingly, has remained profitable even beyond Cataclysm!

3.8 Tailoring

Related content:

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- [The Vanilla Shuffle.](#)
- [The Warlords of Draenor Shuffle](#)
- [Useful TSM Groups Compendium](#)

Potential: **Moderate**

Accessibility: **Moderate**

Major perks:

- Consistent demand for consumables, bags and updated PvE crafted gear.
- High passive revenue from Work Order cooldowns.

Overall rating: **6.5/10**

3.8.1 Warlords of Draenor Tailoring

Historically, Tailoring has not been a popular profession for the average player. For gold makers, Tailoring is usually a mid-tier profession that is set aside for more lucrative professions such as Jewelcrafting, Enchanting and Inscription.

This trend continued through Warlords of Draenor. In fact – it's thanks to this trend that Tailors enjoy such high margins on their goods, given the lack of supply for [\[Hexweave Cloth\]](#). This reagent is needed for most profitable Tailoring crafts in WoD, and is gated in production through cooldown mechanisms.

For the uninitiated, Hexweave Cloth is generated via Work Orders at your Garrison, and can also be produced at a rate of 10 per day via cooldown (at skill level 700). Since each Work Order generates 2 Hexweave Cloths every 6 hours, that's 12 Hexweave daily, for a grand total of 22 Hexweave per character, per day. This excludes the Hexweave you'll get from Blingtron 5000, Primal trading, Rush Orders, etc.

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How wisely you use your Hexweave Cloth will determine how profitable your WoD Tailoring operations are. You will have several crafts from which to choose.

Upgrade tokens:

- [\[Hexweave Essence\]](#)
- [\[Powerful Hexweave Essence\]](#)
- [\[Greater Hexweave Essence\]](#)

Cloaks:

- [\[Powerful Hexweave Cloak\]](#)
- [\[Brilliant Hexweave Cloak\]](#)
- [\[Nimble Hexweave Cloak\]](#)

Epic armor:

- [\[Hexweave Robe\]](#)
- [\[Hexweave Bracers\]](#)
- [\[Hexweave Leggings\]](#)
- [\[Hexweave Belt\]](#)
- [\[Hexweave Gloves\]](#)
- [\[Hexweave Slippers\]](#)
- [\[Hexweave Cowl\]](#)
- [\[Hexweave Mantle\]](#)

Battle pet:

- [\[Elekk Plushie\]](#)

Bag:

- [\[Hexweave Bag\]](#)

Personally, I'm a big fan of the Hexweave Bag simply because it will never depreciate and tends to sell fairly quickly. Cloaks and epic armor, on the other hand, become worthless if you're stuck with them for too long (less of a concern with the upgrade mechanisms in WoD).

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TSM really takes the work out of figuring out which craft is most profitable.

Here's a real fast crash course on setting this all up.

1. Start by importing all these items within your Tailoring crafts group. Here's an import string with a pre-defined structure for your convenience (you will notice that the plushie isn't in there, that's because it's a battle pet):
`group:Crafts\Cloaks,114817,114818,114819,group:Crafts\Epic Armor,114809,114810,114811,114812,114813,114814,114815,114816,group:Crafts\Hexweave Bag,114821,group:Crafts\Upgrade Tokens,114837,114838,122540`
2. Create a crafting operation for each group;
 - a. Restock quantity: 1
 - b. Min profit: 100g (or more)
 - c. Override default craft value method: no
3. Now, make an auctioning operation for the groups. I just use a single blanket operation, but you can customize by group if you wish.
 - a. Post cap: 1
 - b. Duration: 48 hours
 - c. Minimum: 105% crafting
 - d. Maximum: 200% crafting
 - e. Normal: 135% crafting
 - f. When above maximum: Post at maximum price.
4. Note that Hexweave Cloth is on cooldown, so you want this to be priced in. Under crafting -> materials, set a custom value for Hexweave Cloth. In general, each Hexweave Cloth costs 1 Gorgrond Flytrap and 2 Sumptuous Fur via cooldown, and 2.5 Sumptuous Fur via Work Order. At an absolute minimum, you want to capture the cost of these reagents when pricing out Hexweave Cloth. If you work backwards from the value of Hexweave Bags, you'll find that the value per Hexweave is *way* higher than its base reagents. On my server, a Hexweave Cloth is worth about 20g conservatively. Start by setting a fair value for your Hexweave, and craft from there.

5. Apply your operations.
6. All set! You can now queue crafts under your profession panel and auction off your goods on the fly.

3.8.2 Other Profitable Tailoring Crafts

Spellthreads

There are only two spellthreads which return good profit:

- [\[Greater Cerulean Spellthread\]](#)
- [\[Greater Pearlescent Spellthread\]](#)

As we saw for both leatherworking and inscription, these are old-world enhancements (MoP in this case) that are best-in-slot for heirlooms.

Both spellthreads require 1 Imperial Silk, which can be mass produced with the addition of a Spirit of Harmony (this bypasses the cooldown).

Bags

Bags of all types become especially profitable when players start shifting their attention back to alts (generally during content lulls). The great thing about bags is that you can craft anything from Netherweave (level 70) and up and still make good profits. The following bags have been great sellers:

- [\[Netherweave Bag\]](#): 20 x Netherweave. These sell like hotcakes on expansion launches.
- [\[Frostweave Bag\]](#): 60 x Frostweave Cloth, 12 x Infinite Dust. Slow movers but consistently profitable.
- [\[Embersilk Bag\]](#): 75 x Embersilk Cloth, 15 x Hypnotic Dust. *Massively* profitable in Mists of Pandaria.



Caution

It is *extremely* hard to turn a profit on profession bags such as Illusionary Bag and Luxurious Silk Gem Bag. For the most part, you will not make profit on them. My suggestion is to *only* craft them if you first identify demand or if you plan to eventually use the bags yourself should they not sell.

3.8 Mining / Smelting

Related content:

- [Profitable Engineering Crafts.](#)
- [Smelting Mastery.](#)

Mining is one of the most popular professions in-game. Its usefulness in WoD took a huge hit when non-miners were allowed to gather nodes from Garrison mines. On top of that, smelting of top-level ores is no longer required for WoD crafts, making mining far less attractive than ever before.

Typically, the average players will use mining strictly for mining ores – a grave mistake. The greatest perk of mining is in fact *smelting*. By mining ores yourself, you pass up the opportunity to make gold elsewhere (often, larger quantities of it!).

Essentially, you shouldn't mine ores (or farm at all), unless it's more profitable than any other strategy, which is rarely the case.

Buying and smelting ores is a great way to turn a quick profit for little effort. In fact, you shouldn't be mining ores at all, unless you need to build investment capital.

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There are several ores that can be smelted at profit, including Cobalt, Saronite, Fel Iron, Adamantite, Titanium, Titansteel, Dark Iron... the list goes on.

The best part is that supply on these ores can be funky – meaning there's plenty of opportunity for gouging.

In fact, I conducted an experiment where I'd try to pull in as much profit as possible via smelting, and ended up making nearly 30,000g in profit per week.

I've documented this strategy well in part 4 of my mastery series; [Smelting Mastery](#). Check it out at your earliest convenience!

4. Essential Addons and Resources

Now that you're familiar with the methods used to leverage professions for maximum profit, it's time to explore the resources that streamline the process.

World of Warcraft's default user interface is most definitely not goblin-friendly. Without addons, full scale goblinengineering would be an impossible task. Goblins are *required* to use several addons to streamline the buying, selling, crafting, inventory management processes and data analyses. This very much works in our favor, because the competition doesn't always leverage such tools.

You will find that instead of rehashing addon guides, we instead link out to sites that have already written high-quality material. Why re-invent the wheel, right?

I consider the following resources absolutely essential for all goblinengineers: TradeSkillMaster, The Undermine Journal, WoWuction, WoW-GPS and The Consortium Key Sender (CKS). In order to take full advantage of this guide, you will be required to learn the basics of each of these resources.

Don't worry – we work at a very reasonable pace and for the most part, you'll be sticking to the basic features of each addon.

4.1 TradeSkillMaster Suite

Simply put, this addon is a jack of all trades. It is the absolutely number one resource for any goblin. TradeSkillMaster (TSM for short) started off as an addon, and has developed into a full suite including the addon itself, the website, and the application.

Learning TSM can be a daunting task at first, but the time investment is definitely worthwhile. Properly configured, this addon allows you to be far more efficient than any competitor by a large margin.

The addon is a modular addon with 11 components, each serving specific functions.

Directly from TradeSkillMaster.com:

- TradeSkillMaster (main): Provides common functions and windows for all the modules. This module is required in order for any of the other modules to function.
- TSM_Accounting: Keeps track of all your sales and purchases from the auction house allowing you to easily track your income and expenditures.
- TSM_AuctionDB: Performs scans of the auction house and calculates the market value of items as well as the minimum buyout. This information can be shown in items' tooltips as well as used by other modules.
- TSM_Auctioning: Posts and cancels your auctions to / from the auction house according to pre-set rules. Also, this module can show you markets which are ripe for being reset for a profit.

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- TSM_Crafting: Allows you to build a queue of crafts that will produce a profitable, see what materials you need to obtain, and actually craft the items.
- TSM_Destroying: Mills, prospects, and disenchants items at super speed!
- TSM_ItemTracker: Tracks and manages your inventory across multiple characters including your bags, bank, and guild bank.
- TSM_Mailing: Allows you to quickly and easily empty your mailbox as well as automatically send items to other characters with the single click of a button.
- TSM_Shopping: Provides interfaces for efficiently searching for items on the auction house. When an item is found, it can easily be bought, canceled (if it's yours), or even posted from your bags.
- TSM_Warehousing: Manages your inventory by allowing you to easily move stuff between your bags, bank, and guild bank.

I did not include a how-to TSM guide here due to the large number of high-quality guides presently available externally. In no particular order, here's a list of TSM guides and compilations, most of which are linked from Sapu's [everything TSM 2.0 thread](#):

- Video: [Phatlewts' TSM 2.0 Guides](#)
- Video: [Basic How To Videos from PowerWordGold](#)
- [TSM 2.0 Warehousing Guide](#)
- [Installation and user Guide](#)
- [TSM 2.0 Teaser including basic functionality guide](#)
- [Nice review guide from Marcus TY](#)
- [A look into groups and operations by @Kathroman](#)

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Sapu also hangs out in our [chatroom](#), where you may ask him questions directly.

The TSM website has evolved from a simple portal to a full-scale pricing data aggregator which competes, and sometimes surpasses, its "competitors".

Essentially, the TSM site can link itself directly to your shopping groups and generate notifications for all of them on the fly. [I did a write-up on it a while ago](#), so make sure to check it out. What used to take *hours* now takes seconds thanks to the new TSM website!

Lastly, the TSM Application serves to keep your database up to date.

Having a robust item price database is important. Frequent scans mean accurate data, and accurate data means more profits.

Sapu and company have worked very hard to bring us the TSM app; a small piece of software that does wondrous things, like updating your AuctionDB and/or WoWuction database automatically. They've also added incredibly useful global sales data for items, which gathers data from actual player sales and stores them in the database.

Remember; the tool is an executable file, meaning it could potentially be a virus or keylogger, so be sure to download the file exclusively from [TradeskillMaster's official site](#).

TSM developers work hard to bring you this great addon and no cost. If you enjoy their work, consider [donating](#).

4.2 The Undermine Journal

The Undermine Journal was the very first web-based WoW Auction House data tool. It pioneered the effort to get the data from the game and into a usable, presentable and user-friendly format.

In its first iteration, TUJ made use of level 1 characters to scan Auction Houses, as there was no Battle.net API from which to draw information.

Obviously, things have changed (for the better), and developers can now make use of the API to draw required information.

Regardless, TUJ continues to provide a high-quality product. The site features are many;

- **Deals page**, where you can find potential items to flip at a profit.
- **Unusual items**: this page is very unique in that no other website offers a similar service – you'll often find retired and *no longer available in-game* items that *sometimes* resell at huge profits. Judge by *Last Seen* date and make an educated guess from there. Obviously, [Tuft of Fur] won't be a profitable investment, but do look for weird rare goods such as [Dreamscale].
- **Transmog pages**: The best in the business. TUJ's various transmog pages show the most expensive transmog items found at your Auction House. These pages are fantastic for scoping out new potential transmog markets. If you're looking to spiff up a character, this is the best place to start.

Other than that, TUJ's search allows you to pull up information on any auctionable item in-game. These item pages offer tremendous amounts of valuable information for said item and provide insight as to how much the item is worth, both locally and globally.

Item pages feature several charts, tracking quantities and price over time, with configurable time resolutions.

This is just a brisk overview of what TUJ offers. If you haven't visited the site yet, I urge you to do so right away!

4.3 The Consortium Key Sender (CKS)

The Consortium Key Sender, or CKS, is an application developed by Pliaksi, one of our Wind Traders. The application's primary function is to reroute user input to the World of Warcraft window, even if it is minimized. This allows you to prospect, mill and disenchant while working on other windows, thus making the banal task of processing materials less tedious.

"This doesn't sound legit..."

CKS' functions **do not infringe on the World of Warcraft terms of use**. Nearly 2 years have passed since its initial release, yet no CKS user has been banned, warned, or otherwise punished for using the application. We repeatedly verified the application's legitimacy with Blizzard, and received direct confirmation from GMs in-game. This is because CKS sends actions at a **1 to 1 ratio**, and requires human input in order to function, just like multiboxing software.

In the event that Blizzard changes their stance on CKS, we will stop supporting and distributing the application.

You can download the application and get more information in [Pliaksi's official CKS thread](#). The thread is very in-depth and covers all features offered by CKS, so we're just going to go over its main features briefly. Take a look at the CKS window below:

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- **Listen to user input:** tells CKS to intercept all hardware input. Use 'listen to mouse' or 'listen to keyboard' if you want CKS to ignore input from either device.
- **Random interval:** the interval at which you want keys to be sent to WoW. Adjust this according to the materials you are handling. I generally set it 0.5 seconds higher than it needs to be:
 - Prospecting takes 2 seconds.
 - Milling takes 1 second.
 - Disenchancing takes 3 seconds.
 - Combining essences takes 0.5 seconds.
- **Key to send:** this is the key(s) to be sent to WoW. If my disenchant macro was bound to 6, I would enter that number here.
- **Sequence send:** One of the more useful options CKS offers. Allows you to send keys in sequence. For example, you may send a key to

prospect, followed by a key to craft jewelry, and then a key to disenchant. To use this feature, the *keys to send* must be separated by a semicolon (;).

CKS is an integral part to every strategy discussed in the [Shuffling section](#). If you plan on shuffling, make sure you understand CKS well.

4.4 Garrison Mission Manager

Garrison Mission Manager is an absolute must-have for Garrison-oriented players. It helps you select the best followers for any mission, and shows you how to best tweak your selection based on your needs. Want to maximize the Garrison Resources you get from a mission, or train up that lowbie follower as fast as possible? Garrison Mission Manager can do that. Apart from making tough decisions for you, GMM revamps the default Garrison Mission UI; a much welcome change!

You can [download it](#) straight from Curse.

4.5 Non-Essential Addons

These are addons you can do without, but are simply nice to have. Depending on your play style, you may or may not need any addon in this section.

4.5.1 Bagnon

[Bagnon](#) is a lightweight addon that makes inventory management easier by way of cleaning up the default bag UI. The screenshot to the right shows the final result. Essentially, it increases the contrast of item qualities, and highlights all items in your bags. It also merges bags and eliminates all the clunky Blizzard art found around bag frames.

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Setting this one up is easy. Click the gear button at the top right of your inventory to open up the interface configuration screen.

Once there, you only need to adjust a few settings:

- Under General Settings, uncheck enable tooltip item count. This function will be covered by TSM, amongst others.
- Under Frame Settings:
 - Set Columns to 8 or so. This allows your inventory window to fit nicely on your screen while you browse the AH or interface with other addons.
 - Set Scale to 110%.
- Under Color Settings:
 - Set Item highlight color brightness to 100%. This really makes the inventory easy to see.

And that's it! You can adjust all of these settings to your liking, for the most part, Bagnon is straightforward.



4.5.2 Ackis Recipe List

Quite simply the best addon for locating recipes you lack on any given character. [Ackis Recipe List](#) shows you recipes you're missing, and exactly where to find them. You can search lists, filter by slot, class and proficiency, sort by acquisition type or location, and much more.

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Finding recipes can be a nightmare, luckily we have Akis list to save the day.

Keep in mind, there's an addon for each profession, so you will have to download the ones you need, specifically.

5. Shuffling

Shuffling is the process of transforming raw materials into a more valuable form. This is a very broad definition only because 'shuffling' itself is a broad process as well. Shuffling can involve smelting, prospecting, milling, crafting, disenchanting, vendoring and converting. The idea became especially popular in WotLK, when Jewelcrafters started looking for a way to liquidate less valuable gems. They started crafting jewelry, disenchanting it, and selling the products at the Auction House. Today, shuffling is much more diverse and complex, thus tools were developed to aid in the process. Several shuffles have come and gone, such as the [Dense Stone Shuffle](#), the Mists of Pandaria Shuffle, The Cataclysm Shuffle and The WotLK ore shuffle. The Warlords of Draenor Shuffle and The Vanilla Shuffle live on, for now!

There are other shuffles that remain profitable, these can be pinpointed using the amazing WoW-GPS tool: [WoW-GPS Saronite Shuffle and Crafted DE](#).

5.1 The Warlords of Draenor Shuffle

Related content:

- [The Consortium Key Sender \(CKS\)](#)

Warlords of Draenor brings us one of the simplest shuffles yet. Forget complicated conversions, confusing scenarios and elaborate spreadsheets!

This simple shuffle allows you to generate Draenic Dust and Luminous Shards by crafting various goods made with Blackrock Ore and True Iron Ore.

These crafts are;

- **Blacksmithing:**
 - [\[Smoldering Helm\]](#) (585): 60 x Blackrock Ore
 - [\[Smoldering Greaves\]](#) (540): 30 x Blackrock Ore and 30 x True Iron Ore
 - [\[Smoldering Breastplate\]](#) (565): 60 x True Iron Ore
- **Tailoring:** [\[Sumptuous Cowl\]](#) – 50 x Sumptuous Fur (not to be confused with other Sumptuous crafts).
- **Inscription:** [\[Savage Tarot\]](#) – 20 x Cerulean Pigment (not to be confused with Laughing or Ocean Tarots).
- **Jewelcrafting:**
 - [\[Glowing Blackrock Band\]](#): 60 x True Iron Ore
 - [\[Shifting Blackrock Band\]](#): 30 x True Iron Ore and 30 x Blackrock Ore.
 - [\[Whispering Blackrock Band\]](#): 60 x Blackrock Ore
 - The above all have lower-level counterparts, be careful!

Essentially, you should aim to craft the higher level items first (ie: anything on this list except Smoldering Greaves and Breastplate). The lower level gear can still be made if you've got excess True Iron Ore, however.

As a rough estimate, you'll get ~8 Draenic Dust and ~0.15 Luminous Shard per disenchant. Using the "UtesDad method", determining the profitability of

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these disenchantments is easy; the price of a Luminous Shard will be 100x that of shuffled Ore.

For example, if True Iron Ore is 0.4g on your server, Luminous Shards will cost 40g to make through crafting/shuffling. If Luminous Shards are going for 50g, you make a tidy 10g profit on each sale (minus fees). Simple as that!

Now, you'll take a huge loss on Dusts by converting to Luminous Shards, so let's try that again with a bit more accuracy.

Since 60 Ore should equal ~8 Dusts and 0.15 Luminous Shards, the following formula applies;

$$60 \text{ Ore} = 8 \text{ Dusts} + 0.15 \text{ Shards}$$

Plug in the value of Ores, Dusts and Shards in the formula above and solve both sides. If the right side gives you a higher amount, you're golden. For example, if Ore is 0.5g, Dust is 4.5g and Shards are 75g, I'd use the following formula;

$$60 (0.5) = 8 (5) + 0.15 (75)$$

Which equals:

$$30 = 55.25$$

That means I'm making 25.25g per disenchant. Totally worth it!

By the way, I know the above formula isn't mathematically correct, leave me alone!

5.2 The Vanilla Shuffle

This section requires basic knowledge of TSM and CKS:

- [TradeSkillMaster](#) section.
- [CKS](#) section.

The tricks covered in this guide are nothing new. Some have been covered at the Consortium forums, others by miscellaneous gold blogs. What really makes the "vanilla shuffle" profitable is the streamlined and efficient process I'm going to describe. Essentially, the idea is to combine several mini-shuffles and make a single, better and badder shuffle (just like the Cataclysm shuffle).

Requirements:

- Enchanting level 300 or higher.
- Tailoring level 300 or higher.
- Timbermaw Hold exalted.
- [The Consortium Key Sender \(CKS\)](#).
- Auctioneer.

Step 1: Furbolg Medicine Totem

This trick was first [introduced to us by Luminatyra](#). Buying and disenchanting [\[Furbolg Medicine Totem\]](#) in itself is very profitable.

Each totem yields 0.375 [\[Greater Eternal Essence\]](#) and 0.33 [\[Dream Dust\]](#) per disenchant. At current TUJ medians of 40.5g/0.5g, that's a profit of 9.1g per disenchant. Buying and disenchanting can be fully automated using CKS. I was able to disenchant about ~900 in an hour, which results in a profit of 7000 GPH. Not bad at all, considering we're playing with nothing but vanilla mats.

How to shuffle efficiently:

- Buy 4 [\[Otherwordly Bags\]](#) and equip them. This gives you 144 slots for enchanting mats alone, which really makes the trip to the

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Furbolg cave worthwhile. With so much space, you can literally stick around for hours before filling your bags. Even better, use mobile banking or a MOLL-E to reset your entire inventory...

- Bind the following macros:
 - /run BuyMerchantItem(11,1)
 - /cast disenchant
/use Furbolg Medicine Totem
 - The first macro buys a Totem from Gorn One Eye. The second disenchants the Totem.
- CKS the above macros (see section 3: The Consortium Key Sender)
- Clear your inventory completely and open up Gorn One Eye's vendor panel.

All done! The above system automates the process completely.

This set up allows you to shuffle these 100% hands-off (besides combining essences). If you aren't exalted with the Timbermaw faction yet, no worries. Fact is, this grind was nerfed and can be completed within 45 minutes or less. Honored > Revered took me 10 minutes, and Revered > Exalted took me about 20. Mobs now grant reputation even beyond Revered. Farming [Winterfall Spirit Beads] makes for a painless experience to Exalted.

Step 2: Shuffling Out the Dream Dust

The problem with step one is that you're going to be left with a TON of [Dream Dust], which is nearly worthless. You can craft a bunch of stamina scrolls to get rid of *some* dust, if you want. By the way, you can gouge really hard on these scrolls. Think 150g:

[Enchant Shield - Greater Stamina]

[Enchant Boots - Greater Stamina]

[Enchant Bracer - Greater Stamina]

You will also be left with a handful of [Small Brilliant Shard] which should be turned into [Enchant Chest - Major Health]. Gouge on that too (150g).

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There's no harm in setting up TSM to post a bunch of dust at the AH if the market price warrants it. The only problem is that Dream Dust is annoying to carry around.

The final step is to completely phase out Dream Dust. Set up snatch for the following goods:

- Runecloth - 0.65g
- Runecloth Bolt - 2.5g
- Star Ruby - 6g

These prices are all above TUJ medians, so rest assured that we're not going against the principle of opportunity cost. If you're a small-timer, don't be afraid to lower these prices. If you purchase from snatch every so often, you will be surprised at how abundant things like Star Ruby may be.

Next, set up the following automail rules within TSM:

- Dream Dust -> Tailor.
- Runecloth -> Tailor.
- Bolt of Runecloth -> Tailor.
- Star Ruby -> Tailor.
- Greater Eternal Essence, Lesser Eternal Essence -> Enchanter Illusion Dust -> Enchanter OR stockpile mailbox.
- Small Brilliant Shard -> Enchanter.
- Wizardweave Turban -> Enchanter.

This step is necessary to cut down on the time spent mailing goods around. Dont skip this step, as it will save you a considerable amount of time.

Log onto your Tailor and clear your bags. Loot Runecloth, Bolts of Runecloth, and Star Rubies from your mailbox. Turn all your Runecloth into bolts, and make [\[Wizardweave Turban\]](#)s until your eyes bleed. This item is pretty special. It's a high level item, meaning it disenchants into more than just your usual 1-2 essence/dust. This item yields, on average, 0.5 Greater Eternals and

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2.8 Illusion Dusts. That's a disenchant value of 62g. At a cost of 22g (upper range), **the profit per disenchant is 40g.**

The last step is to disenchant everything.

Bind this macro and CKS it: /click TSMDestroyButton

This will disenchant all items in your inventory. Make sure to open up TSM Destroying for the click macro to work.

Step 3: Closing Note

This isn't really a step; more of a closing statement and word of advice.

When expansions are released, the economy inflates. This opens up all sorts of possibilities like the Totem disenchant. Prior to Cataclysm, this shuffle wasn't even on our radar. The inflation brought on a means of buying unlimited enchanting materials from vendors, something which was not intended. That said, these things remain in flux. A profitable shuffle today might be a losing shuffle tomorrow!

6. Farming

In the world of goblinengineering, we see farming a little differently than the average player.

For the most part, an experienced gobliner will never recommend conventional farming (like mining and herbing) because – to be blunt – it's generally a waste of time. If you were expecting mining or herbing routes in this section, you may be disappointed.

You should only mine and/or herb if you need to build up a nest egg. At the very best, conventional mining/herbing will bring in about 3500 GPH. This is *abysmal* when compared to shuffling or realtime scanning. At the moment, I shuffle *while scanning* and earn about 15,000 GPH. This is not an exaggeration. This guide lists countless gold-making strategies, all of which are more profitable than herbing and mining.

In closing, while we do not offer herbalism and mining routes, we *do* provide you with superior alternatives! Should you seek to build a nest egg using conventional farming methods, you can find such routes on hundreds of blogs and sites – one does not need to look far!

6.1 Limited Supply Routes

Limited supply routes are pre-planned circuits you run with your character. The purpose of the circuit is to make several vendor purchases, which are to be re-sold at the Auction House at markup.

This strategy may sound very primitive to you - and that's because it is. Limited supply routes are the simplest, safest and most reliable methods of making gold. Most of all, they require a very minimal investment. The markup on vendor purchases is often in the order of 5000% or more. The best part is that some of these circuits can be completed by a level 1 character; great for building a nest egg!

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In the past, goblins had to resort to pre-made maps of vendors and their location. Each zone or city had its own guide. There was the [Ironforge](#), [Outlands](#) and [Dalaran](#) limited supply routes, just to name a few.

The days of relying on old maps have come to an end thanks to a clever addon developer by the name of Nicorn.

Nicorn developed an addon called NicornVendors. Quite simply, this addon helps you find vendor items in any zone. It marks your map, and with the help of TomTom, provides waypoints and arrows to guide you.

The [official NicornVendors thread](#) gives a good overview of the addon.

To use the addon, you need to first download and install [TomTom](#). This addon takes care of generating waypoints and guide arrows. You can customize this standalone addon if you wish, but it should come configured just fine right out of the box.

NicornVendors is plug and play. Install it, load WoW, and the addon will generate markers for every zone with vendors. TomTom arrows will then guide you to the nearest marker. If the arrow appears to be wrong, type /nv and hit the reset button. It's really that simple.



Now, this guide wouldn't be complete without TSM settings.

What I've done is separated the recipes into 4 groups, with one master group called "vendor recipes". You can import the entire structure with this string:

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group:Alliance Only Vendor

Recipes,12233,13288,14627,20576,2697,2699,2700,2701,2889,3678,3679,3680,3681,3683,4609,5528,6329,7289,7290,7361,7560,group:Horde Only Vendor

Recipes,12226,12232,13287,20075,27685,27687,3735,4355,5483,5484,5486,5488,6054,6055,6346,7089,group:Limited Qty Vendor

Recipes,10311,10314,10317,10318,10321,10323,10325,10326,10602,10609,10728,10858,11039,11101,11223,12162,12163,12164,12836,13311,13478,13496,14468,14483,14630,14634,14635,14639,15724,15725,15734,15735,15740,15741,15758,15762,15772,16046,16050,16221,16224,16767,18239,18487,18647,18648,18649,18650,18652,18656,18731,18949,20854,20855,20856,20975,21894,21898,21899,21900,21901,21902,21941,21942,21943,21948,21952,21954,21957,22539,22562,22563,22565,22900,22901,22902,22907,22909,22911,23574,23590,23591,23592,23593,23594,23595,23596,23638,23799,23803,23805,23807,23811,23816,23817,25726,28282,37915,50166,50168,5640,5642,5643,5771,5772,5786,5787,5788,5789,5973,6047,6053,6056,6057,6270,6272,6274,6275,6349,6377,6401,7087,7088,7114,7362,7451,7561,7613,7742,7995,8385,8409,9300,9301,9302,9305,group:Unlimited Qty

Recipes,12228,12229,12231,12239,12240,12703,12706,12707,12714,12719,12958,13940,13941,13943,13947,13948,13949,14526,16110,16111,17062,18046,20752,20753,20754,20755,20758,21099,21219,21358,21892,21893,21895,21896,21897,22307,22308,22647,24316,25725,27688,27690,27691,27692,27693,27694,27695,27696,27697,27698,27699,27700,30156,30483,3682,38327,38328,6039,6325,6326,6328,6330,6368,6369,68810,6892,78348,9303,9304

The font is tiny, but you don't really need to read whatever is there. Just copy-paste it into the import box.

I simply applied a single Auctioning Operation to the top level group called "VendorRecipes". The settings are pretty easy here;

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General Post Cancel Reset Relationships

Auction Settings

Duration: 48 Hours

Post Cap: 0 1 500

Stack Size: 1 1 1000

Keep Quantity: 0 0 1000

Use Stack Size as Cap

Auction Price Settings

Bid percent: 0% 100% 100%

Undercut Amount: 1c

Posting Price Settings

Minimum Price: 5g 0s 0c

When Below Minimum: Don't Post Items

Maximum Price: 500g 0s 0c

When Above Maximum: Post at Maximum Price

Normal Price: 100g 0s 0c

And there you go – you're ready to make the easiest gold you'll ever make in WoW!

6.2 Greater Farming Alternatives: 5k GPH+

The alternatives described in this section are far superior to conventional farming methods. In these instances, you will generate very high GPH – high enough to warrant actually going out to farm.

The downside to most of these methods is that they are not sustainable (the exception being cloth farming). Farming ore and herbs *can* be sustainable because the demand for these goods is so persistent. Recipes and pets, on the other hand, don't move so quickly. That's why you should diversify your farming efforts – such as to dilute the effect of oversupplying the market for rare goods. Mechanical Chickens, for example, are very valuable due to their rarity. If you were to farm them days on end and flood the Auction House with them, their local value decrease. In this scenario, it would be advised to slowly liquidate the pets, and maintain the optimal value and GPH.

Note; make sure to check [Area 52](#) for the latest and greatest farming spots!

6.2.1 Mechanical Chicken Farming: 12k GPH

This guide describes how to farm [Mechanical Chicken]. This pet is obtained after completing a series of quests, and thus cannot be farmed conventionally. This guide covers non-conventional 'farming' that involves carrying other players through the prerequisite quests, and buying the Mechanical Chicken off them at a discounted price.

Logistically, the questline is a nightmare. Unprepared and uninformed, it would take the average solo player about 2 hours to acquire the chicken. The pet is quite rare and may be more valuable than you think! TUJ currently has the pet's mean at 12,000g, but patient and smart sellers should be able to get more.

A successful Mechanical Chicken run could net you a profit of over 40,000 gold.

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Here's a quick outline of the method;

- Find four level 50+ players whom have yet to complete the final quest.
- Drag them through the questline.
- Collect valuable reward (Mechanical Chicken) in exchange for handsome pay.

Step 1 - Forming the Party

First, you must solicit players at random and form a party. Copy the following message onto your clipboard:

"Sorry to bother you, good sir. Would you be interested in making a quick 2000g? It should take about 45 minutes. If not, thanks anyway."

To identify potential candidates, run a /who 60-69 and message players until you've found four willing to come along for the ride. Only grab lowbies as a last resort – as they generally don't have flying mounts. Also keep in mind that 50 is the minimum level required for the quests. If a player is interested, elaborate:

"I will carry you through a series of quests and port you around the world. We will complete 7 quests. You give me the quest reward (Mechanical Chicken), and in return I pay you 2000 gold. The whole process should take about 45 minutes."

When you find a potential candidate, ask if he/she has completed the mechanical chicken questline. The quest is non-repeatable, so it cannot be done twice. If they're not sure, you can check by using a macro.

Refer them to [this WoWhead page](#):

```
/run local function f() t={};GetQuestsCompleted(t);  
l={485,836,351,648,2766,2767,3721};for i=1,7 do if not t[l[i]]  
then print(l[i]) end end  
end;x=CreateFrame("FRAME");x:RegisterEvent("QUEST_QUERY_COMPLETE");  
x:SetScript("OnEvent",f);QueryQuestsCompleted()
```

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If you're having trouble with the macro, try copy-pasting it from [the WoWhead comments here](#).

Pasting this into chat will spit out some numbers (quest IDs, more specifically). If nothing happens, the player has already completed the Mechanical Chicken quests. Otherwise, some numbers will come up showing which quests are still available to said player.

Another clever method is to pick up the very last quest without turning it in. If you attempt to share the quest, you will get an error: '[playername] has already completed that quest'.

The quest IDs displayed by the macro represent;

485 = [Find OOX-09/HL!]
836 = [Rescue OOX-09/HL!]
351 = [Find OOX-17/TN!]
648 = [Rescue OOX-17/TN!]
2766 = [Find OOX-22/FE!]
2767 = [Rescue OOX-22/FE!]
3721 = [An Oox Of Your Own]

If the macro outputs *anything at all*, you're good to go.

Trade chat isn't bad for recruiting, but remember, many lowbies are out leveling. The great thing about trade is that you can start low, and gradually increase your payout if you have no takers.



Caution

Your 'hires' have no obligations to you and you cannot resort to GMs if things go sour. Set the terms right off the bat, and if you have any doubts about a player, replace them immediately. **Never pay up front.**

Step 2 - Blast Through Quests

The next step is to carry your party through the quests. I wholeheartedly recommend carrying with a mage, if possible. Porting around just makes this so much easier. You can also recruit a mage into your group - toss him/her an extra 100g for the taxi service. It's important to do each quest systematically, and to make SURE that every player picks up the quest item when it drops.

Each quest starts from a randomly dropped beacon. You'll need to head to three different zones, kill mobs until the beacon drops, and complete the quest started from said beacon. Make sure to tell the party NOT to start the quest until everyone is ready.

The beacons drop independently in the following zones;

OOX-09/HL - The Hinterlands

OOX-17/TN - Tanaris/Zul'Farrak

OOX-22/FE – Feralas

Notice the acronym matches the zone where the beacon drops?

The procedure for each quest is straightforward. Head to one of the zones listed above, and start killing mobs. Eventually, a beacon will drop that everyone can pick up. It will start the quests Find OOX-09/17/22, asking you to locate a lost robot chicken. Once you find the chicken in question, each member should turn in the quest. Then, an escort quest is started and group members should be prompted to start it. Do NOT pick off stray mobs - the

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chicken will run toward them and slow quest progress. The quests are not sequential - you may start in whichever zone you desire. Hinterlands > Tanaris > Feralas is a logical sequence. Here's what I recommend doing (Alliance);

1. Start from Ironforge. Fly to Hinterlands and complete OOX-09/HL (don't head to Booty Bay until all quests are complete).
2. Make a portal to Dalaran, and jump into the portal to Caverns of Time. Complete OOX-17/TN. Zul'Farrak is a good spot to farm the beacon.
3. Fly to Feralas, complete OOX-22/FE. There is a cave mid-map and according to WoWhead the Yetis there have a high chance to drop the beacon. In fact, I obtained a beacon on my very first kill here:



4. Make a portal to Theramore, fly north to Ratchet. Take the boat to Booty Bay.
5. Complete [\[An Oox Of Your Own\]](#) and collect your [\[Mechanical Chicken\]](#)s.

The full circuit could take up to 2 hours on the first try. Of course, you can't do this all day long without hurting your GPH. Only 1-2 Chickens can be

moved weekly and you'll have to drop your price if you want higher sales volume.

All said, this method can earn you well over 20,000 GPH if executed in a timely manner.

6.2.2 Encrypted Twilight Text Farming: 5-8k GPH

Silithus is a mostly abandoned zone. You will rarely find players here, let alone any competition for farming. The players that *do* farm Silithus are after Essence of Air, which drop from air elementals found in the north-west corner of the zone.

What most don't know is that Silithus is host to a far more profitable farming solution. Silithus is home to the Twilight's Hammer Clan. There are several encampments in the zone where mobs spawn in high density and drop a very valuable item: [Encrypted Twilight Text].

The cultists also drop Twilight Cultist Cowl, Mantle and Robe, however the functionality of these items has been removed and their value has dropped. This *does not* mean the run is not profitable! On the contrary, text turn-ins are now the only supplemental method to gain Cenarion Circle rep, and have more than doubled in price since.

The Encrypted Twilight Texts can be sold at the AH for about 20g. What's even neater about the texts, however, is that you can turn 10 in for [Decoded True Believer Clippings], which have a 25% chance to contain one of the following rare recipes:

- 6% - [Pattern: Runed Stygian Belt] (2000g sale price)
- 1.5% - [Pattern: Runed Stygian Boots] (3500g sale price)
- 6% - [Pattern: Runed Stygian Leggings] (2000g sale price)
- 6% - [Plans: Darkrune Breastplate] (2000g sale price)
- 1.5% - [Plans: Darkrune Gauntlets] (3500g sale price)
- 4% - [Plans: Darkrune Helm] (2500g sale price)

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Using the above statistics, [Decoded True Believer Clippings] are worth 565g each. In other words, Encoded Twilight Texts are actually worth 56.5g apiece!

Before going out and farming these, however, make sure to check that someone else hasn't already done so. If the AH is (or has been) flooded with these recipes, you may have a hard time selling them.

Farming recipes is *not* sustainable in the long run – only a handful of players are after them. Once your recipe sales start diminishing, start selling the texts instead of the recipes. I opted for an intermediate strategy; selling recipes at a bargain price, and restocking in Silithus every few months.

Take a look at this map:



1, 2, 3: These are the Twilight's Hammer Camps where most of your farming takes place.

4: Hermit Ortell, where you exchange Encoded Twilight Text for Decoded True Believer Clippings (repeatable question Still Believing).

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Farming Strategy

I went out and farmed the texts myself, and here were the results (1 hour):

- 286 [Runecloth] x 0.8g = 230g
- 18 [Twilight Cultist Cowl] x 0.2g = 3.6g (vendor)
- 18 [Twilight Cultist Mantle] x 0.2g = 3.6g (vendor)
- 17 [Twilight Cultist Robe] x 0.2g = 3.4g (vendor)
- 140 [Encrypted Twilight Text] = 14 [Decoded True Believer Clippings] x 565g = 7910g
- Disenchanted green items = 75g
- Raw coin = 28g
- Misc loot = 10g

For a grand total of **over 8000 gold per hour**. Note that this was a full circuit: it includes the time required to run to Ortell, turn in the texts, disenchant items, run back to Cenarion Hold and mail everything out.

Your second alternative is to sell all of the texts at the Auction House rather than turning them in for recipes. This still results in very respectable income – about 3400 GPH.

If your texts don't sell on the first try – don't worry, it's just a matter of time before a rep grinder comes along and buys them all out.

A few tips on farming [Encrypted Twilight Text]. They drop off a variety of mobs, notably:

- Twilight Avenger: Camp 1 and 2.
- Twilight Geolord: Camp 1 and 2.
- Twilight Stonecaller: Camp 1 and 2.
- Twilight Prophet: Patrols between 1 and 2, and north of camp 3. Unique model as seen in the image.
- Twilight Flamereaver, Twilight Master, Twilight Overlord and Twilight Marauder: Camp 3.

I strongly suggest completely ignoring camp 3. I prefer alternating between camp 1 and 2, running a tight circle in the center of the camp and rounding

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up all mobs. The Avengers are melee, and the Stonecallers will eventually run out of mana and go melee as well. The Geolords must be handled separately. The Prophet drops 8-11 texts, and is on a 30 minute respawn timer. She spawns just east of camp 1, and patrols to camp 2. The second prophet spawns south of camp 3, and is on a 60+ minute respawn timer. Farming these is pretty mindless, you are at no risk to die.

**Tip: Use [SellJunk](#) or [TrashCan](#) to automatically clear your inventory of unwanted junk.*

Remember, the profitability of this route depends heavily on the volume of recipes you wish to sell. By no means can you farm this area up to 1 million gold, but it's definitely a great supplemental route! In fact, I level my characters from 53-58 here.

6.2.3 Doomwalker and Doom Lord Kazzak: ~3500g in 15 min

Doomwalker and Doom Lord Kazzak are world bosses that were introduced in Burning Crusade. At level 80, these bosses were soloable, but were seldom farmed due to their mediocre loot tables. With transmogrification added to the game, the demand for certain drops from both bosses exploded, and their price soon followed suit.

Doomwalker is the easier boss to solo. Some classes (notably, tank classes) can take him on at level 80, but most classes should be able to farm him at level 85. Killing him should take no longer than 15 minutes. His loot table and item values:

- [Ancient Spellcloak of the Highborne] 600g
- [Ethereum Nexus-Reaver] 8200g
- [Anger-Spark Gloves] 500g
- [Black-Iron Battlecloak] 400g
- [Faceguard of the Endless Watch] 1200g
- [Gilded Trousers of Benediction] 600g
- [Terrorweave Tunic] 700g
- [Talon of the Tempest] 3000g

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[Barrel-Blade Longrifle] 1800g

[Fathom-Helm of the Deeps] 1200g

Average drop value = 3690g

His location is shown on the map below:



Keep in mind, he's much harder to find now that players are more likely to run Black Temple for transmogrification items.

Doom Lord Kazzak is much harder to solo, even at level 85. He's less likely to be farmed by other parties, given that he's not at a raid portal. Unlike Doomwalker, you can't just walk up to this boss and beat the loot out of him. Kazzak is a high-dps boss. If you intend on soloing, you will need a class with solid self-heals, or an outright healer.

[Scaled Greaves of the Marksman] 600g

[Ring of Reciprocity] 300g

[Ring of Flowing Light] 250g

[Leggings of the Seventh Circle] 500g

[Exodar Life-Staff] 7000g

[Ripfiend Shoulderplates] 1900g

[Gold-Leaf Wildboots] 400g

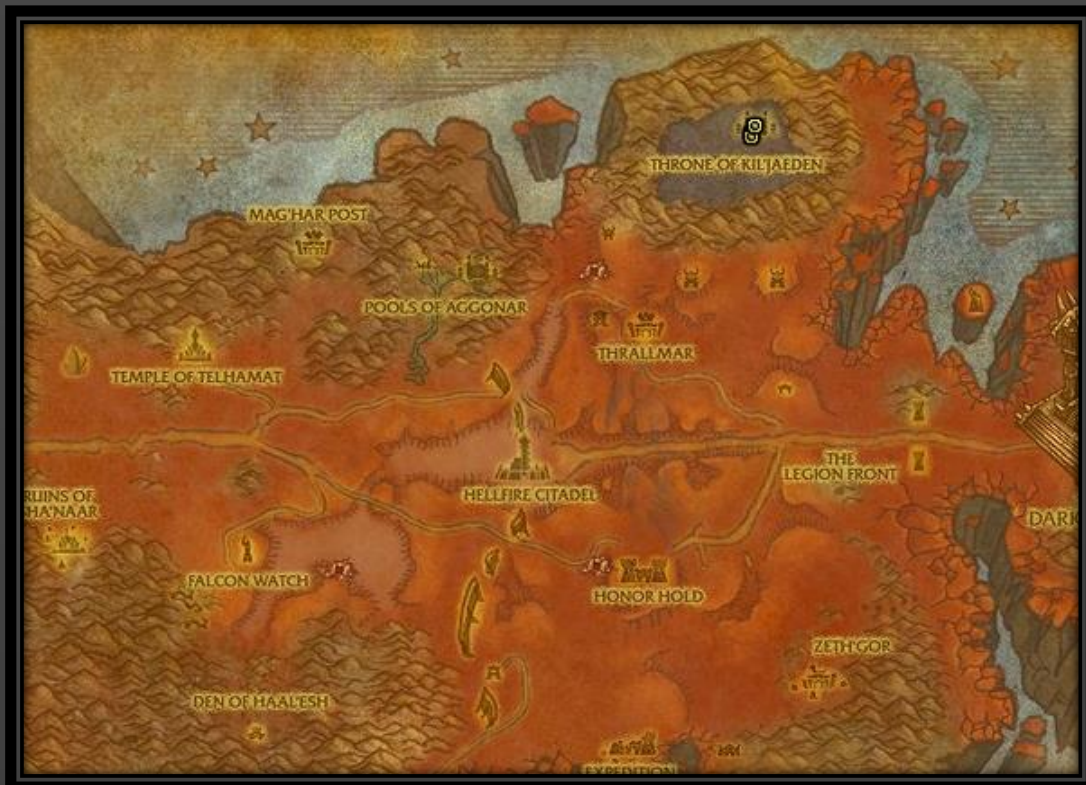
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[Hope Ender] 7000g

[Topaz-Studded Battlegrips] 500g

[Ancient Spellcloak of the Highborne] 600g

Average drop value = 3860g



~4000g for 10-15 minutes of work; not bad at all!

7. The Auction House

7.1 Understanding the Value of Rare Items

Related content:

- [Sniper Mastery Guide](#)

One of the most important concepts young goblineseers must understand is the valuation of rare items (more specifically, rare recipes).

There is a very small subset of WoW players that enjoy "completing" the game. They enjoy collecting mounts, pets, characters, item sets and achievements. Silly as it sounds, some of these players even enjoy collecting recipes, with the end goal of "completing" a profession (we'll call them "completionists").

Completing a profession is particularly challenging because some recipes are *very* hard to obtain. Sunwell recipes, for example, are rare because they are seldom farmed. Other recipes are rare because their drop rate is so low. **Such recipes are *only* valuable because they are rare.** Outside of their rarity, these recipes are of *absolutely no use* (save for a few exceptions).

The challenge in selling rare items is finding the right buyer – the *one* player seeking to purchase your goods. Making this big sale is a matter of patience.

Rare recipes aren't always sought by the masses – in fact only a handful of players may seek any given rare recipe. Take Formula: Enchant Shield – Lesser Block as an example. The formula is rare and collectible, and only valuable to serious completionists. The average collector might be willing to shell out 1-2k gold for it. At this price, you may find quite a few buyers, but why sell to multiple buyers when you have only 1 item?

As you increase your asking price, the number of potential buyers for your item decreases. This is fine; after all, you only have 1 recipe for sale. Ideally,

you want to increase your price until only 1 potential buyer remains. It may take months for you to find a buyer, but making the sale is very gratifying in the end.



Tip

Once you settle on a selling price, stick to it! Decreasing your asking price only serves to convince potential buyers that they will get a better deal down the road.

7.2 Basic Auction House Tips

Stack Sizing: Try posting items in different stack sizes. Check [Wowhead's Reagent for tab](#) of an item to get an idea of the most demanded sizes (in this example it's 1, 3, 4 and 5 per craft). Sometimes people are willing to pay a bit extra for items in larger quantities if it means saving several minutes clicking. Remember, most players are using the default Auction House UI, where every item requires 2 clicks to purchase (buy and confirm). This works well for items ore, herbs, enchanting materials, cloth, etc.

Overcutting: You don't always need to undercut the cheapest item at the Auction House. Some fast-moving markets such as gems and enchants are burned through so quickly that you can actually post at higher prices and make the sale anyway. This allows you to squeeze an extra 5, 50, 100 or even 500 gold out of your auctions. Overcutting is the very basis of our strategy is Smelting Mastery.

Calculating Profits: Always remember to take into account the 5% Auction House cut when calculating profits for crafting items. An easy way to work this out is to take the final crafted value and multiply by 0.95. This gives you the final sale revenue minus the 5% cut.

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Auctions List Sorting: Most Auction House searches actually sort the price by the bid amounts, not the buyout amounts. So instead of placing your big price at the same as your buyout, try lowering it a bit to get your Auction listed lower than your competitors. Be careful not to make it too low that you lose a profit.

Deposit Costs: Be careful of Auction House deposit costs. Some items have a heavy cost to list on the Auction House. These costs are negligible for high ticket items such as mounts, but for items like transmog, the cost can pile up if not managed properly.

Crafted quest items: Provide them if you can. When somebody gets a quest that requires a particular item, they will often look on the AH for it. Let yours be there to buy. For example [Khorium Power Core] is used in an Outlands quest (also for flying machines), there are others, check out your profession and remember WowHead is your friend!

Vendor Items: Simple vendor items sell quite well on the AH. Jeweler's Settings, Dust of Disappearance, and Inscription mats (jawbones, etc) are great examples.

Timing:

- Find out what items are needed for daily quests. For example, the Cataclysm Jewelcrafting daily quest requires one of either 3 x [Jasper], [Nightstone] or [Zephyrite]. Even though Cataclysm is long gone, these are still great sellers on occasion! Also, remember to post in both stacks of 1 and 3!
- The best time to sell gems, enchants, and enhancements is after Tuesday maintenance.
- Saturday is the best day of the week for buying opportunities. Tuesday is for selling opportunities.
- Auctions continue to count down even during maintenance. You can score great deals by bidding on auctions just before servers go down on Monday night (aka Tuesday morning).

7.5 Gouging on Rare Reagents

Gouging is the act of taking advantage of strange supply/demand interactions for certain items at the Auction House. The items we target are low-supply, and low-demand. Simply put, these items are easy to flip for profit because:

- There is rarely any competition; you get free reign over the market.
- Demand comes in huge spikes, ie: a single impatient player needing every item at the Auction House.

Leathers: Rugged, Borean, Knothide Leather: 6, 7, and 8 gold each respectively. Turn Borean and Knothide into Heavy leathers for bonus points.

Bars / Ores: Cobalt, Adamantite and Fel Iron Bars: 120, 120, 100 gold/stack respectively. See [Smelting Mastery Guide](#). Titanium Ore and Bars are also fantastic!

Golden Draenites: Used by tailors for Magic Carpets. 80 gold each, easily.

Golden & Black Pearl: Used by enchanters. Prices vary, but you can get away with 100-150 gold with no competition.

Goldthorn: An absolutely brutal chokepoint in leveling Alchemy (perhaps the worst in-game, at least before catch-ups were introduced). On low pop servers, I move them for 15g *each*.

Stranglekelp: Yet another chokepoint for Alchemy.

Globe of Water: Used for Yetis. I sell them for 50 gold apiece.

Wildvine: Very rare commodity that is used for Greater Agility to Boots (twink enchant). Requires patience, but can sell between 75-150 gold each.

Archaeology Green Items: These are used for solving Archaeology artifacts. [\[Draenor Clan Orator Cane\]](#), [\[Ogre Missive\]](#)

8. Miscellaneous

8.1 Effectively Conversing With Foreign Farmers

This article teaches you how to effectively communicate with foreign farmers. It does not address the moral and political implications of the gold-farming culture. Should you be interested in said politics, take a look at [this article](#). Going forward, I urge everyone to keep one thing in mind: *foreign farmers are human beings, and deserve to be treated with respect.*

Foreign farmers have been an integral part of the game since its release in late 2004. In recent years, it appears that professional gold farming has become less popular. From what I have observed, this is due to a combination of several factors:

- Sophisticated bots replacing players.
- More isolated and inconspicuous farming locations.
- Blizzard's zealous approach toward banning professional farmers.
- A shift of focus to hacking & liquidating, versus farming & selling.

Nonetheless, foreign farmers will always maintain a presence within the game. Depending on your server, you may encounter several farmers throughout your adventures or none at all. A great proportion of these farmers are of Chinese nationality, and most speak very little English. Typically, they *do* understand simplified Chinese, otherwise known as *Pinyin*. This language spells out Chinese words. Often, asking them a question will prompt either a generic English, or complex Pinyin response. So, why not learn a little Pinyin and cater to their needs?

First, establish a connection and introduce yourself:

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Hello: Ni Hao

My name is: Wo jiao

I am American: Meiguo Ren

I am very happy to meet you: Hen gao xing ren shi nin

I can only speak English and a few Chinese phrases: Wo zhi hui jiang ying wen. Wo hui jiang yi dian dian zhong wen.

I cannot write pinyin very well: Wo bu tai hui xie pin yin

I do not understand: Wo bu dong

Doing business

Now that you've introduced yourself, spark up a business conversation.

Do you have [Item]?: Ni you [Item] ma?

I need [Item]: Wo xu yao [Item]

I need [Item] in bulk: Wo xu yao da liang de [Item]

I'm willing to buy [Item] for [Price]. Yes or No?: Wo xiang yong [Price] mai [Item] hao bu hao?

Please COD me the [Item] for [Price]: Qing yong fu kuang qu xin fa gei wo [Item], mei ge [Price].

Would you send me all your [Item] CoD at [Price]/stack?: Yi hou ni yong fu kuang qu xin fa gei wo suo you de [Item], mei zu [Price] hao ma

Could you help me?: Ni keyi bang wo ma?

Bartering

Once either side has set their desired price, it's time to try and shift that price in your favor.

Agreed!: Shuo ding le

Cheaper, please: Tai guile

Want: Yao

Don't want: Bu yao

Can: Ge yi

Can't: Bu ge yi

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No: Bu

Nevermind: Wo men bie zai tan zhe ge wen ti le

Trade Closure

Let them know you appreciated trading with them, and say your farewells.

Goodbye: Zaijian

Have a good day: Wo xi wang ni you hen hao de vi tian

Xie xie ni: Thank you

Hen gan xie: Thank you very much

Having an American player speak to them in their native language will most likely be a first for them. By first establishing friendship and *then* shifting to business, you can strike *incredible* deals.

9. Closing Notes

This guide is in perpetual development. It is constantly being revised and update to provide you with the very best gold-making experience possible. Subscribed users will receive guide updates via email as they are published.

I should re-iterate that, should you find any area where this guide is lacking, you can always contact us and we will make improvements where necessary. All comments, questions and critiques are welcome. You can contact me directly by email at sterling@stormspire.net, or through the [forums](#).

We're also looking for testimonials, so shoot us an email if you'd like to help us out!